

RULES FOR RAPID BACCARAT

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1. Definitions

1.1 In these rules—

“**ATS**” means an automated transaction station featuring a touch screen monitor—

- (a) Designed to allow a player to place wagers on a virtual Baccarat layout in accordance with these rules; and
- (b) Approved as an item of gaming equipment.

“**ATS chip account**” means an account established under rule 6.

“**Baccarat**” means the point count of either the Player hand or the Banker hand is equal to zero.

“**Crown Baccarat**” means a form of Baccarat played where winning Banker wagers are paid at odds of 1 to 1 except when the Banker wins with a point count of 6. In this instance winning Banker wagers are paid at odds of 1 to 1 less 50% commission (ie \$100 pays \$50). Winning Player wagers are paid at odds of 1 to 1.

“**Baccarat Pairs**” means a side wager which may be offered on both Traditional Baccarat and Crown Baccarat which wins if the first two cards dealt to the Player or the Banker (**as nominated by the player**) constitute a pair and loses on all other outcomes. Players may place a wager on Player Pair, Banker Pair or both.

“**Baccarat Perfect Pairs**” means a side wager which may be offered on both Traditional Baccarat and Crown Baccarat which wins if the first two cards dealt to the Player or the Banker are:

- (a) A Mixed pair which means two cards that are exactly alike except for suit and colour, or
- (b) A Coloured Pair which means two cards that are exactly alike (including colour) except for suit; or
- (c) A Perfect Pair which means two cards that are exactly alike including suit

and loses on all other outcomes. Players may place a wager on Player Pair, Banker Pair or both.

“Casino Supervisor” means a person, other than the Game Supervisor or the Dealer, who is employed by the casino operator to be responsible for the supervision and management of gaming operations.

“Coup” means a round of play comprising a Player hand and a Banker hand.

“Dealer” means that person, employed as a dealer by the casino operator, who is conducting the game.

“Dealing shoe” means a device from which cards are dealt.

“Dragon Bonus” means a side wager which may be offered on both Traditional Baccarat and Crown Baccarat and may be placed on:

- (a) Player Dragon Bonus - Player wins by 4 points or more, or wins with a Natural; and/or
- (b) Banker Dragon Bonus - Banker wins by 4 points or more, or wins with a Natural.

“Dummy Coup” means a coup played in accordance with rule 11.8.

“game hardware” means all the computer equipment needed for the conduct of the game, including one or more ATs and an SGC.

“Game Supervisor” means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game.

“game system” means the configuration of software and game hardware—

- (a) Necessary to conduct the game at any time when it is not connected to a central monitoring system; and
- (b) Approved as gaming equipment for the purposes of these rules—

but does not include a WND.

“Natural” means a two-card total of eight or nine achieved by either the Player hand or the Banker hand.

“Player” means a person who has placed a wager on the game of Baccarat or their nominee.

“rapid games” means games approved to run on Crown’s Rapid Gaming System.

“remote ATS” means an ATS which forms part of a gaming table for Rapid Baccarat as described in rule 2.2 and is located away from the Rapid Baccarat table, within an approved distance from that table.

“SGC” means a device in the nature of a streamlined game console—

- (a) Designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of coups, permissible wagers; and
- (b) Designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- (c) Approved as an item of gaming equipment.

“Side Wager” means a betting option which is an accessory to the main game and on which players may place a wager in addition to, or instead of, a Player or Banker wager. For example: Tie, Dragon Bonus, Dragon Tails, or Baccarat Perfect Pairs.

“Super 6” means a side wager offered on both Traditional Baccarat and Crown Baccarat which wins when the Banker wins with a total of six, and loses on all other outcomes.

“Table of Play” means a set of mandatory instructions that dictate whether the Player and Banker should stand or draw an additional card.

“Tie” means a side wager which may be offered on both Traditional Baccarat and Crown Baccarat which wins if both the Player and the Banker hands have the same point count.

“Traditional Baccarat” is a form of Baccarat played where the winning “Banker” hands are paid at odds of 1 to 1 less 5% commission and winning Player hands are paid at odds of 1 to 1.

“tournament” means a competition conducted in accordance with rule 12.

“tournament conditions” means the conditions approved for a tournament in accordance with rule 12.

“Tournament Director” means the person responsible for the overall management of a tournament.

“tournament player” means a player in a tournament.

“VCGR” means Victorian Commission for Gambling Regulation.

“Void” means an invalid hand, coup or wager (as the context requires).

“wagering period” means the period determined under rule 8.1 or applying by operation of rule 8.2.

“WND” means a winning number display which is a device designed to display on a screen visible to all players at the gaming table the outcome of at least the most recent coup of the game.

1.2 Unless a contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.

1.3 A reference in these rules to the game is a reference to the game of Rapid Baccarat played at a particular gaming table.

1.4 A reference in these rules—

(a) To a bet is a reference to the contingency or outcome on which a player may place a wager; and

(b) To a wager is to the money appropriated to such a bet in a particular case.

1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.

1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system must be regarded as imposing an obligation on the Dealer and the casino operator to ensure that the ATS, SGC or game system operates in the manner described.

2. Equipment

2.1 The display of the touch screen monitor of an open ATS—

(a) Must—

(i) Contain all the elements of the design set out in Diagram A; and

- (ii) Contain any additional elements necessarily required by these rules; and
 - (iii) Be of similar appearance to Diagram A; and
 - (b) May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these rules.
- 2.2 A gaming table for Rapid Baccarat is made up of the following equipment—
- (a) Up to 50 ATs; and
 - (b) An SGC; and
 - (c) A game system (other than an SCG and one or more ATs); and
 - (d) A WND; and
 - (e) A dealing shoe from which the cards are dealt;
- 2.3 Where the “Baccarat Perfect Pairs” side wager is offered, additional betting areas will be provided for Player Perfect Pairs wagers and Banker Perfect Pairs wagers.
- 2.4 Where the “Dragon Bonus” side wager is offered, additional betting areas will be provided for Player Dragon Bonus wagers and Banker Dragon Bonus wagers.
- 2.5 Where the “Baccarat Pairs” side wager is offered, additional betting areas will be provided for Player Pair wagers and Banker Pair wagers.
- 2.6 Where the “Super 6” side wager is offered, additional betting areas will be provided for Super 6 wagers.

3 Cards

- 3.1 Rapid Baccarat will be played with four to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.
 - 3.1.1 When the Baccarat Perfect Pairs side wager is offered for play all the conditions of rule 3.1 will apply except the game must always be played with 8 decks.
- 3.2 The value of the cards is as follows:-
 - 3.2.1 Cards from 2 to 9 inclusive have their face value;
 - 3.2.2 Tens, jacks, queens or kings have a value of zero; and
 - 3.2.3 An ace has a value of one.
- 3.3 The point count of a hand will be:-
 - 3.3.1 Where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or
 - 3.3.2 Where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.
- 3.4 The cards will be checked prior to the commencement of gaming and at the conclusion of gaming.
- 3.5 The cards will be shuffled so that they are randomly intermixed:-
 - 3.5.1 Prior to the cards being used for play;
 - 3.5.2 At the completion of the next coup after that coup in which the cutting card appears;
 - 3.5.3 Immediately, if in the opinion of a Casino Supervisor the cards are dealt in a sequence which is abnormal; and
 - 3.5.4 At other times when in the opinion of a Casino Supervisor there is reasonable cause to believe that a shuffle is warranted.
- 3.6 Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

- 3.7 After the cards have been shuffled the Dealer will advise the Game Supervisor (or above) who will cut the cards by placing the cutting card in the stack, a minimum of approximately one deck in, from either end of the stack. Once the Game Supervisor (or above) has inserted the cutting card the Dealer will:
- 3.7.1 Take all cards in front of the cutting card, and place them to the back of the stack, after which, he/she will insert the cutting card approximately twenty cards in from the back of the stack and then place the cards in the dealing shoe ready for the commencement of play; or
 - 3.7.2 Take all cards in front of the cutting card, and place them to the back of the stack, after which he/she will fan 13 cards from the end, and insert the cutting card and then place the cards in the dealing shoe ready for the commencement of play.
- 3.8 Before the start of play following each shuffle and cut of cards, the Dealer:-
- 3.8.1 Will remove the first card from the dealing shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard rack; or
 - 3.8.2 May if requested by a player, remove the first card from the dealing shoe face-up and draw, face-down, cards equal to the face value of the first card and burn them by placing them in the discard holder. In this procedure, 10, jack, queen and king will have a face value of 10 and an ace a value of 1.
- 3.9 When the cutting card appears during the course of play the Dealer must –
- 3.9.1 Remove the cutting card and place it on the table layout to the side; and
 - 3.9.2 Complete any coup which is in progress; and
 - 3.9.3 Indicate that the next coup is to be the last coup upon which wagers may be placed; and

- 3.9.4 Following completion of the last coup of the shoe, the cards must be shuffled in accordance with rule 4 or pre-shuffled cards introduced to the table.
- 3.10 At the discretion of the Game Supervisor (or above) at the completion of the final coup and prior to a shuffle, the cards may be removed from the table, checked and replaced by new cards.
- 3.11 Where a Casino Supervisor forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the Casino Supervisor will direct that any or all of the cards be replaced.
 - 3.11.1 Where all the cards are replaced, the new cards will be shuffled, cut and a card(s) burned in accordance with rule 3.5, 3.7 and 3.8 respectively.

4. Placement of wagers

- 4.1 A wager in respect of a coup is placed by a person appropriating money standing to the credit of a player's ATS chip account to a particular bet (as specified in rule 10) prior to the end of the wagering period for that coup.
- 4.2 The method by which a person appropriates money standing to the credit of a player's ATS chip account is by touching the display of the ATS so as—
 - 4.2.1 To make one or more chips appear to move from one part of the display to another; or
 - 4.2.2 To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 4.3 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 4.4 A person may not occupy a place at a Rapid Baccarat table without actively placing wagers on an ATS or occupy an area so that he or she restricts another player from gaining access to play Rapid Baccarat.
- 4.5 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of Rapid Baccarat or with any employee of the Casino Operator performing duties related to Rapid Baccarat.

- 4.6 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.
- 4.7 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 4.8 At the settlement of wagers for a coup, each open ATS must—
 - 4.8.1 Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
 - 4.8.2 Pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
 - (a) Any commission payable on a winning wager will be deducted from the payout prior to any adjustment being made to the player's ATS chip account as described above.
- 4.9 Wagers may only be placed in accordance with rule 4.
- 4.10 Wagers may be made on:
 - 4.10.1 The Player hand;
 - 4.10.2 The Banker hand;
 - 4.10.3 The Tie;and where offered
 - 4.10.4 Player Dragon Bonus;
 - 4.10.5 Banker Dragon Bonus;
 - 4.10.6 Player Perfect Pairs;
 - 4.10.7 Banker Perfect Pairs;
 - 4.10.8 Player Pair;
 - 4.10.9 Banker Pair; and

4.10.10 Super 6.

4.11 On a game where a side wager is offered:

4.11.1 With the exception of Baccarat Perfect Pairs and Baccarat Pairs, a player may place a side wager regardless of whether they have placed a valid wager on Player or Banker. Baccarat Perfect Pairs wagers and Baccarat Pairs wagers may only be placed when a valid wager has been placed, by the player, on Player, Banker, Tie or Dragon Bonus.

4.11.2 Subject to rule 4.11.1, a player may place simultaneous side wagers. For example: In any one coup, a player may place a wager on both Player Dragon Bonus and Banker Dragon Bonus.

5. Permissible Wagers

5.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the **Casino Control Act 1991**¹.

5.2 Each ATS is a location within the casino for the purposes of section 66 of the **Casino Control Act 1991**.

5.3 If—

5.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and

¹ Sections 66 of the **Casino Control Act 1991** states:

66. Assistance to patrons

(1) A casino operator must—

...

(c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

(2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

- 5.3.2 A player attempts to place an individual wager—
- (a) In a multiple over the minimum which is not permitted;
or
 - (b) Which is greater than the permitted maximum wager—

the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and

- 5.3.3 By the end of the wagering period for a coup, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the ATS or the game system for the coup.

6 ATS Chip Accounts

- 6.1 An open ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy-in either by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips or by inserting an amount of cash into the ATS Note Acceptor.
- 6.2.1 At a remote ATS there is no provision for a Dealer initiated buy-in. A person wishing to buy-in must do so by inserting an amount of cash into the ATS Note Acceptor.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer—
- 6.3.1 Must give the player control of an ATS; and
 - 6.3.2 Must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.4 Where a player inserts cash into an ATS Note Acceptor, the amount of cash will automatically be credited to the ATS chip account in respect of that ATS, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.

- 6.5 In accordance with rule 6.2, the person for the time being in control of an open ATS may at any time-
- 6.5.1 Tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as practicable, credit the amount tendered to the player's ATS chip account; or
 - 6.5.2 Insert a further amount of cash into the ATS Note Acceptor.
- 6.6 A player—
- 6.6.1 May leave the game at any time; and
 - 6.6.2 Must leave the game if the Dealer, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 6.7 If a player leaves the game:
- 6.7.1 A Dealer must pay out the full value of the player's ATS chip account balance by tendering chips and close the ATS chip account; or
 - 6.7.2 Where he/she is playing at a remote ATS and that ATS is equipped with a ticket printer, a ticket will be issued for the full value of the patron's ATS chip account. The ticket may be exchanged for cash or cash equivalent at a Casino Cage or a Cashier Booth. The player's account will then be closed.
 - (a) Once the ticket is printed the patron is responsible for presenting the ticket for redemption.
 - (b) If, at the time the patron elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may make a manual payment to the patron.
 - (c) Crown has no liability for any lost or stolen tickets or tickets which become illegible after printing.

7 Version of Baccarat

- 7.1 Where the version of Baccarat in play is Crown Baccarat, the Casino Operator will ensure that a notice to that effect is displayed at the table.

8. Dealing the Game

- 8.1 A wagering period will be determined by:

- (a) The casino operator; or
- (b) If the casino operator has not made a determination, the wagering period is 30 seconds; or
- (c) Where the Dealer has drawn cards as described in 8.3.3 prior to the expiry of the nominated wagering period as described in (a) or (b) above, the end of the wagering period will be indicated to the players and the amount of time available for wagering will automatically be reduced to zero.

- 8.2 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next coup.

8.3 The Initial Deal

- 8.3.1 The Dealer will retain the dealing shoe and deal two hands - the Player hand and the Banker hand.
- 8.3.2 Prior to any cards being dealt from the dealing shoe, the Dealer may burn a card.
- 8.3.3 Four cards will be dealt from the dealing shoe face-up, at the discretion of the Game supervisor (or above). The first and third cards will respectively represent the first and second cards of the Player hand and the second and fourth cards dealt will respectively represent the first and second cards of the Banker hand.

8.4 The Play

- 8.4.1 After the initial deal the Dealer will announce the point count of each hand as it is displayed, and if required, further cards will be dealt in accordance with rule 9. Under no circumstances will more than one additional card be dealt to either hand.

8.4.2 The Dealer will announce the result of the hand.

8.4.3 Order of merit of hands will be:

- (a) A point count of nine;
- (b) A point count of eight;
- (c) A point count of seven; and
- (d) So on down to a point count of Baccarat.

9 The Table of Play

9.1 After the initial four cards have been dealt, if the point count of the Player hand or the Banker hand is 8 or 9, no more cards will be dealt to either hand.

9.2 If the point count of the Banker hand is 0 to 7 inclusive, the Player hand will:-

9.2.1 Draw; or

9.2.2 Stand;

in accordance with the requirements of Table 1 below:-

Table 1: Player Hand

When the first two cards total:	
0 – 1 – 2 – 3 – 4 - 5	Draws a card
6 -7	Stands
8 - 9	Natural – No more cards are drawn to either hand.

9.3 The Banker hand will:

9.3.1 Draw; or

9.3.2 Stand;

in accordance with the requirements of Table 2 below:-

Table 2: Banker Hand

Banker Point Count	Value of Third Card Drawn by Player Hand										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

10 SETTLEMENT

10.1 The bets which may be placed in respect of a coup and the odds payable for them are-

Traditional Baccarat		
Name	Definition	Odds
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1*
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1 less 5% commission*
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value.**	8 to 1

Crown Baccarat				
Name	Definition	Odds		
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1		
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1 except where the Banker wins with a point score of 6, where winning wagers are paid at odds of 1 to 1 less 50% commission. (ie \$100 pays \$50).		
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value**.	8 to 1		
**In the event of a Tie, a wager placed on the Player and/or the Banker will be void.				
Baccarat Dragon Bonus				
Name	Definition	Odds*		
		Option1	Option 2	Option 3
Banker wins with a Natural	The cards dealt to the Banker hand form a Natural and have a higher point count than that of the cards dealt to the Player.	1 to 1	1 to 1	1 to 1
Banker wins by 4 points	The cards dealt to the Banker hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Player hand.	1 to 1	1 to 1	2 to 1
Banker wins by 5 points	The cards dealt to the Banker hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Player hand.	2 to 1	3 to 1	2 to 1
Banker wins by 6 points	The cards dealt to the Banker hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to the Player hand.	4 to 1	4 to 1	4 to 1
Banker wins by 7 points	The cards dealt to the Banker hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Player hand.	6 to 1	7 to 1	4 to 1
Banker wins by 8 points	The cards dealt to the Banker hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Player hand.	10 to 1	8 to 1	10 to 1

Baccarat Dragon Bonus (cont)				
Name	Definition	Odds*		
		Option 1	Option 2	Option 3
Banker wins by 9 points	The cards dealt to the Banker hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Player hand.	30 to 1	20 to 1	30 to 1
Player wins with a Natural	The cards dealt to the Player hand form a Natural and have a higher point count than that of the cards dealt to the Banker.	1 to 1	1 to 1	1 to 1
Player wins by 4 points	The cards dealt to the Player hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Banker hand.	1 to 1	1 to 1	2 to 1
Player wins by 5 points	The cards dealt to the Player hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Banker hand.	2 to 1	3 to 1	2 to 1
Player wins by 6 points	The cards dealt to the Player hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to the Banker hand.	4 to 1	4 to 1	4 to 1
Player wins by 7 points	The cards dealt to the Player hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Banker hand.	6 to 1	7 to 1	4 to 1
Player wins by 8 points	The cards dealt to the Player hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Banker hand.	10 to 1	8 to 1	10 to 1
Player wins by 9 points	The cards dealt to the Player hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Banker hand.	30 to 1	20 to 1	30 to 1
Natural Tie	The cards dealt to the Player hand and the Banker hand both form a Natural and have the same point count.	Stand-off		
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand do not form a natural and have the same point count	All Dragon Bonus wagers lose.		

Baccarat Perfect Pairs			
Name	Definition	Odds* (8 Decks of Cards)	
		Option 1	Option 2
Mixed Pair	Means two cards that are exactly alike except for suit and colour	6 to 1	5 to 1
Coloured Pair	Means two cards that are exactly alike (including colour) except for suit.	12 to 1	10 to 1
Perfect Pair	Means two cards that are exactly alike including colour and suit.	25 to 1	30 to 1
Baccarat Pairs			
Name	Definition	Odds	
Baccarat Pair	The first two cards of either the Player hand or the Banker hand as nominated by the player , form a pair (for example 10, 10 or K, K) .	11 to 1	
Super 6			
Name	Definition	Odds	
Super 6	Banker wins with a total of 6	12 to 1	
* all tables offering this particular side wager must offer the same payout odds. i.e. all Option 1, all Option 2 or all Option 3			

11 Irregularities

- 11.1 Where the Dealer fails to burn a card(s) as described in rule 3.8, the results of coups previously played in that shoe will stand and play in that shoe will continue.
- 11.1.1 Where the first coup of the shoe has not been completed, that coup may be reconstructed and the shoe recommenced, ensuring compliance with rule 3.8.
- 11.2 A card drawn in excess from the dealing shoe but not disclosed must be used as the first card of the next coup, providing that the coup was not the last coup of the shoe. Cards drawn from the shoe will not be discarded, and must be used in the normal course of play except in accordance with the requirements of rule 3.8 and rule 8.3.2.
- 11.3 If a card is dealt or drawn to the Banker hand which should have been dealt to the Player hand, that card must go to the Player hand and a further card for the Banker hand drawn if required in accordance with the table of play as described in rule 9.

- 11.4 If in a coup, despite no wagers being placed, the wagering period as described in rule 8.1 has elapsed, the Dealer may void the game
- 11.5 If in a coup, despite no wagers being placed, the wagering period as described in rule 8.1 has elapsed and the Dealer has:
 - 11.5.1 Burned a card; or
 - 11.5.2 With or without burning a card, dealt one or more cards to the Player hand or the Banker hand-

the Dealer must play out the coup as a Dummy Coup in which-
 - 11.5.3 If a card had been burned, that card is treated as a burned card; and
 - 11.5.4 The first of any cards so dealt becomes the first card of the Dummy Coup.
- 11.6 If a card is found face-upwards in the dealing shoe-
 - 11.6.1 If it is the first card of a coup, the coup must be played as a Dummy Coup; and
 - 11.6.2 If it is not the first card of a coup, the coup must be played out as though the card had come from the dealing shoe face-down.
- 11.7 If, contrary to the relevant Table of Play as described in rule 9, a third card is dealt-
 - 11.7.1 To the Player hand-
 - (a) If the Table of Play as described in rule 9 requires the Banker hand to draw, that card becomes the third card of the Banker hand; and
 - (b) If the Table of Play as described in rule 9 requires the Banker hand to stand, the Dealer must settle the wagers on that hand and, following settlement, that card becomes the first card of a new coup played as a Dummy Coup; and
 - 11.7.2 To the Banker hand, the Dealer must settle the wagers on that hand and that card becomes the first card of a Dummy Coup.

- 11.8 The following provisions apply to the playing of a Dummy Coup:
- 11.8.1 The purpose of playing one or more Dummy Coups is to ensure that the sequence of cards in each hand as it is dealt from the dealing shoe is not affected by any mistake made in the course of play or by any other irregularity in the game. In interpreting any provision of these Rules relating to Dummy Coups, preference must be given to the interpretation which best fits this purpose.
 - 11.8.2 A Dummy Coup must not be played unless it is expressly authorised by these Rules.
 - 11.8.3 Immediately a circumstance arises in which the Dealer must play a coup as a Dummy Coup, the Dealer must clearly indicate this to the players.
 - 11.8.4 If, after a coup becomes a Dummy Coup, a wager remains on the betting area-
 - (a) The wager becomes a void wager; and
 - (b) The relevant chips must be returned to the player who placed the wager -
 - 11.8.5. If a wager is placed on the betting area after the Dealer has indicated that a coup is being played as a Dummy Coup-
 - (a) The wager is void; and
 - (b) The relevant chips must be returned to the player who placed the wager.
 - 11.9 If during a coup an error occurs that is not disclosed until after the commencement of a subsequent coup, that error will not have any effect on the outcome of subsequent coups.
 - 11.10 Unless covered by the situations described in rules 11.14 and 11.15 below, the Game Supervisor (or above) may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.
 - 11.11 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.

- 11.12 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.
- 11.13 The WND must be disregarded if the WND displays a number other than the actual outcome.
- 11.14 If an ATS experiences a malfunction—
- (a) Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed on the ATS for the relevant coup; and
 - (b) On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 11.15 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage)—
- (a) Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed by all players for the relevant coup; and
 - (b) On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 11.16 If the Dealer is unable, for the purposes of rules 11.14(b) and 11.15(b), to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.

12 Tournament Play

12.1 General

12.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Rapid Baccarat with an equal chance.

12.1.2 The casino operator must appoint a Tournament Director.

12.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Executive Commissioner of the VCGR.

12.2 Tournament conditions

12.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount to be credited to ATS chip accounts at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of ATS account balances at the end of each session or round;
- (c) Whether there is a minimum or compulsory wager for each coup in a session or round;
- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables or ATSS to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (e) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) In respect of eligibility for entry—
 - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and

- (ii) If the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) If the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
 - (h) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy-in is refundable in whole or in part;
 - (i) The consequences of late arrival or non-attendance for a round or session in the tournament;
 - (j) The prizes;
 - (k) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Rapid Baccarat and that, in the event of any inconsistency, the rules prevail.

12.2.2 The tournament conditions may exclude or modify the operation of rule 6.

12.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

12.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

12.2.5 The Tournament Director must be present during the whole of each session or coup in a tournament.

12.3 Conduct of Play

- 12.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
- 12.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 12.3.1 is used exclusively for tournament play.
- 12.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.
- 12.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 12.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of coups or the scheduled completion time—
 - (a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - (b) If the tournament conditions provide for the disposition of ATS chip account balances in cash at the end of the session or round, if all the players at the gaming table agree.

13 General Provisions

- 13.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 13.2 Where a player has contravened any provision of the rules a Casino Supervisor may:-
 - 13.2.1 Declare that any wager made by the player(s) will be void;

- 13.2.2 Direct that the player(s) will be excluded from further participation in the game;
 - 13.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
 - 13.2.4 Confiscate the prohibited device; and
 - 13.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 13.3 A Casino Supervisor may invalidate the outcome of a game if:-
- 13.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 13.3.2 Any fraudulent act is perpetrated by any person that affects the outcome of the game.
- 13.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 13.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 13.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 13.7 The Casino Supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 13.8 A seated player who abstains from wagering for three consecutive coups whilst all other seats at that table are in use may be required to vacate that seat.
- 13.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the Casino Supervisor will be final.
- 13.10 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an inspector appointed under the Casino Control Act 1991.

13.11 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the Rules of Rapid Baccarat.

13.12 Players are not permitted to have side bets against each other.

13.13 A copy of these rules will be made available, upon request.

Diagram A

