

CROWN PERTH

WESTERN AUSTRALIA

2016 RULES OF THE AUTHORIZED GAME OF

**ULTIMATE TEXAS HOLD'EM**

Approved under Section 22 of the  
Casino Control Act 1984

Last amended by RAG/575 on 10 June 2022

## **1. DEFINITIONS**

1.1 In the Rules of play for the game:

“**Ante Wager**” means the initial wager placed by the Player;

“**Betting Area**” means an area marked on a table layout where wagers are placed;

“**Blind Wager**” means an initial wager that is equal to the Ante;

“**Bonus Prize**” means the payout awarded to a winning Jackpot Wager;

“**Card Shuffling Machine**” means a machine used to shuffle cards prior to their use;

“**Check**” means to abstain from betting but continue in a Round of Play;

“**Communal Cards**” means the cards dealt and placed in the middle of the table for all Players and the Dealer to use to complete their hand;

“**Dealer**” means the casino employee responsible for dealing the game;

“**Dealer’s Hand**” means the highest ranking 5-card hand consisting of cards from the Dealer’s Hole Cards and/or the Communal Cards;

“**Discard Rack**” means an area on the table into which cards are discarded during or at the completion of a Round of Play;

“**Face Value**” means the ranking of cards in descending order of Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except where an Ace counts as Ace low in a Straight Flush or Straight;

“**Flop**” means the first three Communal Cards to be exposed;

“**Flush**” means a 5-card hand where all of the cards are of the same suit;

“**Fold**” means if a Player elects not to place a Play Wager after the River card has been dealt, their hand will be considered a folded hand. As such their wagers will be collected;

“**Four of a Kind**” means a 5-card hand comprising of four cards of the same Face Value, and one other card of a different Face Value;

“**Full House**” means a 5-card hand comprising of three cards identical in Face Value, and two cards identical in another Face Value;

“**Game Manager System**” means the computer system that manages the Jackpot Wagers, Jackpot Prizes and Bonus Prizes;

“**Hand**” means the combination of Hole and Communal cards;

“**Hole Cards**” means the two cards held by a Player or the Dealer;

“**Initial Deal**” means the dealing of the first two cards to the Players and to the Dealer;

“**Jackpot Display Amount**” means a displayed amount available to be won if participating in the Jackpot by placing a Jackpot Wager;

“**Jackpot Pool**” means an amount of prize money that increases with contributions from Jackpot Wagers, and is available to be won if participating for a Jackpot Prize.

“**Jackpot Prize**” means a prize payable to a player who has a winning Jackpot Wager in accordance with these rules;

“**Jackpot Wager**” means a wager placed enabling a player to be eligible for a Jackpot Prize or Bonus Prize.

“**Misdeal**” means that the cards have been dealt incorrectly and the Round of Play will be Void;

“**One Pair**” means a 5-card hand comprising of One Pair, and three other cards all of different Face Values;

“**Pair**” means two cards of the same Face Value;

“**Play Wager**” means a wager placed indicating that a Player elects to remain in the game;

“**Player’s Hand**” means a 5-card hand comprising of the player’s Hole Cards:

(a) and the three Communal Flop Cards, to determine the outcome of a Jackpot Wager; or

(b) and/or the Communal Cards for any other determination in this game.

“**Qualifies**” means the Dealer shall play with a combination of their two Hole Cards and the five Community Cards that results in a Poker Hand value of at least a Pair or higher;

“**Reseed**” means a guaranteed minimum amount that a player can win if participating for a Jackpot Prize;

“**River**” means the fifth Communal Card to be exposed;

“**Round of Play**” means that part of a game commencing with the call of “No more bets” and concludes on the final placement of cards in the Discard Rack;

“**Royal Flush**” means a 5-card hand comprising of Ace, King, Queen, Jack and 10, all of the same suit;

“**Shoe**” means a device used for the dealing of cards;

“**Stand-off**” means when the Dealer’s hand is of the same value as the Player’s hand and also extends to a wager not being paid or taken;

“**Straight**” means a 5-card hand where all cards are in Face Value sequential order, and comprising of multiple suits. An Ace will count as Ace low in the combination of 5/4/3/2/Ace;

“**Straight Flush**” means a 5-card hand where all cards are in Face Value sequential order, and of the same suit. An Ace will count as Ace low in the combination of 5/4/3/2/Ace;

“**Table Inspector**” means a person assigned responsibility of the operation and conduct of a designated number of gaming tables;

“**Three of a Kind**” means a 5-card hand comprising of three cards identical in Face Value, and two other cards of different Face Values from the first three cards and each other;

“**Two Pair**” means a 5-card hand comprising of two Pairs of different Face Values, and one odd card;

“**Trips Wager**” means a wager placed on the designated Trips Betting Area enabling a Player to be eligible for a Trips payment;

“**Turn**” means the fourth Communal Card to be exposed;

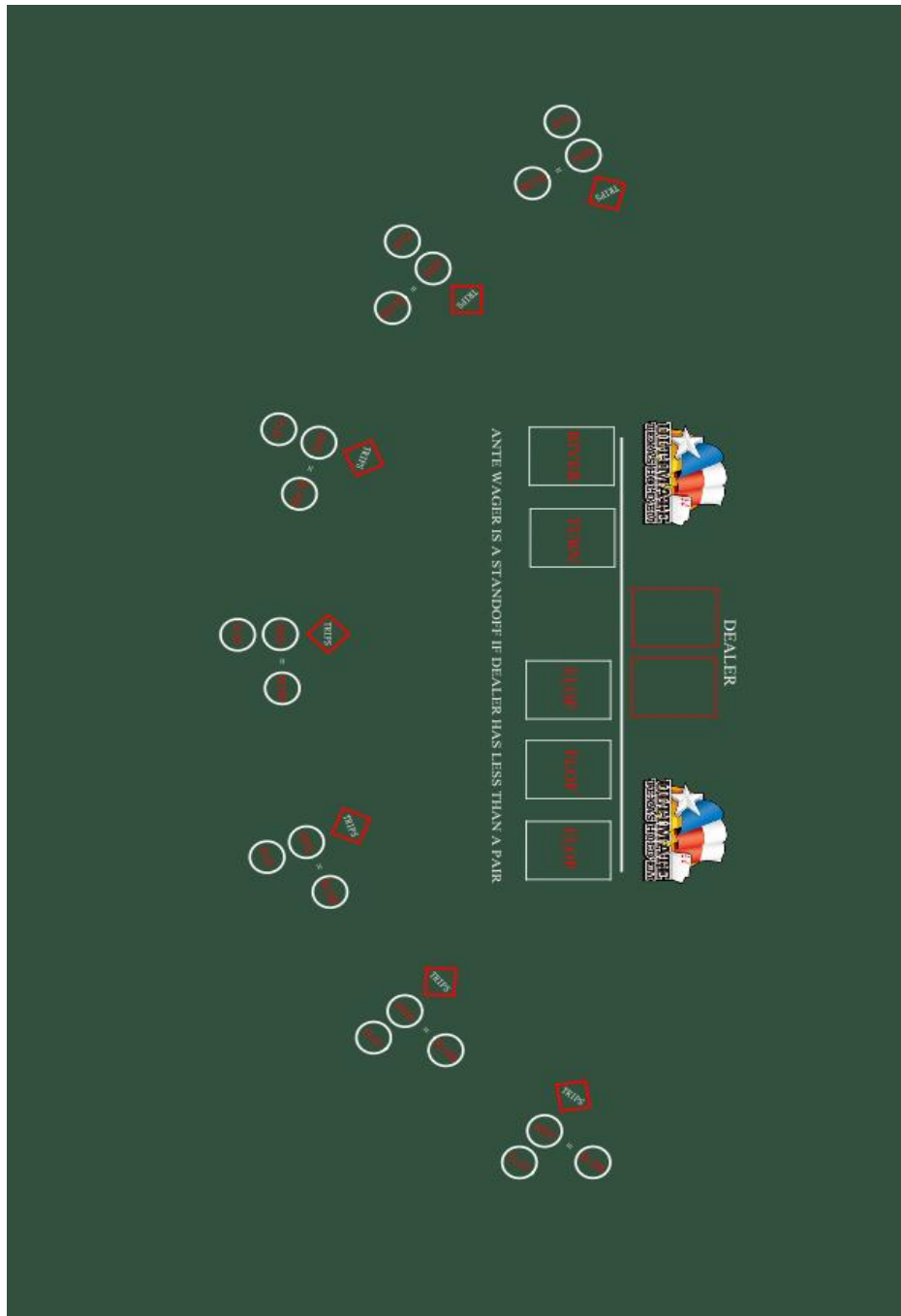
“**Void**” means an invalid hand or wager, as the context requires, with no result.

## 2. EQUIPMENT

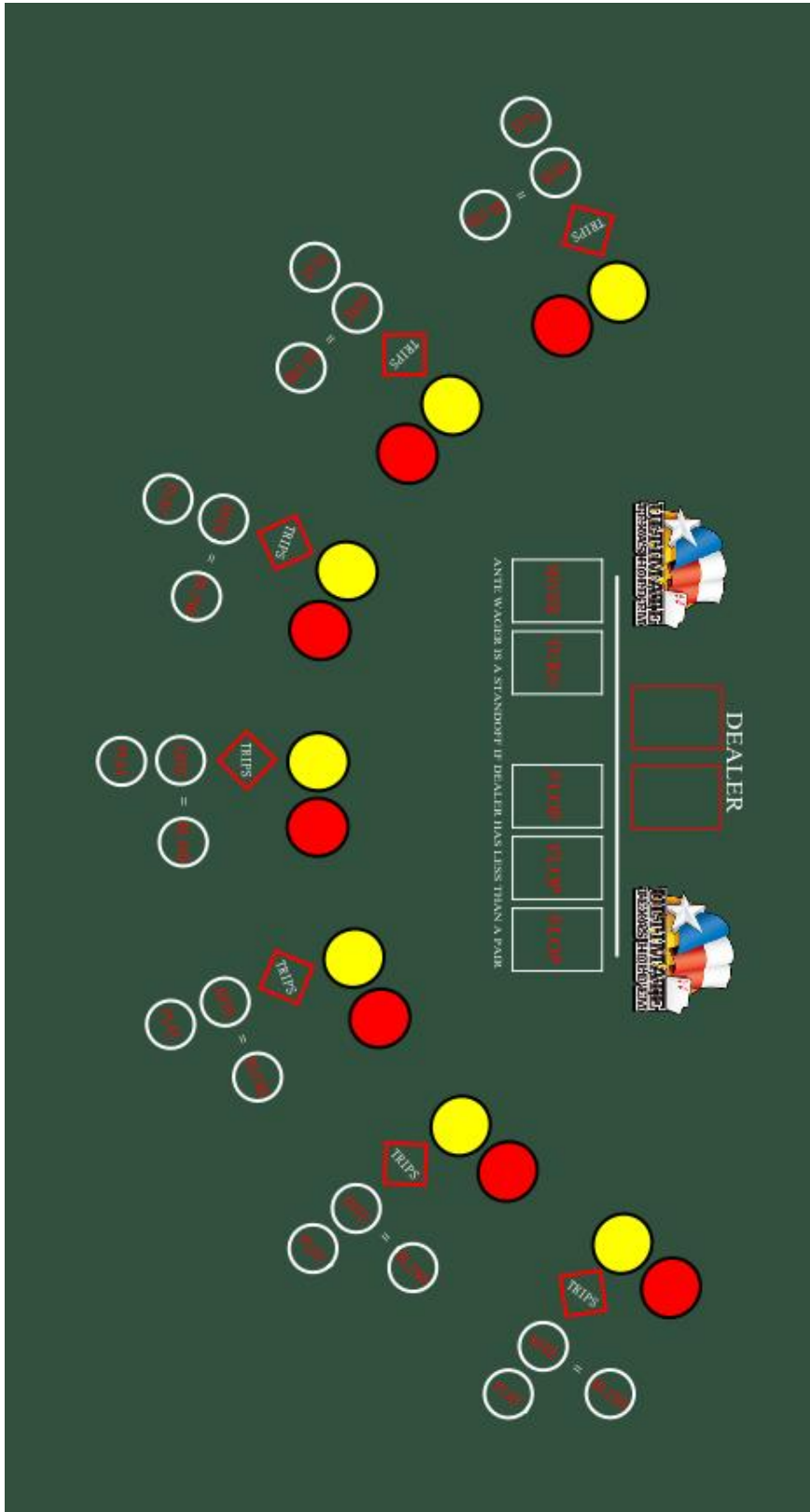
### Table Layout

- 2.1. The game shall be played on the following table layouts, and
- (a) be imprinted with a logo provided the logo does not impede on the Betting Areas;
  - (b) the cloth and betting areas may vary in colour; and/ or
  - (c) the text may vary in font and colour.

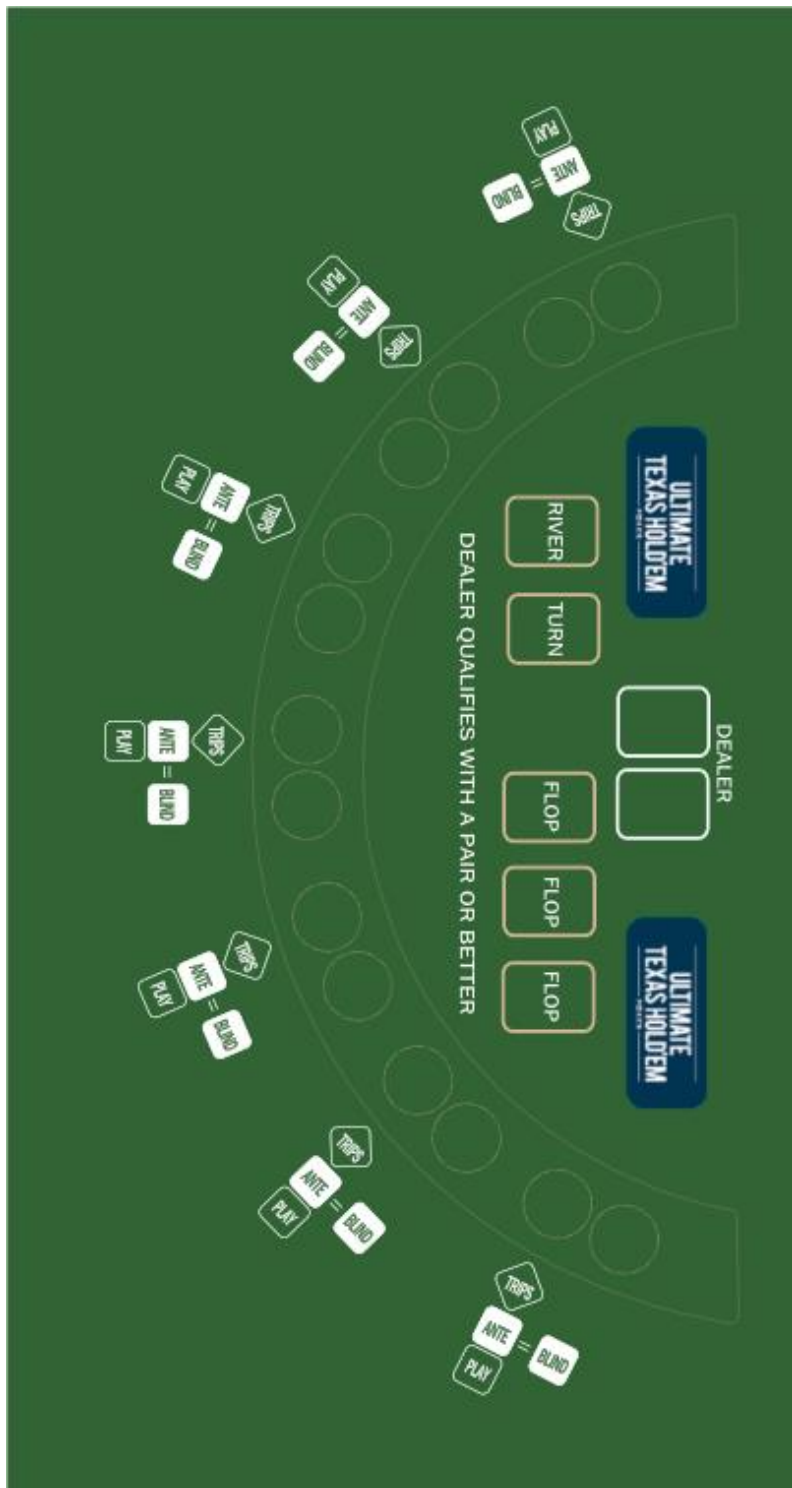
Layout: 1



Layout: 2



Layout 3



## **Cards**

- 2.2 The game will be played with one 52 card deck (no Jokers) with backs of the same colour and design.
- 2.3 All cards must be dealt from a Card Shoe or by hand.
- 2.4 In the event that a Card Shuffling Machine is used, a second card deck will be introduced, with backs of a different colour.
- 2.5 At the opening of a table or whenever a deck of cards is introduced into a game, upon request, players are permitted to visually inspect the cards.
- 2.6 A new deck/s will be introduced after the final settlement of wagers:
  - (a) if a card or cards become unsuitable for play; or
  - (b) at the discretion of the Casino Operator.

### **3. WAGERS**

#### **General**

- 3.1 All wagers must be made by placing gaming chips in a Betting Area of the layout.
- 3.2 No orally declared wagers can be accepted.
- 3.3 A Player will not wager on more than one hand of any Round of Play.
- 3.4 Except as provided by these Rules, no wager may be handled, placed, increased or withdrawn during a Round of Play.

#### **Ante Wager**

- 3.5 An Ante Wager must be placed prior to the commencement of the Round of Play.
- 3.6 Only one Ante Wager is permitted in a Betting Area.
- 3.7 The player placing the Ante Wager shall:
  - (a) control the Player's Hand;
  - (b) have priority in placing the Ante Wager in the next Round of Play; and
  - (c) be seated if requested by the Casino Operator.
- 3.8 The Ante Wager shall be the same value amount as the Blind Wager.
- 3.9 An Ante Wager shall:
  - (a) win if the Dealer qualifies and the Players Hand exceeds the value of the Dealer's Hand;
  - (b) lose if;
    - (i) the Player's Hand is folded;
    - (ii) the Dealer qualifies and the value of the Player's Hand is less than the value of the Dealer's Hand;
  - (c) be a standoff if;
    - (i) the Dealer does not qualify; or
    - (ii) the Dealer qualifies and the Player's Hand is equal to that of the Dealer's Hand.
- 3.10 All winning Ante Wagers shall be paid at the odds of 1 to 1.

#### **Blind Wager**

- 3.11 A Blind Wager must be placed prior to the commencement of the Round of Play.
- 3.12 Only one Blind Wager is permitted in a Betting Area.
- 3.13 The Blind Wager shall be the same value amount as the Ante Wager.
- 3.14 A Blind Wager shall:
  - (a) win if;
    - (i) the Dealer qualifies and the Players Hand exceeds the value of the Dealer's Hand and is a Straight or better;
    - (ii) the Dealer doesn't qualify and the Player's Hand is a Straight or better.
  - (b) lose if;
    - (i) the Player's Hand is folded;



- (ii) the Dealer qualifies and the value of the Player's Hand is less than the value of the Dealer's Hand;
- (c) be a standoff if;
  - (i) the Dealer does not qualify and the Player's Hand is less than a Straight; or
  - (ii) the Dealer does qualify, the Player's Hand exceeds the value of the Dealer's Hand and the Player's Hand is less than a Straight.

3.15 All winning Blind Wagers shall be paid as per the table below:

| <b>Blind Wager Payout Table</b> |               |
|---------------------------------|---------------|
| <b>Hand</b>                     | <b>Payout</b> |
| Royal Flush                     | 500 to 1      |
| Straight Flush                  | 50 to 1       |
| Four of a Kind                  | 10 to 1       |
| Full House                      | 3 to 1        |
| Flush                           | 3 to 2        |
| Straight                        | 1 to 1        |

**Trips Wager**

- 3.16 A Trips Wager must be placed prior to the commencement of the Round of Play.
- 3.17 Only one Trips Wager is permitted in a Betting Area.
- 3.18 The Trips Wager is only a valid wager if corresponding Ante and Blind Wagers have been placed.
- 3.19 A Player is still eligible for a Trips payout, should they elect to Fold after the Turn and River cards have been dealt.
- 3.20 A Trips Wager shall:
  - (a) win if;
    - (i) the Player's Hand has achieved a Three of a Kind or better; and
    - (ii) the Player hasn't folded; or the Player has folded but after the Turn and River cards have been dealt.
  - (b) lose if;
    - (i) the Player's Hand is folded prior to the Turn and River card being dealt; or
    - (ii) the Player's Hand does not achieve a Three of a Kind or better;
- 3.21 All winning Trips Wagers shall be paid as per the table below.

| <b>Trips Wager Payout Table</b> |                    |                    |                    |                    |
|---------------------------------|--------------------|--------------------|--------------------|--------------------|
| <b>Hand</b>                     | <b>Pay Table 1</b> | <b>Pay Table 2</b> | <b>Pay Table 3</b> | <b>Pay Table 4</b> |
| Royal Flush                     | 50 to 1            | 50 to 1            | 50 to 1            | 50 to 1            |
| Straight Flush                  | 40 to 1            | 40 to 1            | 40 to 1            | 40 to 1            |
| Four of a Kind                  | 30 to 1            | 30 to 1            | 30 to 1            | 20 to 1            |
| Full House                      | 9 to 1             | 8 to 1             | 8 to 1             | 7 to 1             |
| Flush                           | 7 to 1             | 6 to 1             | 7 to 1             | 6 to 1             |
| Straight                        | 4 to 1             | 5 to 1             | 4 to 1             | 5 to 1             |
| Three of a Kind                 | 3 to 1             | 3 to 1             | 3 to 1             | 3 to 1             |

**Jackpot Wager**

- 3.22 There will be three levels of Jackpot Wagers:
- (a) a Level 1 Jackpot Wager placed on the Level 1 Jackpot Wager Betting Area identified as such on the table layout;
  - (b) a Level 2 Jackpot Wager, which must be exactly double the value of the Level 1 Jackpot Wager and placed on the Level 2 Jackpot Wager Betting Area identified as such on the table layout; and
  - (c) a Level 3 Jackpot Wager that consists of a Level 1 Jackpot Wager placed on the Level 1 Jackpot Wager Betting Area and a Level 2 Jackpot Wager placed on the Level 2 Jackpot Wager Betting Area.

The Casino Operator is to notify the Gaming & Wagering Commission of Western Australia of any proposed changes to the Jackpot Wager values, a minimum of two weeks prior to any change occurring.

3.23 A Jackpot Wager must be placed prior to the commencement of the Round of Play.

3.24 Only the player who has placed an Ante Wager is permitted to place a corresponding Jackpot Wager.

3.25 A Jackpot Wager shall:

- (a) win if the Player's Hand achieves a ranked hand as listed in Table 1 or Table 2; or
- (b) lose:
  - (i) if the player Folds;
  - (ii) the player elects not to have their cards exposed; or
  - (iii) the Player's Hand achieves a ranked hand not listed in Table 1 or Table 2.

regardless of the value of the Dealer's Hand.

3.26 Subject to Rules 4.18, 4.19, 14.20 and 14.21, a winning Jackpot Wager shall be paid as follows:

**Table 1 - Jackpot Prizes**

| Winning Hand                                  | Level 1 Jackpot Wager                      | Level 2 Jackpot Wager                      | Level 3 Jackpot Wager                      |
|---|--|--|--|
| Royal Flush (Royal Flush Jackpot Prize)       | 100% of the Level 1 Jackpot Display Amount | 100% of the Level 2 Jackpot Display Amount | 100% of the Level 3 Jackpot Display Amount |
| Straight Flush (Straight Flush Jackpot Prize) | 10% of the Level 1 Jackpot Display Amount  | 10% of the Level 2 Jackpot Display Amount. | 10% of the Level 3 Jackpot Display Amount  |

**Table 2 - Bonus Prizes**

| <b>Winning Hand</b>                         | <b>Level 1<br/>Jackpot<br/>Wager</b> | <b>Level 2<br/>Jackpot<br/>Wager</b> | <b>Level 3<br/>Jackpot<br/>Wager</b> |
|---|--------------------------------------|--------------------------------------|--------------------------------------|
| Four of a Kind (Four of a Kind Bonus Prize) | 500 times the Level 1 Jackpot Wager  | 500 times the Level 2 Jackpot Wager  | 500 times the Level 3 Jackpot Wager  |
| Full House (Full house Bonus Prize)         | 100 times the Level 1 Jackpot Wager  | 100 times the Level 2 Jackpot Wager  | 100 times the Level 3 Jackpot Wager  |
| Flush (Flush Bonus Prize)                   | 50 times the Level 1 Jackpot Wager   | 50 times the Level 2 Jackpot Wager   | 50 times the Level 3 Jackpot Wager   |
| Straight (Straight Bonus Prize)             | 25 times the Level 1 Jackpot Wager   | 25 times the Level 2 Jackpot Wager   | 25 times the Level 3 Jackpot Wager   |

3.27 The Casino Operator may:

- (a) combine the Jackpot Pools for Ultimate Texas Hold'em and/or Crown Hold'em Poker and/or Crown Stud Poker and/or 3 Card Poker and/or Mississippi Stud Poker; or
- (b) maintain individual Jackpot Prize pools for Ultimate Texas Hold'em.

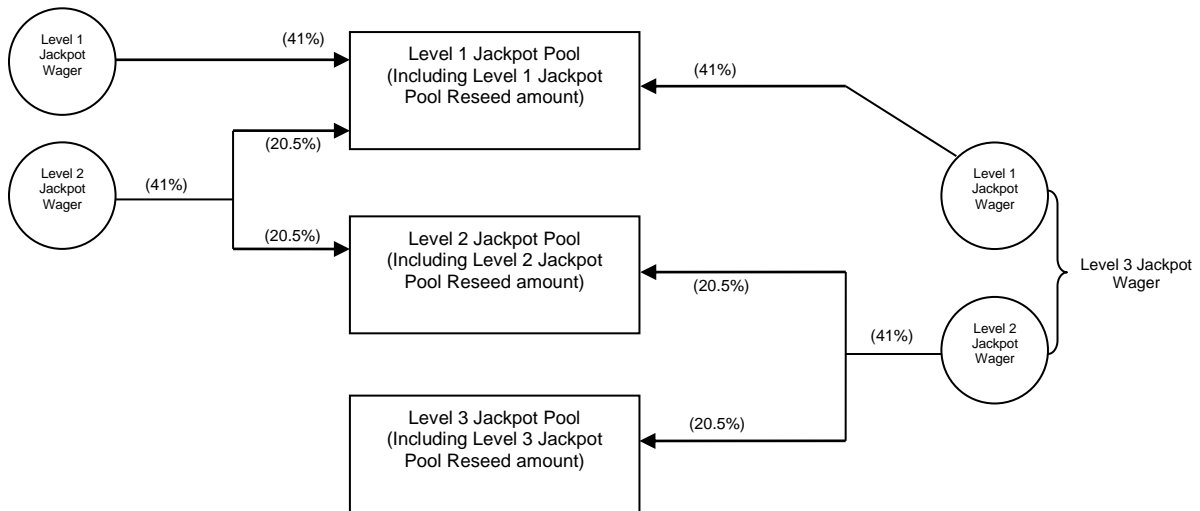
3.28 A total of 41% of all Jackpot Wagers will increment the Jackpot Pools, with Bonus Prizes and reseeds amounts being paid from the remaining 59%.

3.29 The Jackpot Pool Reseed amounts will be as follows:

- (a) The Level 1 Jackpot Pool Reseed amount will be 5,000 times the Level 1 Jackpot Wager;
- (b) The Level 2 Jackpot Pool Reseed amount will be 5,000 times the Level 1 Jackpot Wager; and
- (c) The Level 3 Jackpot Pool Reseed amount will be 5,000 times the Level 1 Jackpot Wager.

3.30 The funding process for the Jackpot Pools includes:

- (a) the Reseed amount; and
  - (b) increments from applicable Jackpot Wagers;
- as follows:



3.31 The Jackpot Display values will be calculated as follows:

- (a) The Level 1 Jackpot Display amount will be the Level 1 Jackpot Pool amount;
- (b) The Level 2 Jackpot Display amount will be the Level 1 Jackpot Pool amount plus the Level 2 Jackpot Pool amount; and
- (c) The Level 3 Jackpot Display amount will be the Level 1 Jackpot Pool amount plus the Level 2 Jackpot Pool amount plus the Level 3 Jackpot Pool amount.

3.32 When a Royal Flush Jackpot Prize is keyed off the Jackpot Pool amounts will be reduced as follows:

- (a) for a Level 1 Jackpot Wager, the Level 1 Jackpot Pool will be reset to the Level 1 Jackpot Pool Reseed amount;
- (b) for a Level 2 Jackpot Wager, the Level 1 Jackpot Pool will be reset to the Level 1 Jackpot Pool Reseed amount and Level 2 Jackpot Pool be reset to the Level 2 Jackpot Pool Reseed amount; and
- (c) for a Level 3 Jackpot Wager, Level 1 Jackpot Pool will be reset to the Level 1 Jackpot Pool Reseed amount, Level 2 Jackpot Pool be reset to the Level 2 Jackpot Pool Reseed amount and Level 3 Jackpot Pool will be reset to the Level 3 Jackpot Pool Reseed amount.

3.33 When a Straight Flush Jackpot Prize is keyed off the Jackpot Pool amounts will be reduced as follows:

- (a) for a Level 1 Jackpot Wager, the Level 1 Jackpot Pool will be reduced by 10%;
- (b) for a Level 2 Jackpot Wager, the Level 1 Jackpot Pool will be reduced by 10% and the Level 2 Jackpot Pool will be reduced by 10%;
- (c) for a Level 3 Jackpot Wager, the Level 1 Jackpot Pool will be reduced by 10%, the Level 2 Jackpot Pool will be reduced by 10% and the Level 3 Jackpot Pool will be reduced by 10%;

3.34 After a Straight Flush Jackpot Prize is keyed off, if any Jackpot Pool amount becomes less than the Jackpot Pool Reseed value, the Jackpot Pool amount will be increased to the Reseed value.

3.35 The amount of the Jackpot Prizes must be clearly displayed to players at all times.

### **Play Wager**

- 3.36 After a player has received their two Hole Cards, they may place a Play Wager in the appropriate Play Wager Betting Area, with the amount being:
- (a) 3 or 4 times the Ante Wager amount if the Play Wager is placed prior to the Communal Flop Cards being dealt;
  - (b) 2 times the Ante Wager if the Play Wager is placed after the Communal Flop Cards have been dealt but before the Communal Turn and the River Cards are dealt; or
  - (c) the same amount as the Ante Wager if the Communal Turn and the River Cards have been dealt.
- 3.37 Once a Play Wager has been placed, no further wagers can be placed by the player.
- 3.38 A Play Wager shall:
- (a) win if the Player's Hand exceeds the value of the Dealer's Hand;
  - (b) lose if the Dealer's Hand exceeds the value of the Player's Hand;
  - (c) be a standoff if the Player's Hand is equal to that of the Dealer's Hand.
- 3.39 All winning Play Wagers shall be paid at the odds of 1 to 1.

#### **4. GENERAL RULES FOR DEALING**

##### **Shuffle and Cut of Cards**

- 4.1 Prior to a Round of Play all cards shall have been shuffled. At the commencement of a Round of Play cards must then be:
- (a) cut by the Dealer; and
  - (b) the cut must be made more than one card from either end of the deck; and
  - (c) the cards will then be placed on top of the cutting card.

##### **The Deal**

- 4.2 At the commencement of a Round of Play and if a Jackpot Wager has been placed, the appropriate start game button must be pressed.
- 4.3 Starting from the Dealer's left and continuing in a clockwise direction, the Hole Cards shall be dealt face down:
- (a) to each Betting Area containing an Ante Wager; and
  - (b) to the Dealer's Hand.

##### **Betting Rounds**

- 4.4 After all cards have been dealt, the players may pick up their cards and decide either to Check or place a Play Wager.
- 4.5 All cards must be kept within the boundary of the table layout.
- 4.6 Once a Player has placed a Play Wager, they are no longer able to handle their cards.
- 4.7 After all players have elected to either place a Play Wager or Check, the Dealer shall deal the Flop Communal Cards.
- 4.8 Players who had not previously placed a Play Wager have the option to either Check or place a Play Wager.
- 4.9 After all players have elected to either place a Play Wager or Check, the Dealer shall deal the Turn and River Communal Cards.
- 4.10 Players who had not previously placed a Play Wager have the option to either Fold or place a Play Wager.

##### **Ranking of Hands**

- 4.11 The ranking of hands in descending order are as follows:

| <b>Ranking of Hands</b> |
|-------------------------|
| Royal Flush             |
| Straight Flush          |
| Four of a Kind          |
| Full House              |
| Flush                   |
| Straight                |
| Three of a Kind         |
| Two Pair                |
| One Pair                |
| 5 Odd Cards             |

- 4.12 The suit of a card/s has no bearing on the ranking of a hand.

### **Settlement of wagers**

- 4.13 The Dealer's Hole Cards shall be turned face up, and the highest ranked Dealer's Hand shall be declared.
- 4.14 A player may elect to not have their hand exposed by the Dealer, if they inform the Dealer, by making a sweeping hand motion over their cards.
- 4.15 After determining the outcome of a player's hand the Ante, Blind, Trips and Play Wagers shall be settled.
- 4.16 For a winning Jackpot Wager, the:
  - (a) relevant prize button on the table control panel shall be pressed; and
  - (b) a Table Inspector must verify the hand.
- 4.17 If a Royal Flush Jackpot Prize or Straight Flush Jackpot Prize is won, the cards shall be sorted back into suits before payment can be made.

### **Multiple Jackpot Winners**

- 4.18 If, at the same table during a Round of Play and on the same level of Jackpot Wager multiple players qualify for a Straight Flush Jackpot Prize, then
  - (a) each winning hand shall be keyed off; and
  - (b) each of the Jackpot Prizes which have been keyed off will be combined and shared equally between the qualifying players.
- 4.19 If, at the same table during a Round of Play on any combination of Jackpot levels, multiple players qualify for a Royal Flush Jackpot Prize and a Straight Flush Jackpot Prize the order of payouts will be as follows:
  - (a) Straight Flush Jackpot Prize; and then
  - (b) Royal Flush Jackpot Prize.
- 4.20 If, at the same table during a Round of Play, multiple Straight Flushes from different levels of Jackpot Wagers are won, then the payments will be made in accordance with 4.16 and 4.17, and the order of payouts will be as follows:
  - (a) Level 1 Jackpot Straight Flush(s); and then
  - (b) Level 2 Jackpot Straight Flush(s); and then
  - (c) Level 3 Jackpot Straight Flush(s).
- 4.21 Where multiple jackpots are won on the same table, payments may vary from the displayed values.
- 4.22 If, at different tables multiple players qualify for a Jackpot Prize, payment will be made in chronological order as displayed on the Gaming Manager System.
- 4.23 After all wagers have been paid the appropriate game over button shall be pressed.

## **5. IRREGULARITIES**

- 5.1. An incorrect number of cards dealt to a Player or the Dealer constitutes a misdeal and all wagers made on that Round of Play will be Void and may be removed by the Players who placed them. Where there is a misdeal, the cards must be reshuffled.
- 5.2. If one or more cards become exposed during the Initial Deal a misdeal shall be declared. All hands will be Void and the wagers returned to the Players.
- 5.3. Should the Dealer incorrectly expose one or two of their Hole Cards during a Round of Play, play will continue as per normal provided that any Player has actioned their hand, otherwise this will constitute a misdeal.
- 5.4. If a card or cards are dealt to a player that has not placed both an Ante and Blind Wager, this will constitute a misdeal.
- 5.5. Should a player fail to place a wager in accordance with these Rules, the following shall apply:
  - (a) If a Play Wager, placed prior to the dealing of the Communal Flop Cards, is of an amount less than exactly three or four times the Ante Wager, then the Play Wager is to be paid or taken according to the amount placed, not to an amount that should have been placed; or
  - (b) If the Play Wager, placed prior to the dealing of the Communal Flop Cards, is greater than four times the Ante Wager then it shall be paid or taken only to an amount equal to four times the Ante Wager; or
  - (c) If the Play Wager, placed prior to the dealing of the Communal Turn and River Cards, is of an amount less than exactly two times the Ante Wager, then the Play Wager is to be paid or taken according to the amount placed, not to an amount that should have been placed; or
  - (d) If the Play Wager, placed prior to the dealing of the Communal Turn and River Cards, is greater than two times the Ante Wager then it shall be paid only or taken to an amount equal to two times the Ante Wager; or
  - (e) If the Play Wager, placed after to the dealing of the Communal Turn and River Cards, is of an amount less than exactly one times the Ante Wager, then the Play Wager is to be paid or taken according to the amount placed, not to an amount that should have been placed; or
  - (f) If the Play Wager, placed after to the dealing of the Communal Turn and River Cards, is greater than one times the Ante Wager then it shall be paid or taken only to an amount equal to one times the Ante Wager.
- 5.6. If an Ante Wager is placed but not a Blind Wager, the hand will continue without a Blind Wager.
- 5.7. If a Blind Wager is placed but not an Ante Wager, the hand will continue without an Ante Wager and a Play Wager can only be of an amount equal to the Blind Wager.
- 5.8. If either a Blind Wager or an Ante Wager is placed but not the other, and a Trips Wager is also placed, the Trips Wager will still be a valid wager.
- 5.9. Where only a Trips Wager is placed and cards are dealt to that Betting Area, this will constitute a misdeal.
- 5.10. Where Blind and Ante Wagers are of different amounts, and the Round of Play has commenced, the wagers will remain as placed.



- 5.11. Wagers, other than a Jackpot Wager, below the minimum will be paid or collected to the amount placed. Wagers above the maximum will be paid or collected up to the permitted maximum only.
- 5.12. Should a Player not be present to complete an Action on their hand, it will be considered folded, along with all placed wagers for that hand being forfeited, and collected by the Dealer. This includes all placed Trips Wagers.
- 5.13. After the Initial Deal, any exposed cards will be used in sequence.
- 5.14. If it is discovered during a Round of Play that a Jackpot Wager is less than the required amount, the player must amend their Jackpot Wager to the required amount making them eligible for a Jackpot Prize or Bonus Prize, otherwise the wager will be deemed invalid and returned to the player.
- 5.15. In the event of a malfunction of the Jackpot Prize display and any Jackpot Prize is won, the last known verified amount will be paid.
- 5.16. In the event of a suspected malfunction or malfunction with the Game Manager System the Casino Operator shall temporarily suspend all gaming activity at the affected table/s; and
  - (a) where it is determined there has been no malfunction shall direct that gaming activity continue; or
  - (b) where it has been determined there has been a malfunction shall Void any affected Round of Play.
- 5.17. The Casino Operator has the right to investigate any Round of Play and to withhold any payment for a period of 72 hours.

## **6. GENERAL PROVISIONS**

- 6.1 The Dealer shall ensure that the best ranked hand has been declared.
- 6.2 Players must not exchange cards or communicate information regarding their hand.
- 6.3 The Casino Operator shall display the Payout Tables, the minimum wagers, maximum wagers and betting units at the table, which may be altered in the following circumstances:
- (a) where there are no players at the table; or
  - (b) all players at that table agree to the change; or
  - (c) by providing players with 10 minutes notice of the change, which shall be displayed at the table.
- 6.4 The Casino Operator may Void the outcome of a game:
- (a) if a game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God that effects the outcome of the game;
  - (b) if any fraudulent act is perpetrated by either a player or the Dealer or both that effects the outcome of the game; or
  - (c) if at any time it is established that the deck in use in a game contains an incorrect number of cards.
- 6.5 An employee of the Casino Operator shall not advise a player on how to play their hand, except to ensure compliance with these rules.
- 6.6 A seated player who abstains from betting for three consecutive rounds of play may be requested by the Casino Operator to vacate the seat.
- 6.7 The Casino Operator may close any gaming table in the following circumstances:
- (a) where there are no players at the table; or
  - (b) all players at that table agree to the change; or
  - (c) by providing players with 10 minutes notice of the time of closure, which shall be displayed at the table.
- 6.8 A player, either alone or in concert with any other person, shall not –
- (a) use; or
  - (b) have in their possession or control,  
at or near the gaming table or location related to the playing of a game –
  - (c) a calculator;
  - (d) computer; or
  - (e) any other device,  
that is capable, with respect to a game of –
  - (f) recording, projecting or analysing an outcome; or
  - (g) changing the probabilities or the playing strategies to be used.
- 6.9 Where the Casino Operator is satisfied that a player has contravened any provision of these Rules, they may:
- (a) declare the hand and wager/s of the player as Void; and/or
  - (b) exclude the player from further participation in the game.

- 6.10 In any dispute that arises from these rules the decision of the Casino Operator shall be final subject to the condition that the Gaming and Wagering Commission may review any such decision.

**AMENDMENTS**

**1. Definitions.**

| <i>Rule</i> | <i>RAG #</i> | <i>Date Amended</i> |
|-------------|--------------|---------------------|
| 1.1         | 568          | 13/8/20             |
|             |              |                     |
|             |              |                     |

**2. Equipment.**

| <i>Rule</i> | <i>RAG #</i> | <i>Date Amended</i> |
|-------------|--------------|---------------------|
| 2.1         | 512          | 16/8/2016           |
|             |              |                     |
|             |              |                     |

**3. Wagers.**

| <i>Rule</i>              | <i>RAG #</i> | <i>Date Amended</i> |
|--------------------------|--------------|---------------------|
| 3.22; 3.26; 3.29 to 3.33 | 535          | 5/12/2018           |
| 3.27; 3.29               | 568          | 13/8/20             |
|                          |              |                     |

**4. General Rules for Dealing.**

| <i>Rule</i> | <i>RAG #</i> | <i>Date Amended</i> |
|-------------|--------------|---------------------|
| 4.20        | 535          | 5/12/2018           |
| 4.1         | 575          | 10/06/2022          |
|             |              |                     |

**5. Irregularities.**

| <i>Rule</i> | <i>RAG #</i> | <i>Date Amended</i> |
|-------------|--------------|---------------------|
|             |              |                     |
|             |              |                     |
|             |              |                     |

**6. General Provisions.**

| <i>Rule</i> | <i>RAG #</i> | <i>Date Amended</i> |
|-------------|--------------|---------------------|
|             |              |                     |
|             |              |                     |
|             |              |                     |