

CROWN PERTH

WESTERN AUSTRALIA

RULES OF THE AUTHORISED GAME OF

- POKER -

Approved under Section 22 of the
Casino Control Act 1984

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1 DEFINITIONS

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

active player means a player eligible for a pot.

all-in means a player has wagered their entire remaining table stake in the outcome of a hand. An all-in player can only win that portion of the pot or pots to which they have contributed.

ante means a wager or predetermined contribution to the pot made by every player prior to any cards being dealt in a round of play.

automatic Shuffler means a machine approved by the Gaming Commission used for the shuffling of cards or both the shuffling and dealing of cards.

bet (see "wager").

betting round means a complete cycle from the time the Dealer deals the cards and first bettor makes his/her wager, to the last person to call.

blind bet means a wager or predetermined contribution to the pot made prior to any cards being dealt.

burn card means a card that is removed from the top of the deck by the Dealer without exposing its value and placed facedown; separate from the discards before the start of a dealing round.

call means a wager made in an amount equal to the immediately preceding wager.

cap means the maximum amount of commission to be deducted as displayed on a sign in the room.

check means to abstain from betting but continue to stay in contention for the pot by retaining the right to re-enter the betting after all other players have either made wagers or folded. A check shall only be an option if no blind is placed or bet is made

chemmy shuffle means the thorough mixing of cards face down on the table using both hands in a swirling circular motion.

commission means the amounts deducted from a pot or pots in accordance with the Rules.

communal cards means the cards dealt and placed in the middle of the table for all players to use to complete their hand.

dead button means a Dealer button in front of an empty seat to adjust the movement of the blind so that each player pays the correct amount of blinds.

dead hand means a hand that has no claim to the pot.

Dealer means a person assigned to table games to directly operate and conduct the gaming.

dealer button means a marker used to designate the player who shall receive the last card of each round of play.

deck change means removing the deck that is currently being used and replacing with a different deck.

feeder table means a poker table opened to accommodate players who are waiting for an existing game.

flop means the three initial communal cards dealt.

fold means to surrender a hand facedown or refuse to call to a wager.

hand means the combination of hole and communal cards.

half pot limit is a style of betting where the maximum wager will be an amount equal to half the pot.

heads up means where there is only two players contesting for the pot.

heat means a session or series of sessions at the completion of which a winner or winners and place getters as applicable are determined for advancement to further heats or a final.

high card open means the player with the highest ranked card shall have the option of opening the betting.

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hole cards means the cards dealt to the players face down.

jackpot contribution means an amount contributed to the jackpot by Crown.

jackpot display means a device to display the current jackpot amount.

jackpot management console means a console to manage the jackpot system.

jackpot prize means a prize payable to a player who has a winning hand in accordance with these rules.

jackpot prize pool means a prize pool that increments with each jackpot contribution.

jackpot system means the configuration of software and game hardware required to conduct one or more jackpots.

last button position means the last player to have the Dealer button misses the next round of play

limit is a style of betting where a minimum bet will be determined for each of the betting rounds, and all raises will be equal to the minimum bet for that betting round.

low card open means the player with lowest ranked card showing shall be the first to bet. The Ace shall count as ace high for the purpose of opening the betting.

missed blind button means a button placed by the Dealer in a player's playing area to indicate that the player has missed either blinds.

no limit is a style of betting where the maximum wager will be an amount equal to a player's table stake.

Poker Supervisor means a casino employee responsible for the supervision and/or management of poker gaming operations.

pot means the accumulation of amounts wagered by players during a round of play.

pot limit is a style of betting where the maximum wager will be an amount equal to the full pot.

present at the table means the player is able to reach or touch the chair at the table the player is seated at.

protected hand means the player is holding onto their hole cards or it has one or more chips or an object (such as a card protector) placed on top of them.

reseed means a guaranteed minimum amount for the jackpot pool.

reserve pool means a reserve prize pool that increments with each jackpot contribution.

raise means a bet within the table limits, that is an implicit call plus an amount in excess of the previous bet or raise, by at least as large an amount, except in the case of an all-in raise.

room means an approved area designated for the playing of Poker.

round of play means that part of the game commencing with the dealing of the first card and concluding with the winning of the pot or pots.

session means a period of Tournament play determined by time, except that the period of time shall cease immediately when the winner or winners and place getters as applicable are determined in accordance with Tournament rules.

showdown means the disclosure of cards in accordance with these rules at the completion of a final round of betting to determine a winner of a pot.

straddle means an additional voluntary wager or predetermined contribution to the pot made prior to any cards being dealt.

string bet/raise – means a bet or a raise, in which a player doesn't get all the chips required into the pot, in one clean motion.

substantial action means an action by two or more players. An action may consist of betting, checking, folding, calling or raising.

table buy in means the minimum or maximum amount in chips required by a player to join a game.

table keypad is a device utilised for registering the start and end of a round of play and initiating a jackpot payout.

table maximum means the maximum amount a player may bet or raise.

table minimum means the minimum bet that may be made by a player.

table stake means the total amount of chips exposed on the table liable to be put at risk by a player for the purposes of making wagers in a round of play.

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tabling or tabled hand means a cards placed face up and flat on the table.

tournament means a style of Poker where all players start with an equal amount of chips and play for either a fixed amount of time or until one or more player has won all the chips.

tournament chips means non-value chips issued to players for the purpose of wagering and scoring in Tournament play but otherwise having no monetary value.

Tournament Director means a person or persons appointed by the Casino Licensee to manage a tournament.

wager means the placing of gaming chips into the pot, on any betting round.

[Definition Amended by RAG/269 on 22/05/2007 and RAG/358 on 23/2/2010 and by RAG/381 on 22/03/11 and by RAG/487 on 23 March 2015 and by RAG/551 on 12/04/2019]

2 GAME AND TABLE DESCRIPTION

“Poker is a card game in which players with fully or partially concealed cards make wagers into a central pot which is awarded to the player or players with the best combination of cards or to the player who makes an uncalled bet.

- 2.1 Poker can be played in a number of variations. These rules cover variations of poker which will be referred to as 5 Card Stud, 6 Card Stud, 7 Card Stud, Crown Perth Manila, Draw Poker, Draw Poker (Ante), Hold' Em, Manila, Omaha, Tournament 5 Card Stud, Tournament 6 Card Stud, Tournament 7 Card Stud, Tournament Crown Perth Manila, Tournament Draw Poker, Tournament Draw Poker (Ante), Tournament Hold' Em, Tournament Manila and Tournament Omaha.
- 2.2 Specific rules applying to these variations of Poker are included within these rules.
- 2.3 Each table shall have places for players to be seated, and a place for a Dealer and may or may not have printed on the table layout the name and / or logo of the Casino and/or Poker Promotion event. See Appendix 1.

[Amended by RAG/381 on 22/03/2011]

3 CONTROL OF THE GAME

- 3.1 A Dealer shall be responsible for the conduct of the game in accordance with these Rules. A Dealer shall control all hands and cards, determine winners and oversee the collection of winnings and commission.
- 3.2 A table shall not be opened with less than two players and a game shall not continue with less than two players. An Inspector shall be in charge of the room and shall supervise the games and correct any errors in procedures or pay-offs.

[Amended by RAG/499 on 16 October 2015]

4 THE DECK

Depending on the version of Poker being played, the appropriate deck selected from the two described below will be used.

4.1 Full Deck

- a) The game shall be played with a deck of cards consisting of 52 cards made up of four suits each containing A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 which shall be known as a full deck.

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- b) Subject to Rules 10.1 (b) and (f) the value of the cards shall be as follows;
 - i) The cards shall be ranked A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.
 - ii) Cards showing Ace shall count as Ace high or Ace low.
 - iii) All other cards shall count as their face value; and
 - iv) No suit shall rank above another suit, except when determining Dealer Button position, where the order of ranking from highest to lowest will be Hearts, Clubs, Diamonds, and Spades.

4.2 Reduced Deck

- a) The game shall be played with one deck of cards consisting of 32 cards made up of four suits each containing A, K, Q, J, 10, 9, 8, 7 which shall be known as a reduced deck.
- b) Subject to 10.2 (b) and (f) the value of the cards shall be as follows;
 - i) The cards shall be ranked A, K, Q, J, 10, 9, 8, 7.
 - ii) Cards showing ace shall count as ace high or ace low.
 - iii) All other cards shall count as their face value.
 - iv) No suit shall rank above another suit, except when determining Dealer button position, where the order of ranking from highest to lowest will be Hearts, Clubs, Diamonds, and Spades.
- c) If a table has one more player than that required for a reduced deck game and all players are in agreement, a reduced deck game may be played, with the player in "last button position" missing the next round of play.

4.3 The maximum number of players for each game using both decks is listed below.

Game	Maximum Number of Players	
	Full Deck	Reduced Deck
Draw Poker	8	4
Draw Poker Ante	8	4
Five Card Stud	10	6
Six Card Stud	8	5
Seven Card Stud	8	4
Manila	0	13
Crown Perth Manila	0	13
Hold 'Em	12	0
Omaha	10	5

- 4.4 Whenever a table is opened or a deck of cards introduced into the game, a licensed member of Gaming staff shall check them card by card, then spread the cards in suits on the table and be checked by another licensed member of

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Gaming staff. Upon request, players shall be permitted to visually inspect the cards.

- 4.5 In the event that an “automatic shuffler” is used, a second deck of 52 cards will be introduced, but the cards of the first deck must not be intermingled with the cards of the second deck. Where two decks are used, the backs of the two decks will be of different colours.

[Rule 4.3 amended by RAG 274 28/08/2007][Rule 4.4.amended by RAG/269 22/07/2007 and by RAG/487 on 23 March 2015] [Rule 4.5 amended by RAG/269 22/07/2007]

5 CARDS – SHUFFLE, CUT AND REPLACEMENT

- 5.1 A deck of cards used to open a table or subsequently introduced into the game shall be chemmy shuffled prior to the initial round of play with those cards.
- 5.2 Before the initial and each round of play the Dealer shall:
- should an “automatic shuffler” not be in use, shuffle the cards on the table without disclosing any cards.
 - should an “automatic shuffler” be in use, load one deck of cards into the “automatic shuffler” to be shuffled and remove the other shuffled deck.
- 5.3 The Dealer shall cut the deck. The cut shall be made more than one card from either end of the deck.
- 5.4 A deck change will occur after a showdown:
- If a majority of players request a change.
 - If a card or cards become mutilated.
 - At the Dealer’s discretion.
- 5.5 Before a deck change occurs the old deck shall be spread face up on the table and counted for completeness by the Dealer. Upon request players shall be permitted to visually inspect the cards.

[Rule 5.1 amended by RAG/269 22/07/2007][Rule 5.2 amended by RAG/269 22/07/2007][Rule 5.3 amended by RAG/269 22/07/2007][Rule 5.5 amended by RAG/381 22/03/2011]

6 PLAYER AND BLIND MOVEMENTS

- 6.1 When a player leaves the game the remaining players seated at the table shall have priority in clockwise direction from the Dealer button over any player waiting to join the game to move to the vacated playing position.
- 6.2 Players at a table utilising blinds may move into empty seats, however if the seat change is more than two live player seats clockwise from their original position, the player must wait until the blinds are due or post a penalty big blind to receive a hand immediately.
- 6.3 In the event a player due to post the first or small blind leaves a game, the player on the immediate left of the vacating player will post the big blind and the game will proceed without a small blind. On the subsequent deal, the button is moved to an empty seat to become a “dead button” and the blinds will have become normalised.

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- 6.4 With the exception of players joining a game from an existing game that has closed or players being moved by a Poker Supervisor, new players to a game may not be seated and subsequently dealt a hand where the Dealer button is placed.
- 6.5 New players, before they can receive cards, will be required to either;
- a) Wait until the big blind is due.
 - b) Post the big blind.
- 6.6 If a new player fails to post a blind to enter the game but receives cards, then the following will occur;
- (a) If it is discovered before the new player has acted on their hand, their hand will be declared a dead hand and the round of play will continue, however the player may be required to post a big blind on the subsequent hand.
 - (b) If it is discovered after the new player has called a wager, their hand will be declared live and the round of play will continue, however the player will be required to post a big blind on the subsequent hand.
 - (c) If it is discovered after the new player has folded their hand, the round of play will continue and the new player will be required to post a big blind in the subsequent round of play.
- 6.7 If a player misses placing their big and or small blind bet because they were absent from the table at the time and they wish to rejoin the game, they will be required to either;
- (a) In the case of both blinds being missed, post both blinds with the big blind amount being considered live and the small blind amount forfeited to the pot
 - (b) In the case of the small blind being missed, will post the small blind and it will be considered live.
 - (c) Wait until the big blind is due to their seated location and post the big blind.
- 6.8 Seating assignments may be altered to ensure that players who are connected by family or association play at different tables or are separated by at least two seats.
- 6.9 In heads up play with two blinds, the small blind is on the Dealer button and is first to act before the “flop” and last to act after the flop. The first card of a hand is dealt to the player who does not have the Dealer button.
- 6.10 Dead Button. The big blind is posted by the player due for it, and the small blind and Dealer button are positioned accordingly, even if this means the small blind or the Dealer button is placed in front of an empty seat, giving the same player the privilege of being last to act on consecutive hands.
- 6.11 Players requesting a table change will require Poker Supervisor (or above) approval.
- a) When changing tables, players will be required to have the table buy-in and will be treated as a new player to that game.
 - b) If a player(s) request to move from a table with six (6) players or less a Poker Supervisor (or above) will determine the order by which players

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move by directing the Dealer to deal one card face up to each player starting from the player to the left of the Dealer. The player(s) with the highest card(s) will move to the available seat(s) on the other table.

- c) Players moving from a feeder table will be required to transfer their entire table stake to the new table and rule 6.5 will not apply.

[Rules 6.6, 6.7 and 6.11 inserted and rules 6.8-6.10 renumbered by RAG/381 on 22/03/11]

7 WAGERS

- 7.1 Each player joining a game shall place at least the minimum table buy-in in chips on the table and no more than the maximum if such is displayed.
- 7.2 The minimum table buy-in will be displayed by notice at the entrance to the room. The maximum table buy-in may also be displayed likewise.
- 7.3 A player shall not augment or reduce their table stake during any round of play with the exception of a jackpot prize payout that may be removed at the time of payment. Players not in a hand may augment their table stake but shall not reduce it.
- 7.4 All wagers shall be made with chips.
- 7.5 All players are entitled to a clear view of another player's table stake. Higher denomination chips shall be easily visible.
- 7.6 Before the commencement of a round of play a player may buy more chips.
- 7.7 Under no circumstances shall a player be permitted to bet for another player.
- 7.8 The minimum and maximum wagers shall be displayed by notice at the entrance to the room.
- 7.9 The table buy-in may be changed with the agreement of all players at the table. Each player shall hold on the table their table stake at the time the agreement is reached. If an agreement can not be reached a Poker Supervisor may change the buy-in provided prior notice of three hands is given to the players.
- 7.10 Any change in the variation of the game of poker being played must be in agreement of all players at the table. These players will be required to have at least the minimum table buy-in and no more than the maximum table buy-in, in this instance Rule 7.3 will not apply. If an agreement can not be reached a Poker Supervisor may change the game provided prior notice of three hands is given to the players.
- 7.11 In all variations of Poker, a raise shall be within the limits and shall be equal to or greater than an immediately preceding raise in that betting round. If no previous raise has been made, the raise must be equal to or greater than the previous bet. If a player raises all-in for less than the required amount, such an under-raise will not re-open the betting for a player who has already acted unless a player yet to act makes a further raise.
- 7.12 In all fixed limit games if the amount wagered by an all-in player is less than the amount required to constitute a wager all subsequent players will be permitted to call for less than the structured amount, or raise by increasing the bet to the structured level.

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- 7.13 If more than one player under-raises all-in and the total combined amount of these under-raises are equal to or greater than a minimum raise, betting will be reopened for players who have already acted and for players who are yet to act.
- 7.14 In all variations of Poker where the betting limit is expressed in terms of a ratio to the pot or no limit is specified, there shall be no limit to the number of raises permitted.
- 7.15 In all other variations of Poker there shall be a limit of three raises in a betting round unless the betting is between two players remaining in the round betting “heads up” in which case there shall be no limit to the number of raises. If there are more than two players in a betting round and the three raise limit has been reached, a subsequent fold by a player or players that leaves two players “heads up” will not initiate the previous sentence guidelines.
- 7.16 In the variation of Hold 'Em and Omaha, two styles of betting will be allowed. The style of betting for each table will be displayed on a board in the poker room;
- a) Style “A”; applies to ‘No Limit’, ‘Pot limit’ and ‘Half Pot Limit’ games. The minimum and maximum wagers shall be determined prior to the commencement of the game and the maximum wager will be an amount equal to half the pot, the full pot, or an unlimited amount.
 - b) Style “B”; applies to ‘Limit’ Games. A minimum bet will be determined for each of the betting rounds, all raises will be equal to the minimum bet for that betting round and there will be a maximum of three raises per betting round. In this instance a straddle will not be counted as a raise. If only two players remain in contention for the pot there will be no limit to the number of raises subject to Rule 7.13.
- 7.17 In any game of Poker that requires blind bets, straddle wagers may be permitted. The first active player to the left of the big blind may place a wager twice the size of the big blind, this wager is known as a “Straddle”.
- 7.18 A player who places a straddle will be entitled to act last in the first betting round only and will have no effect on the structure of the game.
- 7.19 In all Limit games, a single oversize chip will constitute a call if there is no announcement or indication of intent to raise.
- 7.20 In Half Pot, Pot Limit and No Limit games;
- a) A single oversize chip without an announcement or indication of intent to raise will;
 - i) In the first betting round constitute a call.
 - ii) In subsequent betting rounds if it is the first wager of that round it will constitute the size of the oversize chip or the maximum wager permitted within the betting limits. If it is not the first wager of the round it will constitute a call.
 - b) If a player states raise and bets with an oversize chip, the raise will be the maximum amount allowable up to the size of that chip.
- 7.21 In Half Pot, Full Pot and No Limit games when raising, a player must either bet the amount of the raise in one “clean” motion subject to Rule 7.20 or state the

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raise amount. By stating the word raise, a player protects their right to raise, but the raise must still be completed as per the previous sentence guidelines.

- 7.22 If a player attempts to string bet unless the intention to bet is declared, only the player's first action will be accepted. If this does not meet the minimum amount required to bet the player shall make the minimum bet.
- 7.23 A verbally declared decision by a player to check, bet, call, raise or fold will be binding.
- 7.24 In all games if a player makes a raise of
- (a) 50% or more of the previous wager or raise without an announcement or indication of intent they will be required to make the raise up to the minimum raise permitted.
 - (b) less than 50% of the previous wager or raise without an announcement or indication of intent it will be taken as a call.
- 7.25 In all games a player who bets without an announcement or indication of intent with two chips of the same denomination totalling more than the amount to call but less than the minimum amount to raise (and one chip value is less than the previous bet) shall be considered a call. In this instance Rule 7.20 does not apply.
- 7.26 If a player folds, after having already wagered, their hand shall be considered dead. Their wager is still valid and will need to be called by any or all remaining active players prior to determining a winner.
- 7.27 In all games if a player makes a wager of less than the amount required to call (unless in the case of an all-in), they will be required to make up the difference or fold and surrender their wager to the pot.

[Rule 7.19 deleted, Rule 7.20 amended and re-numbered as Rule 7.19 and new Rules 7.20 and 7.21 inserted by RAG 358 23/02/2010][Rules 7.10, 7.12, 7.17, 7.18, 7.26 and 7.27 inserted, rules 7.9ff amended and renumbered by RAG/381 on 22/03/11] [Rule 7.3 amended by RAG/551 on 12/04/2019]

8 TAPPING OUT (GOING ALL-IN)

- 8.1 If a player does not have a sufficient table stake to meet a wager but wishes to stay in the game they shall wager the remaining amount of their table stake which shall be known as tapping out or going all-in. A player tapping out shall remain in the round of play as an active player until the showdown, taking no further part in any subsequent betting round.

[Rule 8.1 amended by RAG/487 on 23/3/15 and Rule 8.2 deleted by RAG/487 on 23/3/15]

9 SHOWDOWN

- 9.1 If a player is all-in or involved in the showdown and accidentally folds their hand before the cards are turned face up, the Dealer must immediately bring this to the attention of a Poker Supervisor or above. The Poker Supervisor or above reserves the right to determine if this player is still eligible for the pot(s), provided the cards are clearly identifiable.
- 9.2 The order of the showdown shall be directed by the Dealer as follows:

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- (a) Any all-in player (determined by their contribution to the pot(s) from lowest to highest).
 - (b) The player being called.
 - (c) All other active players in turn who wish to claim the pot(s).
- 9.3 Should there be more than one active player remaining in the game, any player wishing to claim the pot shall disclose all their hole cards by tabling them, thus allowing the Dealer to announce the winning hand.
- 9.4 Before passing out the pot to the winning player the Dealer shall deduct the correct commission in accordance with Rule 19. Where there is more than one pot in any one round of play commission shall be deducted from each pot. When two or more players hold winning hands of equal value the pot, after commission has been deducted, shall be divided equally between them.
- 9.5 A player who wrongly declares their hand on disclosure of cards at the "showdown" shall have the value of their hand determined by the Dealer.

[Rules 9.1 and 9.2 inserted and following rules renumbered by RAG/381 on 22/03/11, Rule 9.1 amended by RAG/487 on 23/3/15]

10 ORDER OF HANDS

- 10.1 Full deck. The order of hands in descending order where a full deck is used in a game shall be;
- a) Royal Flush: A, K, Q, J and 10 of the same suit.
 - b) Straight Flush: Any 5 cards of the same suit in sequence. An ace will count low in the combination of 5:4:3:2:A.
 - c) Four of a kind: Any 4 cards of the same face value.
 - d) Full House: Any 3 and any 2 cards of the same face value.
 - e) Flush: Any 5 cards of the same suit.
 - f) Straight: Any 5 cards of different suits in sequence. An ace will count low in the combination of 5:4:3:2:A.
 - g) Three of a kind: Any 3 cards with the same face value.
 - h) Two Pairs: Any 2 pairs of cards with the same face value.
 - i) One Pair: Any 1 pair of cards with the same face value.
 - j) Five Odd Cards.
- 10.2 Reduced deck. The order of hands in descending order for the reduced deck shall be:
- a) Royal Flush: A, K, Q, J and 10 of the same suit.
 - b) Straight Flush: Any 5 cards of the same suit in sequence. An ace will count low in the combination of 10:9:8:7:A.
 - c) Four of a kind: Any 4 cards of the same face value.
 - d) Flush: Any 5 cards of the same suit.
 - e) Full House: Any 3 and any 2 cards of the same face value.

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- f) Straight: Any 5 cards of different suits in sequence. An ace will count low in the combination of 10:9:8:7:A.
- g) Three of a kind: Any 3 cards with the same face value.
- h) Two Pairs: Any 2 pairs of cards with the same face value.
- i) One Pair: Any 1 pair of cards with the same face value.
- j) Five Odd Cards.

- 10.3 In determining a winning hand higher ranked cards shall take precedence over lower ranked cards for example Q:Q:Q:2:2 shall lose to A:A:A:2:2.
- 10.4 In determining a winning hand in the case of paragraphs 10.1 h), i) and j) and 10.2 h), i) and j), all cards count, for example, Q:Q:7:7:9 shall lose to Q:Q:7:7:10.
- 10.5 The order of hands shall be displayed by notice within the room.

11 PASSING THE DEAL

- 11.1 In the game of Manila a player shall not pass their turn to be the first player to receive the first card dealt in a round of play.

[Rule 11 amended by RAG/381 on 22/3/11]

12 DEAD HANDS

- 12.1 If a player folds or verbally declares "fold", that player's hand will be classified a dead hand.
- 12.2 Each player shall ensure that during a round of play their hand contains the correct number of cards.
- 12.3 If during a round of play the number of cards in a player's hand is found to be greater or less than the correct number of cards dealt to players in accordance with these rules that hand shall be void and wagers made by that player during the round of play shall be forfeited to the pot.
- 12.4 If at the showdown a player's hand is found to contain an incorrect number of cards and only one other active player remains in the round of play, the player whose hand contains the correct number of cards shall win the pot. In the event of both players' hands containing an incorrect number of cards all wagers shall be returned to all players who participated in that round of play.
- 12.5 All games may be scheduled with a predetermined amount of time to act, as determined by the Poker Supervisor and displayed in the poker room. If a player has not acted before this time, their hand may be deemed a dead hand if there was a previous bet, or may be considered a check if there has been no previous betting for that round.
- 12.6 Where a predetermined amount of time to act has not been scheduled and where, a Poker Supervisor or above deems that a player is taking an excessive amount of time to act on their hand, the Poker Supervisor or above may impose a one minute time limit on that player. If that player has not made a decision on

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their hand in that time limit the hand will be deemed to a dead hand and all wagers made by that player during the round of play shall be forfeit to the pot.

- 12.7 A player must be present at the table to be eligible to contest for a pot. If the player is not present then their hand will be deemed a dead hand and all wagers made by that player will remain in the pot(s).
- 12.8 Players are not permitted to exchange cards, exchange or communicate information regarding their hand(s) to each other or any other person(s) during a round of play. In such circumstances and at the complete discretion of the Poker Supervisor or above, the hand(s) of these player(s) may be declared a dead hand.
- 12.9 Where, and in the opinion of the Poker Supervisor or above, a player has communicated misleading information about any hand dealt during a round of play with any other person(s) with the intent to affecting the outcome of the game, that player(s) hand(s) may be declared a dead hand(s).

[Rule 12.1 inserted, following rules renumbered and rules 12.5 and 12.6 inserted by RAG/381 on 22/3/11; Rule 12.7 and Rule 12.8 inserted by RAG/487 on 23/03/15] [Rule 12.5 inserted and Rule 12.6 amended by RAG/551 on 12/04/2019]

13 PROTECTING THE PLAYER'S HAND

- 13.1 A player shall protect the identity of their hole cards at all times, regardless of whether they are an active player or has folded. If a folding player's cards are passed incorrectly and exposed, the Dealer shall expose the cards to all the players at the table.
- 13.2 Each player will be required to keep all cards dealt to them in full view of the Dealer at all times.
- 13.3 It is the player's responsibility to ensure that their cards are a protected hand at all times. Failure to do so will result in no redress from the Casino Licensee if their hand becomes fouled by contact with discards.
- 13.4 A protected hand may not be ruled dead by accidental contact with discards unless it is impossible to reconstruct, in such circumstance a player will be refunded from the pot all the chips that they put in for that round of play.
- 13.5 A player who has a hand accidentally taken in by the Dealer is entitled to be refunded from the pot all the chips that they put in for that round of play.
- 13.6 Players are responsible for holding onto their cards until the winner is declared. Subject to Rule 9.1, where a player folds their hand before the winning hand is determined, that hand will be declared a dead hand.

[Rule 13.2 deleted, following rules renumbered and amended and rules 13.4 and 13.5 inserted by RAG/381 on 22/3/11. Rule 13.6 inserted by RAG/487 on 23/3/15]

14 COLLUSION

- 14.1 Each player is required to play only in their own self interest. Discussing hand possibilities or discards while a hand is in progress or any behaviour designed to assist one player over another is prohibited.
- 14.2 Only one player is permitted to control a hand, and all decisions made by a player concerning that hand shall be made without advice from any other person.
- 14.3 All conversations between players shall be in English.
- 14.4 Any information about a folded hand that is given to one active player must be communicated to all other active players at the table. Information about the hand of a player who made an uncalled bet that is given to another player must be communicated to all other players.
- 14.5 The Dealer shall be entitled to look at the hand of any player at any time.

[Rule 14.1 amended by RAG/381 on 22/3/11]

15 GOING THROUGH DISCARDS

A player, including an inactive player shall not be permitted to look at discards, either before or after a showdown.

16 LOOKING AT UNDEALT CARDS

A person shall not look at the top card or any of the undealt cards of a deck at any time.

17 MONEY OR CHIP LENDING

Chips or money shall not be borrowed or lent by players during a round of play.

18 DIVISION OF POTS

- 18.1 A pot shall not be divided by the agreement of two or more players. Each round of play must be played to its conclusion in accordance with these rules
- 18.2 Should multiple players have equal value winning hands; this will result in the pot being equally split between all winning players. In the event that the pot cannot be split evenly, any odd chip/s will be broken down in the lowest denomination in play on the table at that time. The first odd chip will go to the first active player to the left of the button involved in the showdown. Any further chips remaining will be distributed in a clockwise direction to the remaining active players in the showdown, until all chips have been distributed.

[Rule 18.2 inserted by RAG 274 28/08/2007]

19 COMMISSION

- 19.1 The Casino Licensee shall display signage showing the commission charges, which shall be deducted from the winning pot or pots at each showdown.
- 19.2 Commission charges will be in the range of 0% to 10% of the winning pot or pots.
- 19.3 A Casino Licensee may reduce the amount of commission to be charged for a game prior to the commencement of a hand provided that the appropriate signage is changed.
- 19.4 A Casino Licensee may increase the amount of commission to be charged for a game prior to the commencement of a hand provided that the appropriate signage is changed and 30 minutes notice is given.
- 19.5 An uncalled wager will not form part of the pot for commission calculation.
- 19.6 If a player wins multiple pots in any one round of play, the commission “cap” will apply to each player and not per pot for that round of play.
- 19.7 There shall be a maximum amount of commission deducted, as displayed on a sign in the room, from any pot which shall be known as the “cap” subject to rule 19.6.
- 19.8 Commission deducted will be “rounded” down to the nearest dollar if a percentage formula is in use.

[Rule 19.2, 19.3 deleted, Rule 9.7 amended and new Rule 19.2, 19.3, 19.4, 19.5, 19.8 Inserted by RAG 274 28/08/2007][Rule 19.1 amended by RAG/381 on 22/3/11]

20 DEALING THE GAME

- 20.1 Prior to the initial round of play being dealt at a table, the Dealer shall deal one card face up to each seated player starting from the immediate left of the Dealer. The player who receives the highest card will have the Dealer button for the first round of play. At the conclusion of each round of play, the Dealer button will be passed in a clockwise direction around the table.
- 20.2 Prior to the first card being dealt in the variations of Hold 'Em, Omaha, Manila, and Draw Poker, blind bets shall be placed by the requisite players as follows;
- a) The player on the immediate left of the Dealer button shall place the small blind bet.
 - b) The player on the immediate left of the small blind bet shall place the big blind bet and so on until all compulsory blind bets have been placed.
 - c) The number and value of compulsory blind bets required shall be displayed on a sign in the room.

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- 20.3 Prior to the first card being dealt in the variations of Hold'em, Omaha, Manila and Draw Poker, the player on the immediate left of the big blind shall have the option of placing a straddle in accordance with Rule 7.15.
- 20.4 Prior to the first card of each hand being dealt in the variations of Draw Ante, Crown Perth Manila, Five Card Stud, Six Card Stud and Seven Card Stud, each player at the table shall contribute an ante being an amount equal to the table minimum.
- 20.5 Players at the table shall wager or make decisions in respect of their hands in sequence in a clockwise direction around the table.

[Rule 20.1 amended, rule 20.3 inserted and following rules renumbered by RAG/381 on 22/3/11]

21 RULES OF FIVE CARD STUD

- 21.1 Subject to rules 20.1 and 20.4 being satisfied the Dealer shall deal one card face down to each player in a clockwise direction, starting with the player to the immediate left of the Dealer button, and then one card face up to each player in the same order, after which the first round of betting will commence.
- 21.2 In the first round of betting;
- a) The player with the highest ranked card showing shall be the first to bet or fold.
 - b) If the highest ranked card folds, the same option will be given to the next highest ranked card on the table until one player opens the betting.
 - c) If two or more players have cards of equal rank, the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked card shall be the first to bet or fold.
 - d) The first player to bet shall place a wager of not less than the table minimum but shall not exceed the table maximum.
 - e) Commencing with the player to the left of the first player to bet the remaining players shall either -
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
 - f) Each player shall in turn follow the same procedure and if only one player remains in the game they shall win the pot.
- 21.3 The Dealer shall then deal to each active player commencing with the player to the immediate left of the Dealer button in a clockwise direction a further three cards face up one at a time followed by a round of betting after each card which will constitute the second, third and final rounds of betting.
- 21.4 In each of the second and third rounds of betting;
- a) The player with the highest ranked hand showing shall be the first to check or bet.

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- b) If two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If only one player remains in the game they shall win the pot.

21.5 In the final round of betting;

- a) The player with the highest ranked hand showing shall be the first to check or bet.
- b) If two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If a player checks in the last betting round, the hand of any other players who check must be ranked higher than the checking player's four face up cards.
- e) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

21.6 The Dealer shall announce the winning hand which shall be the best possible hand attainable using the five cards held by the player.

[Rule 21.1 amended and rule 21.5(e) inserted by RAG/381 on 22/3/11]

22 RULES OF SIX CARD STUD

22.1 Subject to rules 20.1 and 20.4 being satisfied the Dealer shall deal two cards in succession face down to each player in a clockwise direction, starting with the player to the immediate left of the Dealer button.

22.2 The Dealer shall then deal in the same order one card face up to each player after which the first round of betting shall take place.

22.3 In the first round of betting;

- a) The player with the highest ranked card showing shall be the first to bet or fold.
- b) If the highest ranked card folds, the same option will be given to the next highest ranked card on the table until one player opens the betting.
- c) If two or more players have cards of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked card shall be the first to bet or fold.

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- d) The first player to bet shall place a wager of not less than the table minimum but shall not exceed the table maximum.
- e) Commencing with the player to the left of the first player to bet the remaining players shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- f) Each player shall in turn follow the same procedure and if only one player remains in the game they shall win the pot.

22.4 The Dealer shall then deal to each active player commencing with the player to the immediate left of the Dealer button in a clockwise direction a further two cards face up one at a time followed by a round of betting after each card which will constitute the second and third round of betting.

22.5 In each of the second and third rounds of betting;

- a) The player with the highest ranked hand showing shall be the first to check or bet.
- b) If two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If only one player remains in the game they shall win the pot.

22.6 The Dealer shall then deal to each active player commencing with the player to the immediate left of the Dealer button in a clockwise direction a sixth card which shall be dealt face down.

22.7 A final round of betting shall then take place, upon which;

- a) The player with the highest ranked hand showing shall be the first to check or bet.
- b) Where two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If a player checks in the last betting round, the hand of any other players who check must be ranked higher than the checking player's three face up cards.
- e) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

22.8 The Dealer shall announce the winning hand which shall be the best possible hand attainable using any five of the six cards held by the player.

[Rule 22.1 amended and rule 22.7(e) inserted by RAG/381 on 22/3/11]

23 RULES OF SEVEN CARD STUD

23.1 Subject to rules 20.1 and 20.4 being satisfied the Dealer shall deal two cards in succession face down to each player in a clockwise direction, starting with the player to the immediate left of the Dealer button.

23.2 The Dealer shall then deal in the same order one card face up to each player after which the first round of betting shall take place.

23.3 In the first round of betting, if “High Card Open”;

- a) The player with the highest ranked card showing shall be the first to bet or fold.
- b) If the highest ranked card folds, the same option will be given to the next highest ranked card until one player opens the betting.
- c) If two or more players have cards of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked card shall be the first to bet or fold.
- d) The first player to bet shall place a wager of not less than the table minimum but shall not exceed the table maximum.
- e) Commencing with the player to the left of the first player to bet the remaining players shall either
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- f) Each player shall in turn follow the same procedure and if only one player remains in the game they shall win the pot.

23.4 In the first round of betting, if “Low Card Open”;

- a) After the initial deal, the player with the lowest ranked card shall place a bet not less than the table minimum.
- b) If two or more players have cards of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the lowest ranked card shall be the first to bet.
- c) Commencing with the player to the left of the first player to bet the remaining players shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- d) Each player shall in turn follow the same procedure and if only one player remains in the game they shall win the pot.

23.5 “High Card Open” or “Low Card Open” shall be displayed on a sign in the room.

23.6 The Dealer shall then deal to each active player commencing with the player to the immediate left of the Dealer button in a clockwise direction a further three

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cards face up one at a time followed by a round of betting after each card which will constitute the second, third and fourth round of betting.

23.7 In each of the second, third and fourth rounds of betting;

- a) The player with the highest ranked hand showing shall be the first to check or bet.
- b) If two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If only one player remains in the game they shall win the pot.

23.8 The Dealer shall then deal to each active player commencing with the player to the immediate left of the Dealer button in a clockwise direction a seventh card which shall be dealt face down.

23.9 A final round of betting shall then take place, upon which;

- a) The player with the highest ranked hand showing shall be the first to check or bet.
- b) Where two or more players have hands of equal rank the player nearest to the immediate left of the Dealer button in a clockwise direction showing the highest ranked hand shall be the first to check or bet.
- c) Players shall then in turn either check, bet, call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- d) If a player checks in the last betting round, the hand of any other players who check must be ranked higher than the checking player's four face up cards.
- e) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

23.10 The Dealer shall announce the winning hand which shall be the best possible hand attainable using any five of the seven cards held by the player.

[Rule 23.1 amended and rule 23.9(e) inserted by RAG/381 on 22/3/11]

24 RULES OF MANILA

24.1 Subject to rule 20.1 being satisfied, the player to the immediate left of the Dealer button in a clockwise direction shall make a blind bet, which shall be one, two or three times the table minimum.

24.2 The Dealer shall then deal two cards in succession face down to each player in a clockwise direction, starting with the player to the immediate left of the Dealer button.

24.3 The Dealer shall then deal one card, face up, in the middle of the table. This shall be the first of a possible five communal cards. There shall be a round of betting after each communal card is exposed.

24.4 In the first round of betting;

- a) The player to the left of the player who placed the blind bet shall;
 - i) Call;
 - ii) Call and raise; or
 - iii) Fold;
- b) Each player in turn clockwise around the table shall either call, call and raise, or fold.
- c) The player who has made the blind bet may in their turn either;
 - i) If all other players have called the blind bet, refrain from placing a wager in that round of betting but remain in the game;
 - ii) Raise; or
 - iii) Fold.

24.5 There shall be a maximum of three raises, subject to rule 7.13, and each raise shall be an amount equal to the blind bet or up to a maximum of twice the blind bet.

24.6 Where after the first round of betting two or more players remain in the round of play, the Dealer shall expose a further three communal cards one at a time and a further round of betting after each card shall take place which shall constitute the second, third and fourth rounds of betting.

24.7 In the second, third and fourth rounds of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check: or
 - ii) Open the betting for the round by making a wager of twice the blind bet; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call, call and raise or fold.
- c) There shall be a maximum of three raises, subject to rule 7.13 and each raise shall be the value of the opening bet for the round.

24.8 Play shall continue until the pot is won or it is necessary to expose the final communal card.

24.9 In the final round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check; or
 - ii) Open the betting for the round by making a wager of twice the opening bet for the previous round.

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- b) Players shall then in turn either check, bet, call, call and raise within table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- c) Subject to Rule 7.13, there shall be a maximum of 3 raises.

24.10 If the final round is being contested by only two players, those players shall be permitted to raise and re raise each other until their table stake is expended and the winning hand is exposed; and

- a) Each raise shall be double the opening bet of the previous round.
- b) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

24.11 The Dealer shall announce the winning hand which shall be the best possible hand attainable using the player's two hole cards and any three communal cards.

[Rule 24.10(b) inserted by RAG/381 on 22/3/11]

25 RULES OF CROWN PERTH MANILA

25.1 Subject to rules 20.1 and 20.4 being satisfied, the Dealer shall then deal two cards in succession face down to each player in a clockwise direction, starting with the player to the immediate left of the Dealer button

25.2 The Dealer shall then deal one card, face up, in the middle of the table. This shall be the first of a possible five communal cards. There shall be a round of betting after each communal card is exposed.

25.3 In the first round of betting;

- a) The player to the left of the Dealer button shall;
 - i) Open the betting by placing a wager of not less than the table minimum but shall not exceed the table maximum; or
 - ii) Fold.
- b) Each of the above options shall be available to the next player in turn, clockwise around the table until one player opens the betting.
- c) Commencing with the player to the left of the first player to bet the remaining players shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- d) Each player shall in turn follow the same procedure and if only one player remains in the game they shall win the pot.

25.4 Where after the first round of betting two or more players remain in the round of play, the Dealer shall expose a further three communal cards one at a time and a further round of betting after each card shall take place which shall constitute the second, third and fourth rounds of betting.

25.5 In the second, third and fourth rounds of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;

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- i) Check; or
 - ii) Open the betting for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call, call and raise within table limits, or fold until;
- i) Only one player remains in the game, this player shall win the pot.
 - ii) Two or more players remain in the game and all bets have been called.

25.6 Play shall continue until the pot is won or it is necessary to expose the final communal card.

25.7 In the final round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check; or
 - ii) Open the betting for the round by making a wager of not less than the table minimum but shall not exceed the table maximum; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call, call and raise within the table limits, or fold until all players unless tapping out have wagered an equal amount.
- c) If the final round is being contested by only two players, those players shall be permitted to raise and re raise each other until their table stake is expended and the winning hand is exposed.
- d) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

25.8 The Dealer shall announce the winning hand which shall be the best possible hand attainable using the player's two hole cards and any three communal cards.

[Rule 25.1 amended and rule 25.7(d) inserted by RAG/381 on 22/3/11]

26 RULES OF DRAW POKER

26.1 Subject to rules 20.1 and 20.2 being satisfied all players in sequence may then contribute voluntary blind bets to the pot, known as "over blinds", which shall be double the previous blind bet each time.

26.2 The Dealer shall deal each player, commencing with the player making the first blind bet, one card face down in clockwise direction from the Dealer button. The Dealer shall repeat this process until all players have been dealt five cards face down after which the first round of betting shall commence.

26.3 Checking, as recognised in other styles of poker, is not permitted in the variation of Draw Poker.

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26.4 In the first round of betting;

- a) The player to the immediate left of the last blind bettor shall either;
 - i) Open the betting by placing an amount equal to twice the last blind bet into the pot; or
 - ii) Fold.
- b) Each of the above options shall be available to the next player in turn, clockwise around the table until one player opens the betting.
- c) If no player opens, then the player making the last blind bet shall win the blind bets and the round of play shall be over.
- d) Should one player open, then commencing with the player to their left each of the remaining players shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- e) Amounts wagered by a player as a blind bet or an "over blind" shall be taken into consideration and form part of a call by these players.
- f) Each player in turn shall follow the same procedure and if only one player remains in the game they shall win the pot.

26.5 The Draw

- a) Where after the first round of betting has been completed two or more players remain in the round of play, the Dealer shall enquire of each active player, commencing with the first player to the immediate left of the Dealer button in a clockwise direction if they wish to discard and replace any or all of the cards in their hands.
- b) If a player wishes to replace one, two, three or four cards, they shall announce the total number of cards required to be replaced, pass those cards to the Dealer and immediately receive all their replacement cards from the top of the deck.
- c) A player wishing to replace all five cards in their hand shall;
 - i) If they are not the last player to receive replacement cards be dealt four cards immediately and their fifth card after all other players' replacement cards have been dealt.
 - ii) If they are the last player to receive replacement cards be dealt four cards immediately and then after the Dealer has burnt the next card by placing it face down in the discard pile, be dealt the next card from the top of the deck.
- d) In the event that the last card of the deck is the next card to be dealt in sequence and further cards are required to complete the "draw" then that card, together with all but the last player's discards, shall be shuffled, cut and used to complete the deal.

26.6 In the final round of betting;

- a) The active player who opened the betting, but if that player is not an active player, the next active player to the left of the player who opened the betting shall either place a wager of not less than the table minimum or fold.

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- b) Players shall then in turn either call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- c) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

26.7 The Dealer shall announce the winning hand which shall be the best possible hand attainable using the five cards held by the player.

[Rule 26.6 amended by RAG/381 on 22/3/11]

27 RULES OF DRAW POKER (ANTE)

27.1 Subject to rules 20.1 and 20.4 being satisfied the Dealer shall deal each player, commencing with the player to the immediate left of the Dealer button one card face down in clockwise direction. The Dealer shall repeat this process until all players have been dealt five cards face down after which the first round of betting shall commence.

27.2 Checking, as recognised in other styles of poker, is not permitted in the variation of Draw Poker Ante.

27.3 In the first round of betting;

- a) The player to the immediate left of the Dealer button shall either;
 - i) Open the betting by placing into the pot a wager of not less than the table minimum but not exceeding the table maximum; or
 - ii) Fold.
- b) Each of the above options shall be available to the next player in turn, clockwise around the table until one player opens the betting.
- c) If no player opens, then the round of play shall be over and that pot shall form part of the pot for the next round to which each player shall contribute a further ante in accordance with rule 20.3.
- d) Should one player open, then commencing with the player to their left each of the remaining players shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.

27.4 Each player in turn shall follow the same procedure and if only one player remains in the game they shall win the pot.

27.5 The Draw

- a) Where, after the first round of betting has been completed two or more players remain in the round of play the Dealer shall enquire of each active player, commencing with the player to the immediate left of the Dealer button in a clockwise direction, if they wish to discard and replace any or all of the cards in their hands.
- b) If a player wishes to replace one, two, three or four cards, they shall announce the total number of cards required to be replaced, pass those

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cards to the Dealer and immediately receive all their replacement cards from the top of the deck.

- c) A player wishing to replace all five cards in their hand shall;
 - i) If they are not the last player to receive replacement cards be dealt four cards immediately and their fifth card after all other players' replacement cards have been dealt.
 - ii) If they are the last player to receive replacement cards be dealt four cards immediately and then after the Dealer has burnt the next card by placing it face down in the discard pile, be dealt the next card from the top of the deck.
- d) In the event that the last card of the deck is the next card to be dealt in sequence and further cards are required to complete the "draw" then that card, together with all but the last player's discards, shall be shuffled, cut and used to complete the deal.

27.6 In the final round of betting;

- a) The active player who opened the betting, but if that player is not an active player, the next active player to the left of the player who opened the betting shall either place a wager of not less than the table minimum or fold.
- b) Players shall then in turn call, call and raise within the table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- c) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

[Rules 27.1 and 27.6 amended by RAG/381]

27.7 The Dealer shall announce the winning hand which shall be the best possible hand attainable using the five cards held by the player.

28 RULES OF HOLD 'EM

28.1 Subject to rules 20.1 and 20.2 being satisfied the Dealer shall deal to each player, in a clockwise direction, commencing with the player to the immediate left of the Dealer button, one card at a time face down until each player receives two cards.

28.2 In the first round of betting;

- a) The player to the left of the last blind shall either;
 - i) Call; or
 - ii) Call and raise; or
 - iii) Fold.
- b) Each of the above options shall be available to the next player in turn clockwise around the table until one player opens the betting.
- c) If no player opens the betting, then the player making the last blind bet shall win and the round of play shall be over.
- d) Amounts wagered by a player as a blind bet shall be taken into consideration and form part of a call by these players.

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- e) Each player in turn shall follow the same procedure and if only one player remains in the game they shall win the pot.

28.3 The Dealer shall burn one card face down, then deal three cards called the “flop”, one at a time face down and then turned face up in a pile and spread. These cards shall be the first three out of a possible five communal cards.

28.4 In the second round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Player's shall then in turn either check, bet, call, call and raise within table limits or fold until;
 - i) Only one player remains in the game, this player shall win the pot; or
 - ii) Two or more players remain in the game and all bets have been called.

28.5 The Dealer shall burn one card face down then deal one more communal card face up. This card shall be the fourth of a possible five communal cards.

28.6 In the third round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Player's shall then in turn either check, bet, call, call and raise within table limits or fold until;
 - i) Only one player remains in the game, this player shall win the pot; or
 - ii) Two or more players remain in the game and all bets have been called.

28.7 The Dealer shall burn one card face down then deal the fifth and final communal card face up.

28.8 In the final round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.

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- b) Players shall then in turn either check, bet, call, call and raise within table limits or fold until all remaining players, unless tapping out, have wagered an equal amount.
- c) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

28.9 The Dealer shall announce the winning hand which shall be the highest ranking five card hand, consisting of any combination from the five communal cards and the player's two hole cards. It is not necessary to use any of the player's hole cards to make up a winning hand.

[Rules 28.5 and 28.8 amended by RAG/381 on 22/3/11]

29 RULES OF OMAHA

29.1 Subject to rules 20.1 and 20.2 being satisfied the Dealer shall deal two cards in succession face down to each player, in a clockwise direction, commencing with the player to the immediate left of the Dealer button, until each player receives four cards.

29.2 In the first round of betting;

- a) The player to the left of the last blind shall either;
 - i) Call or
 - ii) Call and raise or
 - iii) Fold.
- b) Each of the above options shall be available to the next player in turn clockwise around the table until one player opens the betting.
- c) If no player opens the betting, then the player making the last blind bet shall win and the round of play shall be over.
- d) Amounts wagered by a player as a blind bet shall be taken into consideration and form part of a call by these players.
- e) Each player in turn shall follow the same procedure and if only one player remains in the game they shall win the pot.

29.3 The Dealer shall burn one card face down then deal three cards called the "flop", one at a time face down and then turned face up in a pile and spread. These cards shall be the first three of a possible five communal cards.

29.4 In the second round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either;
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call, call and raise within table limits or fold until;
 - i) Only one player remains in the game, this player shall win the pot; or

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- ii) Two or more players remain in the game and all bets have been called.

29.5 The Dealer shall burn one card face down then deal one more communal card face up. This card shall be the fourth of a possible five communal cards.

29.6 In the third round of betting:

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either:
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call and raise within table limits or fold until;
 - i) Only one player remains in the game, this player shall win the pot; or
 - ii) Two or more players remain in the game and all bets have been called.

29.7 The Dealer shall burn one card face down then deal the fifth and final communal card face up.

29.8 In the final round of betting;

- a) The first active player to the immediate left of the Dealer button in a clockwise direction shall either:
 - i) Check, or
 - ii) Open the betting, for the round by making a wager within the table limits; or
 - iii) Fold.
- b) Players shall then in turn either check, bet, call, call and raise within table limits or fold until all remaining players unless tapping out have wagered an equal amount.
- c) Players will disclose their hand at the showdown in accordance with Rule 9 to determine a winner.

29.9 The Dealer shall announce the winning hand which shall be the highest ranking five card hand, consisting of two of the player's four hole cards and three communal cards.

[Rules 29.5 and 29.8 amended by RAG/381 on 22/3/11]

30 MISDEALS

30.1 Where under these rules a misdeal is declared by the Dealer, there shall be a new shuffle and cut. The player first to receive cards in the misdeal shall be first to receive cards in the new deal.

30.2 In all variations of Poker specified by these rules a misdeal shall only be declared if no substantial action has occurred and where;

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- a) The Dealer fails to deal a card to a player.
- b) The Dealer exposes two or more hole cards in dealing the cards, subject to rule 31.1.
- c) The Dealer deals more than the required number of cards to the players in the game.
- d) The Dealer deals more the required number of hands to the players in the game.
- e) One or more cards are exposed in cutting or re-cutting the cards.
- f) Any of the hole cards of any player are dealt out of turn and another player not entitled to the card or cards has looked at any of those cards. Where those cards have not been looked at by the player or players concerned the deal shall if possible be corrected by reconstruction of the hands and a misdeal not declared.
- g) It is discovered that the cards were not cut prior to the deal.
- h) In Manila and Crown Perth Manila the second communal card is found to be face up in the deck.

30.3 Once substantial action has taken place the round of play will continue to completion.

30.4 The posting of a blind or straddle is not considered to be part of substantial action for the purposes of defining a misdeal.

[Rule 30.2 amended and rules 30.3 and 30.4 inserted by RAG/381 on 22/3/11]

31 IRREGULARITIES OF FIVE CARD, SIX CARD & SEVEN CARD STUD

31.1 Where in the initial deal a hole card is exposed the player receiving the exposed card shall be dealt their second card face down. Should the player who receives an exposed card in the initial deal receive an exposed card as their second card a misdeal shall be declared.

31.2 A card found face up in the deck during the dealing of any cards in a round of play shall be used in sequence unless it is the first card to be dealt in a new round of play. In such circumstances the exposed card shall be shuffled with the other cards and the deck cut prior to commencement of the deal for that round of play.

31.3 Where a card is dealt face up to the person to the left of the Dealer button position during an uncompleted round of betting, the round of betting shall be completed in the normal manner, and

- a) The erroneously dealt card shall be shuffled back into the remaining deck.
- b) The remaining deck shall be cut, prior to the commencement of the deal for the next round of betting.

32 IRREGULARITIES OF SIX CARD & SEVEN CARD STUD

32.1 Subject to rule 31.3, where prior to the final round of betting, the card of the first player to receive their final card is either dealt face up in error, or exposed by the Dealer then the remaining players' cards shall be dealt face up. Should this

occur to a player other than the first, then that player shall have the option of tapping out prior to the commencement of the final betting round.

33 IRREGULARITIES OF SEVEN CARD STUD

- 33.1 Where at the conclusion of the second last betting round there are insufficient cards to complete the final round, the Dealer shall draw one additional card from the deck and place it in the middle of the table face up. This card shall become a communal seventh card for all active players.

34 IRREGULARITIES OF DRAW POKER AND DRAW POKER ANTE

- 34.1 If a card is found face up in the deck or is exposed by the Dealer during the "draw", the card or cards found face up or exposed by the Dealer shall be used in sequence and the player or players dealt the cards shall have the option prior to the commencement of the final betting round of taking no further part in that round of betting. In such circumstances a player shall be deemed to have tapped out and a separate pot shall be formed for the remaining players. In the event that a player does not take up the option referred to in this rule they shall continue to play in the final round of play in accordance with these rules.
- 34.2 If cards are dealt out of sequence during the draw and the wrong player has looked at them, then that player will retain those cards. The next cards will then be dealt to the player who should have received the cards dealt out of sequence and thereafter cards will be dealt to all players in sequence.

35 IRREGULARITIES OF MANILA AND CROWN PERTH MANILA

- 35.1 Where either the third, fourth or fifth communal card is found face up in the deck that card or cards shall be laid out with the previous communal cards, but wagers made in the round of betting prior to the exposed card shall be restricted to the table minimum.
- 35.2 If the Dealer exposes a communal card before betting on the previously exposed communal card has been completed, the maximum bet allowed for that round of betting shall not exceed the maximum amount previously wagered in that round of play. The exposed card shall then be used as the next communal card under these rules.

36 IRREGULARITIES OF HOLD 'EM AND OMAHA

- 36.1 If the Dealer during the initial deal exposes one hole card, the Dealer shall complete the initial deal. The exposed card will become the first burn card and a further card will be issued to that hand.
- 36.2 If the Dealer neglects to burn a card prior to dealing the "flop" and there has been no substantial action, it will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, burn a card, and re-deal the flop. If there has been substantial action, the flop will remain.
- 36.3 If the Dealer neglects to burn a card prior to dealing the fourth or fifth communal card and there has been no substantial action, it will be taken back by the Dealer

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and shuffled with the remainder of the deck. The Dealer will cut, burn a card, and re-deal the correct communal card. If there has been substantial action, that card will remain.

- 36.4 If during the “flop”, more than the correct amount of cards are exposed; those cards will be taken back without the burn card by the Dealer, and shuffled with the remainder of the deck. The Dealer will cut and then re-deal the flop.
- 36.5 If the “flop” is dealt and turned face-up prior to the completion of the first betting round, it will be taken back without the burn card by the Dealer, and shuffled with the remainder of the deck. The incomplete betting round will then be completed. The Dealer will cut, and then re-deal the flop.
- 36.6 If the Dealer exposes two cards when dealing a communal card, only the correct card will remain in play. The incorrect exposed card will be used as the next burn card. If no more cards are to be dealt it will be placed in the muck.
- 36.7 If the Dealer opens more than two cards simultaneously when dealing a communal card, only the correct card for that round of betting will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, and continue dealing.
- 36.8 If the fourth communal card is exposed by the Dealer prior to the completion of the second betting round;
- a) That card will be taken back and set aside, the burn card shall remain and the second betting round completed.
 - b) The Dealer will burn a card, turn over a new fourth communal card and complete the betting round.
 - c) The card that was set aside will then be reshuffled with the remainder of the deck. The Dealer will cut and a fifth communal card dealt without burning a card.
- 36.9 If the fifth communal card is exposed by the Dealer prior to the completion of the third betting round, that card will be taken back and shuffled with the remainder of the deck. The burn card shall remain. The incomplete betting round will then be completed. The deck will be cut and a new fifth communal card dealt.
- 36.10 If the correct card to be exposed cannot be identified, the burn card shall remain while all incorrectly exposed cards are shuffled into the deck. The deck will be cut and a new communal card dealt.

[Rules 36.1, 36.8 and 36.9 inserted, rule 36.6 amended and remaining rules renumbered by RAG/381 on 22/3/11]

37 BETTING OUT OF TURN

- 37.1 Where a player is directed in error by a Dealer to bet out of turn that player or any following players who place a wager in those circumstances shall retract their wagers and rule 37.2 shall not apply.
- 37.2 Where a player wagers out of turn, that wager shall be binding subject to rule 37.3;

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- 37.3 Where a player who should have wagered before the out of turn player choose to bet more than the out of turn wager, then the player who acted out of turn may;
- a) make up the difference to call; or
 - b) retract their wager and fold; or
 - c) re raise.
- 37.4 A player who checks out of turn forfeits all rights to bet or raise and can only call or fold.

[Rule 37.2 amended and rules 37.3 and 37.4 inserted by RAG/381 on 22/3/11]

38 GENERAL PROVISIONS

- 38.1 The Casino Licensee shall invalidate the outcome of the game if prior to awarding a pot(s) it is established that the deck or reduced deck in use in a game contains an incorrect number of cards.
- 38.2 The Casino Licensee shall invalidate the outcome of a game:
- a) If a game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God.
 - b) If any fraudulent act is perpetrated by either a player or Dealer or both; that affects the outcome of the game.
 - c) If the outcome of a game is invalidated all wagers made by players in that round of play shall be refunded.
- 38.3 No player shall be advised by any employee of the Casino Licensee on how to play their hand except to ensure compliance with these Rules.
- 38.4 At the discretion of the Casino Licensee a player's place at the table may be reserved for no more than 15 minutes. Players absent from the table for an excessive amount of time may have their table stake collected and held by the Casino Licensee until such time that the monies can be returned.
- 38.5 The Casino Licensee may close any gaming table provided no gaming table at which two or more players are present shall be closed unless a sign indicating the proposed time of closure is displayed at the table at least 10 minutes prior to the proposed time of closure.
- [Rule 38.5 amended by RAG/443 on 28/01/2014]*
- 38.6 In the event that a situation occurs that is not covered under these Rules, the Casino Licensee will make a fair and equitable decision that protects the integrity of the game of poker.
- 38.7 A Poker Supervisor (or above) may determine that a player is repeatedly acting in a manner detrimental to the integrity of the game and direct that the player(s) be excluded from the game from a period of time as follows;
- a) Three (3) hands.
 - b) Ten (10) hands.

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c) Excluded from playing the game of Poker.

38.8 In any dispute that arises from these Rules the decision of the Casino Licensee shall be final save that:

- a) An officer of the Gaming and Wagering Commission may at any time consider the complaint of any person who is dissatisfied with or aggrieved by any such decision.
- b) The Gaming and Wagering Commission may review any such decision.

38.9 A player shall not either alone or in concert with any other person, use or intend to use any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies used with respect to a game. A player is however permitted to use a mobile phone or similar device provided they are no longer participating in a round of play.

38.10 Where the Table Games Manager is satisfied that a player has contravened any provision of these Rules they may:

- a) Declare that any wager made by the player shall be void.
- b) Direct that the player shall be excluded from further participation in the game.

38.11 A copy of these rules shall be made available by the Casino Licensee upon request.

38.12 Players joining the game are deemed to agree to be bound by these rules.

38.13 Any irregularity within these rules requiring the deck to be shuffled shall be completed by the Dealer. This shall be done irrespective of whether or not an automatic shuffler has been used to perform the initial shuffle of a round of play.

[Rule 38.12 amended by RAG/269 22/07/2007][Rule 38.1 amended, rule 38.7 inserted and remaining rules renumbered by RAG/381 on 22/3/11] [Rule 38.9 amended by RAG/487 on 23/3/15][Rule 38.10 amended by RAG/499 on 16 October 2015]

39 TOURNAMENT POKER - APPLICATION OF THE RULES OF THE GAME OF POKER

39.1 Each variation of Poker specified in these rules can also be played in a Tournament or Competition style as defined by rule 1. For the purposes of these rules the words 'Tournament' and 'Competition' are interchangeable and shall mean the same thing.

39.2 The following rules of Poker shall not apply to the game of Tournament Poker.

- a) Rules 6.1, 6.2, 6.5, 7.6 and 7.15.
- b) Where Tournament chips are used, no commission will be deducted.

39.3 Subject to rule 39.2 the rules of Poker shall apply to Tournament Poker except that where the rules of Tournament Poker are inconsistent with the rules of Poker, Tournament Poker rules shall prevail.

39.4 The Casino Licensee may alter the minimum and maximum bet at any time providing a notice is displayed showing the conditions under which the table minimum and maximums may be changed.

39.5 All cards will be turned face-up once a player is all-in and all action is complete.

[Rule 39.5 inserted by RAG 358 23/02/2010][Rule 39.2 amended by RAG/381 on 22/3/11]

40 GENERAL TOURNAMENT RULES

40.1 Subject to players receiving prior notification to and consenting to the terms and conditions of play, the Casino Licensee may conduct Poker in a Tournament style.

40.2 Subject to 40.1 the following rules shall, in addition to the rules of Poker, apply to Tournament Poker.

- a) The Casino Licensee may prior to the commencement of the Tournament determine:
 - i) The form of application for entry.
 - ii) Where applicable, the amount of buy in or entry fee payable.
 - iii) The amount of Tournament chips issued to each player.
 - iv) The number of players who may enter the Tournament.
 - v) The duration of each session.
 - vi) The prize list.
 - vii) The number of winners in each session.
 - viii) The allocation of players to sessions.
 - ix) The seating of players.
 - x) At the completion of any round of play, require players to move from one table to another.

40.3 The Casino Licensee may refuse any application for entry.

40.4 The Casino Licensee may disqualify any entrant who.

- a) Fails to comply with the rules.
- b) Fails to attend at designated playing times.

40.5 The Casino Licensee shall notify applicants for entry to the Tournament:

- a) Prior to the commencement of the Tournament of the manner in which prizes shall be allocated to the overall winner and place getters.
- b) Of the rules of the game and applicants shall endorse on the application form that they have been so notified, and understand and accept the rules.

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- 40.6 At the beginning of each session, each player shall be given a specific table and position at which to play and :
- a) Each player shall upon request provide their name for recording purposes to the Tournament Director/Designee.
 - b) Each table shall consist of no less than two and no more than the maximum players as specified in rule 4.3.
 - c) A player shall wager in and control one position only.
 - d) At the commencement of a session a player shall buy in for an amount determined by the Casino Licensee and during a session shall not buy-in for more Tournament chips unless the conditions of the tournament allow it.
 - e) Concealing, pocketing or otherwise hiding Tournament chips during Tournament play shall result in immediate and irrevocable disqualification.
 - f) A player's table stake shall during a session remain on the table and in full view of other players.
 - g) A player shall not lend or borrow chips during a session.
 - h) At the conclusion of each session each player at the table shall present all the chips held to the Dealer for recording purposes.
 - i) A player shall not leave a table until the end of a session unless;
 - i) An emergency occurs.
 - ii) The player loses all of the chips remaining in their possession prior to the conclusion of a session.
 - iii) The player has the approval of the Casino Licensee.
- 40.7 In the event of a dispute during the Tournament the decision of the Casino Licensee is final save that:
- a) An officer of the Gaming and Wagering Commission may at any time consider the complaint of any person who is dissatisfied with or aggrieved by any such decision.
 - b) The Gaming and Wagering Commission may review any such decision.

41 JACKPOTS

- 41.1 The Casino Operator may determine;
- a) tables where the poker jackpot is available; and
 - b) the jackpot contribution values to be allocated to the jackpot prize pool and reserve pool.
- 41.2 Where the Casino Operator has determined that a jackpot prize is available at one or more tables, the Casino Operator will contribute the jackpot contribution to the jackpot prize pool and the reserve pool in its absolute discretion.
- 41.3 The amount of the jackpot prize pool must be clearly displayed to players at all times on the jackpot display.
- 41.4 Settlement

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- a) A jackpot prize will only be available on a table where the two hole cards and the flop have been dealt.
- b) To qualify for a jackpot prize, a player must when requested by the Dealer, expose their hole cards.
- c) Where a player has achieved a Royal Flush utilising their two hole cards and the flop they shall win and be paid the jackpot prize, being the then current amount of the jackpot prize pool.
- d) The Dealer will initiate the jackpot prize on the table keypad and the reserve pool amount will then be displayed as the new jackpot prize pool on the jackpot display.
- e) To finalise a jackpot prize, a Table Games Manager must confirm this via the jackpot management console.
- f) The jackpot prize will then be paid from the table to the player.
- g) If the reserve pool amount is less than the reseed value, the jackpot prize pool amount will be increased by the Casino Operator to the reseed value.
- h) If, at different tables multiple players qualify for a jackpot prize, payment will be made in chronological order as displayed on the jackpot management console.
- i) Where all other players at a table have folded, a player who is holding hole cards which could potentially make up a Royal Flush when combined with the flop may table their cards to request the flop and be eligible to win a jackpot prize.
- j) Once a hand has been folded, it is no longer eligible to win a jackpot prize.

41.5 Irregularities

- a) At the completion of a round of play, if the Dealer fails to record that round of play into the jackpot system, the Dealer will notify the Table Games Manager and they will ensure that the appropriate increment adjustment is made to the jackpot prize pool.
- b) In the event of a malfunction of the jackpot system, the Table Games Manager will ensure that:
 - i) the appropriate increment jackpot contribution(s) for that round of play have been made; and
 - ii) any winning jackpot hands are paid in sequence.
- c) If an error is made in respect of the flop, that error will be corrected in accordance with the relevant irregularity and any jackpot prize settled in accordance with the correct flop.
- d) The Casino Operator has the right to investigate any round of play and to withhold any payment of a jackpot prize for a period of 72 hours.

[Section 41 inserted by RAG/551 on 12 April 2019]

42 APPENDIX 1

