



Crown  
Melbourne  
Limited

# Table Games

## Three Card Poker

### Rules

Version 4.0



## TABLE OF CONTENTS

1	DEFINITIONS .....	1
2	EQUIPMENT .....	4
3	THE CARDS .....	5
4	THE SHUFFLE AND CUT .....	6
5	PLACEMENT OF WAGERS.....	7
6	JACKPOTS .....	10
7	WINNING JACKPOT WAGER PRIZE PAYOUTS.....	15
8	PERMISSIBLE WAGERS.....	20
9	DEALING THE GAME .....	21
10	SETTLEMENT .....	24
11	IRREGULARITIES.....	27
12	THREE CARD POKER TOURNAMENT PLAY .....	31
13	GENERAL PROVISIONS .....	38
	DIAGRAM A .....	41
	DIAGRAM B .....	41



## 1 DEFINITIONS

1.1 In these Rules the following meanings apply:

**‘Ante’** means the initial wager placed by the player.

**‘Ante Bonus’** means a payment made to Ante wagers for hands that have a Poker hand value in accordance with Rule 3.6 of straight or better.

**‘Crown’** means Crown Melbourne Limited, a Casino Operator as defined in section 3 of the *Casino Control Act 1991 (Vic)*.

**‘Dealer’** means the person responsible for the operation of the game.

**‘Dealing Shoe’** means a device from which cards are dealt.

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

**‘Distinctive Marker’** means an object used to identify a particular action or function including, but not limited to, designating seat or player status at a Three Card Poker table. Each object will be distinctly designed and marked to denote its purpose.

**‘Flush’** means a hand where the cards are all of the same suit but not in sequential order.

**‘Fold’** means the cards are placed face-down on the table to be collected by the Dealer. This indicates that the player no longer wants to continue in the current Round of Play.

**‘Four of a Kind’** means a 5-card hand comprising four (4) cards of the same Face Value, and one (1) other card of a different Face Value.

**‘Full House’** means a 5-card hand comprising three (3) cards identical in Face Value, and two (2) cards identical in another Face Value.

**‘Jackpot Cards’** means the two (2) cards dealt for all players to use, in conjunction with their Players hand, to complete a 5-card hand used to determine an outcome for their Jackpot Wager.

**‘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.

**‘Misdeal’** means that the cards have been dealt incorrectly and the round of play will be void.

**‘No Hand’** means that the Dealer’s hand does not qualify.

**‘Pair’** means a 3-card hand comprising of two (2) cards of the same Face Value, and a third card with a different Face Value.

**‘Pair Plus’** means a wager placed by a player which wins if the player’s hand has a Poker hand value of a pair or better in accordance with Rule 3.6 regardless of the Dealer’s hand.

**‘Play’** means that the player elects to remain in the game by placing an additional wager after the cards have been dealt and he/she has had an opportunity to look at his/her hand.

**‘Qualify’** means that the Dealer has a poker hand with a Poker hand value of Queen high, or better.

**‘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 Ace, King, Queen, Jack and 10, of the same suit.

**‘Single Deck Card Shuffling Shoe’** means a device specifically designed to automatically shuffle one deck of cards at a time and then dispense that deck of cards to be dealt.

**‘Stand-off’** means when the player's hand equals the Dealer's hand and neither wins nor loses.

**‘Straight’** means a 3-card or a 5-card hand where the cards are in Face Value sequential order, and comprising of multiple suits. An Ace will count as Ace low in a 3-card combination of 3/2/Ace or a 5-card combination of 5/4/3/2/Ace or Ace high in a 3-card combination of Ace/King/Queen or a 5-card combination of Ace/King/Queen/Jack/10.

**‘Straight Flush’** means a 3-card hand or a 5-card hand where the cards are in Face Value sequential order, and all of the same suit. An Ace will count as Ace low in a 3-card combination of 3/2/Ace or a 5-card combination of 5/4/3/2/Ace. An Ace will only count as high for a 3-card combination of Ace/King/Queen.

**‘TG Area Manager’** means the person responsible for the management of Table Games operations, service and employees within an allocated area.

**‘TG Assistant Casino Manager’** means the person responsible for the on-floor management of Table Games operations, service and employees.

**‘TG Higher Duties Dealer’** means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.

**‘Three of a Kind’** means a 3-card hand comprising of three (3) cards identical in Face Value.

**‘Tournament’ means a competition conducted 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.**

**‘Tournament Terms and Conditions’ means the Terms and Conditions approved for a Tournament in accordance with Rule 12.**

**‘VCGLR’ means the Victorian Commission for Gambling and Liquor Regulation.**

**‘Void’ means an invalid hand, wager or Round of Play with no result.**

- 1.2 Unless contrary intention appears, a TG Higher Duties Dealer (or above) 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 Three Card Poker played at a particular gaming table.
- 1.4 A reference in these Rules -
  - 1.4.1 To a bet, is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.4.2 To a wager, is to the money appropriated to such a bet in a particular case.

## **2 EQUIPMENT**

- 2.1 Three Card Poker will be played on a table having places for nine (9) or less players.
- 2.2 **A Three Card Poker table:**

- 2.2.1 **Will contain areas clearly marked and specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A and B;**
  - 2.2.2 **Will contain any additional elements necessarily required by these Rules; and**
  - 2.2.3 **May include features in addition to those shown in Diagram A and B, if those features are not inconsistent with Diagrams A or B or these Rules.**
- 2.3 A dealing shoe from which all cards will be dealt.
- 2.4 **If Crown intends to accept Jackpot wagers, electronic equipment for the purposes of Rule 6 and 7 must also be fitted.**

### 3 THE CARDS

- 3.1 Three Card Poker will be played with one (1) deck having fifty-two (52) cards without jokers, with backs of the same colour and design and one (1) cutting card.
- 3.1.1 Where a Single Deck Card Shuffling Shoe is in use:
    - (a) No cutting card will be used; and
    - (b) Two (2) decks will be in use, one at a time, with the colour of the first deck being different to the second deck.
- 3.2 The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.
- 3.3 A TG Higher Duties Dealer (or above) may, at any time, instruct the Dealer to check and verify the correct number of cards.
- 3.4 Cards may, at the discretion of a TG Higher Duties Dealer (or above), be changed after any Round of Play if, for any reason, a card or cards become unfit for further use. If all the cards are

replaced, the new cards will be checked, shuffled and cut in accordance with these Rules.

3.5 All suits have the same rank. The rank of cards, from highest to lowest, will be as follows:

3.5.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in Rule 3.6 where the Ace may be counted low.

3.6 The Order and Meaning of Poker Hand Values

3.6.1 The order of hands, lowest to highest is as follows:-

- (a) Three odd cards. For example Q, 10, 6
- (b) One pair. For example 10, 10, K
- (c) Flush - three (3) cards of the same suit, not in sequence. For example K, J, 9, all Diamonds
- (d) Straight - any three (3) cards of more than one (1) suit, in sequence. An Ace may count high or low in a straight. For example 3, 2, Ace or Ace, King, Queen
- (e) Three of a kind. For example Q, Q, Q
- (f) Straight Flush - three (3) cards of the same suit in sequence. For example 5, 6, 7, all Clubs

3.6.2 Hands of the same Poker hand value but consisting of different card values are ranked according to rule 3.5. For example K, Q, J, straight, beats a J, 10, 9, straight.

## **4 THE SHUFFLE AND CUT**

4.1 The Shuffle



4.1.1 The cards will be shuffled so that they are randomly intermixed:

- (a) Immediately prior to the start of each Round of Play;
- (b) Immediately if, in the opinion of a TG Higher Duties Dealer (or above), the cards are dealt in a sequence which is abnormal; or
- (c) At other times when in the opinion of a TG Higher Duties Dealer (or above) there is reasonable cause to believe that a shuffle is warranted.

4.1.2 Cards may be pre-checked and secured in a designated area until such time as they are required for use in play.

## 4.2 The Cut

4.2.1 After the cards have been shuffled, the Dealer will cut the cards, once only and place them on the cutting card.

- (a) Where a Single Deck Card Shuffling Shoe is in use, the cards will not be cut.

4.2.2 The player never cuts the cards.

## 5 PLACEMENT OF WAGERS

5.1 Wagers will be accepted only in chips.

5.2 A wager by a player will be placed on the appropriate area of the layout prior to the first card being dealt for a Round of Play.

5.3 Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers or authorised tokens which must be immediately converted to chips and placed on the layout before the Dealer announces that no more bets may be placed.

5.4 Except as provided by Rule 5.5, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

5.4.1 In the event that a Single Deck Card Shuffling Shoe is used, this Rule applies when the first set of three (3) cards is removed from the shoe.

5.5 Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a wager on either one or both of the following:

5.5.1 Ante;

(a) **If an Ante wager has been placed, a Jackpot Wager may also be placed where offered; and**

5.5.2 Pair Plus; and

5.6 After having been dealt a hand of cards, where the player has placed an Ante wager, he/she may elect to continue in the game by placing a wager of an equal amount on Play

5.7 A wager placed on Ante will:

5.7.1 Win:

(a) Where the Dealer's hand does not qualify and the player has elected to Play; or

(b) Where the Dealer's hand qualifies and the player has elected to Play and his/her hand has a higher Poker hand value in accordance with Rule 3.6 than that of the Dealer.

5.7.2 Lose:

(a) Where the player elects to Fold and take no further part in the game; or

(b) Where the Dealer's hand qualifies and has a higher Poker hand value in accordance with Rule 3.6 than that of the player.

5.7.3 Stand-off where the Dealer's hand qualifies and the player has elected to Play and his/her hand has the same Poker hand value in accordance with Rule 3.6 as that of the Dealer.

5.8 A wager placed on Pair Plus will:

5.8.1 Win where the player's hand has at least a pair; or

5.8.2 Lose where the player's hand does not have at least a pair.

5.9 A wager placed on Play will:

5.9.1 Win where the Dealer's hand qualifies and the player's hand has a higher Poker hand value in accordance with Rule 3.6 than that of the Dealer.

5.9.2 Lose where the Dealer's hand qualifies and is of a higher Poker hand value in accordance with Rule 3.6 than that of the player.

5.9.3 Stand-off where the Dealer's hand qualifies and the player's hand has the same Poker hand value in accordance with Rule 3.6 as that of the Dealer.

5.9.4 Be **treated as a Stand-off** where the Dealer's hand does not qualify.

**5.10 A Jackpot Wager shall:**

**5.10.1 Win if:**

**(a) The player has elected to continue in the game by placing a Play Wager; and**

- (b) **The player's hand, in conjunction with the two (2) Jackpot Cards, qualifies for a bonus payout as described in Rule 7.**

**5.10.2 Lose if:**

- (a) **The player elects to Fold; or**
- (b) **The player's hand, in conjunction with the two (2) Jackpot Cards, does not have a poker hand that qualifies for a bonus payout as described in Rule 7**

5.11 A player may place a wager on one **(1)** or more betting areas in accordance with Rule 5.5 **and 5.6.**

5.11.1 Players may only place a wager on more than one **(1)** betting area providing that no other player(s) is excluded from participating in the game and there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand; and

5.11.2 Where a player places a wager on more than one **(1)** betting area, he/she will only be permitted to view one **(1)** hand and that hand will be the one dealt to the area at which the player was seated when the cards were dealt. Any additional hands must be played 'blind', i.e. no person, including the player who placed the wager, or the Dealer, will be permitted to view the cards until the hand is settled in accordance with Rule **10.**

## **6 JACKPOTS**

### **6.1 Prize meters and wagers**

6.1.1 **Crown may operate one or more prize meter systems in accordance with the following provisions:**

- (a) **A prize meter system must operate in respect of one (1) table or a group of tables;**

- (b) With respect to a prize meter system, a participating table must be a table which, as approved in the Rules for the game in play at the table, is operating with:

  - (i) The same qualifying jackpot hands as all other participating tables; and
  - (ii) The same jackpot payout table as all other participating tables; and
  - (iii) Contributes to a jackpot prize pool at the same jackpot increment rate and seed values as all other participating tables.
- (c) A table may only be part of one (1) group of tables in respect of which a prize meter system operates;
- (d) At each table within a group of tables in respect of which a prize meter system operates, the cost of the Jackpot Wager must be the same;
- (e) If more than one (1) prize meter system is operating, the cost of the Jackpot Wager must be different for each prize meter system;
- (f) If more than one (1) prize meter system is operating, the seed value and jackpot increment rate as described in Rule 6.3 and the associated prize payouts as described in Rule 7 must be the same for each prize meter system; i.e. all Option 1 or all Option 2;
- (g) Where a decision is made to change the seed value and jackpot increment rate as described in Rule 6.3.4 and the associated prize payouts as described in Rule 7 from Option 1 to Option 2 or vice versa, a notice

conveying the change must be displayed for a reasonable period of time prior to the change taking place;

- (h) A table may be added to or removed from a prize meter system or transferred between one prize meter system and another no sooner than twenty (20) minutes after a table sign giving notice of the addition, removal or transfer is displayed;
- (i) A prize meter system may be closed at any time no sooner than twenty (20) minutes after a table sign giving notice of the closure is displayed at every table in respect of which system is operating;
- (j) If a prize meter system is closed, at the time of closure an amount equal to the value recorded on the meter less the initial seed value as described in Rule 6.3 (Table 1 or Table 2 depending on the option in use) multiplied by the cost of the Jackpot wager for the system must be transferred to the meter of one or more other prize meter systems;
- (k) Each table in respect of which a prize meter system operates must be fitted with a prize meter display designed, and (apart from when adequate alternative manual arrangements are in place) operating, to show the value of the prize recorded from time to time on the meter of the system;
- (l) The value of the prize recorded on the meter of a prize meter system may be displayed on one or more electronic promotional displays in the casino, whether or not in conjunction with the value of the prize recorded on one or more other meters.

**6.2 Jackpot Wagers may be placed in accordance with the following provisions:**

**6.2.1 The Dealer must ensure that the electronic equipment for the prize meter system is operating properly, or that adequate alternative manual arrangements are in place, before calling for and accepting Jackpot Wagers;**

**6.2.2 In each Round of Play, a player may place only one (1) Jackpot Wager for each hand he/she is playing; and**

**6.2.3 A player must ensure that a Jackpot Wager he/she wishes to place is placed on the correct part of the table layout and for the cost of the Jackpot Wager only.**

**6.3 Crown must ensure that the meter for a prize meter system from time to time records a monetary value no less than:**

**6.3.1 The initial seed value (as described in Table 1 or Table 2 depending on the option in use) multiplied by the cost of the Jackpot Wager for the prize meter system; plus**

**6.3.2 The percentage increment rate (as described in Table 1 or Table 2 depending on the option in use) of the amount wagered as Jackpot wagers at all relevant tables from time to time, in the group of tables in respect of which the prize meter system operates, since the meter was last reset under Rule 6.4; less**

**6.3.3 The value of any prizes (other than bonus prizes) paid in accordance with Rule 7.**

**Table 1 - Option 1 - Seed Values and Increment**

**Rates (to be used in conjunction with Table 3 only)**

<b>Initial Seed</b>	<b>Increment Rate</b>
10,000	34.06%
20,000	32.51%
30,000	30.94%
40,000	29.36%
50,000	27.76%
60,000	26.12%
75,000	23.50%

**Table 2 - Option 2 - Seed Values and Increment Rates (to be used in conjunction with Table 4 only)**

<b>Initial Seed</b>	<b>Increment Rate</b>
10,000	31.02%
20,000	29.47%
30,000	27.90%
40,000	26.32%
50,000	24.70%
60,000	23.02%
75,000	20.28%

**6.4 If, in respect of a Round of Play:**



- 6.4.1** By operation of Rule 6.3, the value recorded on the meter on a prize meter system would fall below the initial seed value (as described in Table 1 or Table 2 depending on the option in use) multiplied by the cost of the Jackpot Wager for the system; or
- 6.4.2** Simultaneous Royal Flushes have been paid under Rule 7.4, Crown must cause the meter for the prize meter system to be reset to an amount no less than the initial seed value (as described in Table 1 or Table 2 depending on the option in use) multiplied by the value of the Jackpot Wager for the system.
- 6.5** For the purposes of Rule 6.2.1, the electronic equipment for a prize meter system is operating properly if:
- 6.5.1** The meter of the system is capable of recording the amounts required to be recorded by this Rule;
- 6.5.2** The system is capable of recording the time for settlement for each Round of Play at each table in respect of which the system is operating; and
- 6.5.3** The manner in which the system operates allows a TG Area Manager (or above) to read the value recorded on the meter as at any time for settlement.

## **7 WINNING JACKPOT WAGER PRIZE PAYOUTS**

- 7.1** Prize payouts for winning Jackpot wager outcomes must be determined:
- 7.1.1** For Royal Flush and Straight Flush outcomes, by a TG Assistant Casino Manager (or above), subject to Rule 7.4; and
- 7.1.2** Otherwise, by the Dealer in accordance with Table 3 or Table 4, depending on the option in use.

**Table 3 – Option 1 - Jackpot Payouts (to be used in conjunction with Table 1 only)**

<b>Outcome</b>	<b>Payout</b>
<b>Royal Flush</b>	<b>100%* of the rounded meter value</b>
<b>Straight Flush</b>	<b>10%* of the rounded meter value</b>
<b>Four of a kind</b>	<b>\$500 for each \$1 of Jackpot Wager (bonus payout)</b>
<b>Full House</b>	<b>\$150 for each \$1 of Jackpot Wager (bonus payout)</b>
<b>Flush</b>	<b>\$100 for each \$1 of Jackpot Wager (bonus payout)</b>
<b>* Subject to Rules 7.3 and 7.4</b>	

**Table 4 - Option 2 - Jackpot Payouts (to be used in conjunction with Table 2 only)**

<b>Outcome</b>	<b>Payout</b>
<b>Royal Flush</b>	<b>100%* of the rounded meter value</b>
<b>Straight Flush</b>	<b>10%* of the rounded meter value</b>
<b>Four of a Kind</b>	<b>\$600 for each \$1 of Jackpot Wager (bonus payout)</b>
<b>Full House</b>	<b>\$100 for each \$1 of Jackpot Wager (bonus payout)</b>
<b>Flush</b>	<b>\$60 for each \$1 of Jackpot Wager (bonus payout)</b>

Straight	\$40 for each \$1 of jackpot Wager (bonus payout)
* Subject to Rules 7.3 and 7.4	

**7.3 For the purposes of Rule 6 and this Rule:**

**7.3.1 The rounded meter value is the value recorded on the meter of a prize meter system at the time of settlement, rounded up to the nearest whole dollar;**

**7.3.2 The time for settlement is the time the Dealer records the outcome of the relevant Round of Play on the prize meter system;**

**7.3.3 All outcomes in a Round of Play at a particular table are simultaneous;**

**7.3.4 Outcomes on different tables in a group of tables are sequential, and the timing of the sequence of outcomes must be determined by the order in which the respective Dealers record those outcomes on the prize meter system.**

**7.4 If, in a Round of Play, simultaneous Royal Flushes, or simultaneous Straight Flushes, or a combination of simultaneous Royal and Straight Flushes occur, the payouts for each will be determined as described below. For the purposes of this Rule, the following applies:**

**j = jackpot rounded meter value**

**r = jackpot reseed value**

**R = Number of Royal Flushes**

**S = Number of Straight Flushes**

**7.4.1 Where one (1) or more Royal Flushes occur, prior to any payments being made, the total prize pool must be calculated using the formula below:**

**Table 5 - Prize Pool Calculation**

<b>R</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Prize Pool</b>	$j$	$j + r$	$j + 2r$	$j + 3r$
Prize pool calculated in accordance with the following formula: $j + r \times (R-1)$				

**7.4.2 Where one (1) or more Royal Flushes combined with one (1) or more Straight Flushes occur:**

- (a) Calculate any Royal Flush payment(s) by referring to the table below, which indicates the percentage of the prize pool to be allocated to each Royal Flush.

**Table 6 - Royal Flush Payments**

<b>Royal Flush Payments (% of Prize Pool)</b>				
<b>R \ S</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>0</b>	100.000%	50.000%	33.333%	25.000%
<b>1</b>	90.909%	47.619%	32.258%	24.390%
<b>2</b>	83.333%	45.455%	31.250%	23.810%
<b>3</b>	76.923%	43.478%	30.303%	23.256%
<b>4</b>	71.429%	41.667%	29.412%	22.727%
<b>5</b>	66.667%	40.000%	28.571%	22.222%
<b>6</b>	62.500%	38.462%	27.778%	21.739%
<b>7</b>	58.824%	37.037%	27.027%	21.277%

Percentages in this table calculated in accordance with the following formula: Royal Flush Payment =  $10 / (10R + S)$

- (b) Once the Royal Flush payouts have been calculated, calculate any Straight Flush payment(s) by referring to the table below, which indicates the percentage of the prize pool to be allocated to each Straight Flush.

**Table 7 - Straight Flush Payments (where one (1) or more Royal Flush occurs)**

<b>R \ S</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>1</b>	9.091%	4.762%	3.226%	2.439%
<b>2</b>	8.333%	4.545%	3.125%	2.381%
<b>3</b>	7.692%	4.348%	3.030%	2.326%
<b>4</b>	7.143%	4.167%	2.941%	2.273%
<b>5</b>	6.667%	4.000%	2.857%	2.222%
<b>6</b>	6.250%	3.846%	2.778%	2.174%
<b>7</b>	5.882%	3.704%	2.703%	2.128%

Percentages in this table calculated in accordance with the following formula: Straight Flush Payment (inc Royal Flush) =  $1 / (10R + S)$

#### **.7.4.3 Where two (2) or more simultaneous Straight**

Flushes, but no Royal Flushes occur, calculate the Straight Flush payment(s) by referring to the table below, which will indicate the percentage of the prize pool to be allocated to each Straight Flush.

Table 8 - Straight Flush Payments (Straight Flush Only)

S \ R	0
1	10.000%j + 0.000%r
2	9.500%j + 0.500%r
3	9.033%j + 0.967%r
4	8.598%j + 1.403%r
5	8.190%j + 1.810%r
6	7.809%j + 2.191%r
7	7.453%j + 2.547%r

Percentages in this table calculated in accordance with the following formula:  
 Straight Flush Payment (ex Royal Flush) =  $(j-r) \times \sum(9^{S-1} / 10^S) / S + 10\%r$

## 8 PERMISSIBLE WAGERS

8.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which **Crown** is responsible under section 66 of the **Casino Control Act 1991(vic)**<sup>1</sup>.

<sup>1</sup> Section 66 of the **Casino Control Act 1991** states:

**66. Assistance to patrons**

(1) A casino operator must—

8.2 If—

8.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result;

8.2.2 A player attempts to place an individual wager that is greater than the permitted maximum wager, the wager will be paid or collected to the maximum; and

8.2.3 A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted, or where it is not possible to pay the wager exactly in chips, it will be paid to the next highest amount to which payment can be made in chips.

8.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a Distinctive Marker.

## 9 DEALING THE GAME

9.1 All cards used in the game of Three Card Poker will be dealt from a dealing shoe specifically designed for such purpose.

9.2 Immediately prior to the commencement of a Round of Play and after all wagers have been placed, the Dealer will announce that no more bets may be placed.

---

(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.

**Penalty: 25 penalty units.**

(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.**

- 9.3 If a hand held dealing shoe is used, the Dealer will, commencing from his/her left and continuing clockwise around the table, deal the cards in the following manner:-
- 9.3.1 One (1) card, face-down, to each betting area containing a wager;
- 9.3.2 One (1) card, face-down, to him/her self;
- 9.3.3 In sequence, deal a second card face-down to each betting area containing a wager and to him/her self and continue dealing in this manner until all betting areas containing a wager, and the Dealer, each have a hand consisting of three (3) cards, face-down; and
- 9.3.4 **If Jackpot Wagers are offered, deal two (2) Jackpot Cards face down.**
- 9.4 If a Single Deck Card Shuffling Shoe is used, the Dealer will, commencing from his/her left and continuing clockwise around the table, deal the cards in the following manner:
- 9.4.1 A set of three (3) cards dispensed by the Single Deck Card Shuffling Shoe, face-down to each betting area containing a wager;
- 9.4.2 A set of three (3) cards dispensed by the Single Deck Card Shuffling Shoe, face-down to him/her self.
- 9.4.3 **If Jackpot Wagers are offered, deal two (2) Jackpot Cards from the top of the remaining cards, face down.**
- 9.5 Betting Round
- 9.5.1 Once the final card for a Round of Play has been dispensed or dealt, the players may pick up their cards.
- (a) Players will not exchange cards or communicate information about their cards or cause the exchange of cards or communication of



information about their cards. Any violation may result in the player forfeiting his/her wager(s).

9.5.2 Each player will decide to either Fold or Play.

- (a) A player who decides to Fold must place his/her cards, face-down, on the table, next to the area marked Ante.
  - (i) The Dealer will collect the Ante wager and/or Pair Plus wager and the cards from each player who elects to Fold.
  - (ii) Before the cards are removed from a player's betting area and placed in the discard rack, the cards will be spread face-down to ensure that three cards are present.
- (b) A player may elect to Fold in respect of his/her Ante wager but elect to Play with respect to his/her Pair Plus wager. In this case, the Ante wager will be collected by the Dealer and the player will place his/her cards in accordance with 9.5.3.
- (c) A player who decides to Play must place a bet equal to the Ante in the area marked Play and place his/her cards face-down beneath or beside that bet.
  - (i) If a player decides to Play, an additional wager of the same amount as the Ante must be placed on the appropriate area of the layout, i.e. \$5 Ante = \$5 Play,
  - (ii) The cards will be placed beneath or beside the Play wager.

9.5.3 A player who has only placed a Pair Plus wager, without also placing an Ante wager and whose hand contains at

least a pair, will place his/her cards in the area marked Play without a wager placed on top.

9.5.4 The Dealer will then turn:

- (a) **Their cards face up and declare the best possible hand; and**
- (b) **Where Jackpot Wagers are offered, the two (2) Jackpot Cards face up.**

## 10 SETTLEMENT

10.1 At the settlement of wagers for a Round of Play, the Dealer must clear any losing wagers from the table layout and pay any winning wagers according to Rule 10 as follows:

10.1.1 If the Dealer's hand does not qualify, announce that the hand is a no hand and:

- (a) Pay all the Ante wagers;
- (b) Check each hand, in turn, to establish if that hand is eligible for a Pair Plus, Ante Bonus **or** **Jackpot** payment:
  - (i) For non-eligible hands, count and collect the cards;
  - (ii) Pay Ante Bonuses for hands which are eligible;
  - (iii) Pay or take all Pair Plus wagers, as applicable; **and**
  - (iv) Play wagers will be **treated as a stand-off**.

(c) **Winning Jackpot wagers will be settled in accordance with Rule 7**

10.1.2 If the Dealer's hand does qualify, commencing from his/her right, compare his/her hand to each player's hand in turn and:

- (a) Pay the Ante and the Play wagers for those hands with a higher Poker hand value in accordance with Rule 3.6 than the Dealer's; **or**
- (b) Collect the Ante and the Play wagers for those hands with a lower Poker hand value in accordance with Rule 3.6 than the Dealer's; **or**
- (c) The Ante and the Play wagers stand-off for hands with an equal Poker hand value in accordance with Rule 3.6 to that of the Dealer.
- (d) Ante Bonuses are paid on all Straights or better, irrespective of whether or not the Dealer has a hand with a higher Poker hand value in accordance with Rule 3.6 than the player.
- (e) All Pair Plus wagers are paid or taken, as applicable.
- (f) **All Jackpot Wagers are settled in accordance with Rule 7.**

10.1.3 After the Dealer compares hands and pays or collects wagers; he/she will count and collect each player's cards.

10.1.4 At the time of settlement, the Dealer will be responsible for declaring the optimum value of each player's hand with respect to each wager placed by a particular player.

10.2 The bets which can be placed in respect of an individual Round of Play and the odds payable for winning wagers placed on them

as described in **Rules 5.5 and 5.6** are described in the **Table 9** below.

10.3 Ante Bonus and Pair Plus wagers for a particular game may be paid using a combination of the tables listed. For example, Ante Bonus may be paid according to Table B and Pair Plus paid according to Table E, or any other combination.

- (a) The particular options to be used will be determined at, or prior to, the table opening and displayed on the Table Limit Sign.
- (b) Any changes to the combinations of pay tables used will be confirmed by a TG Assistant Casino Manager (or above) prior to the commencement of a game and all players must be notified prior to the changes taking effect.

**Table 9: Payout Table**

<b>Bet</b>	<b>Payout Odds</b>					
<b>Ante</b>	1 to 1 (even money)					
<b>Play</b>	1 to 1 (even money)					
<b>Ante Bonus</b>						
	<b>Table A</b>	<b>Table B</b>		<b>Table C</b>		
<b>Straight Flush</b>	5 to 1	5 to 1		4 to 1		
<b>Three of a Kind</b>	4 to 1	3to 1		3 to 1		
<b>Straight</b>	1 to 1	1 to 1		1 to 1		
<i>Pair Plus</i>						
	<b>Table A</b>	<b>Table B</b>	<b>Table C</b>	<b>Table D</b>	<b>Table E</b>	<b>Table F</b>
<b>Straight Flush</b>	40 to 1	40 to 1	40 to 1	40 to 1	35 to 1	35 to 1
<b>Three of a Kind</b>	30 to 1	25 to 1	30 to 1	30 to 1	25 to 1	33 to 1
<b>Straight</b>	6 to 1	6 to 1	5 to 1	6 to 1	6 to 1	6 to 1
<b>Flush</b>	4 to 1	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1
<b>Pair</b>	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

## 11 IRREGULARITIES

- 11.1 One (1) exposed card dealt will not constitute a misdeal and the Dealer will turn the card over and continue to deal the game, except as described in Rule 11.3.
- 11.2 Two (2) or more exposed cards dealt by the Dealer will constitute a misdeal.
- 11.3 One (1) or more card(s) exposed in the Dealer's hand will constitute a misdeal.
- 11.4 If no cards, or an incorrect number of cards is dealt to any betting area containing a wager or the Dealer, and the error is discovered prior to the Dealer announcing that the players may Play or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that that Round of Play be declared a misdeal. **All Jackpot Wagers will be dealt with according to Rule 11.15**
- 11.5 If no cards, or an incorrect number of cards is dealt to any betting area containing a wager, and the error is not noticed until after the Dealer has announced that the players may Play or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that the Dealer count all the cards to verify the correct number. The TG Area Manager (or above) will be notified.
- 11.5.1 If there is a discrepancy in the number of cards, that round of play will be declared a misdeal. **All Jackpot Wagers will be dealt with according to Rule 11.15**
- 11.5.2 If the correct number of cards is found to be present, the wager placed by a player(s) that has not been dealt any cards or has been dealt an incorrect number of cards will be void and will be returned to that player(s). Each player at the table will be then be given the option of retracting his/her Ante wager, Pair Plus wager and Play wager, as appropriate.

- (a) **Where a player(s) retracts his/her wager and he/she has placed a Jackpot Wager for that Round of Play, the Jackpot Wager will be returned to the player and the current jackpot game will be cancelled. Remaining Jackpot Wagers will be re-registered for the Round of Play in progress.**
- 11.6 If an incorrect number of cards is dealt to the Dealer, and the error is not noticed until after the Dealer has announced that the players may Play or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above),
- 11.6.1 **Where the correct order of cards can be determined, the game will continue.**
- 11.6.2 **Where the correct order of cards cannot be determined, that Round of Play will be declared a misdeal. All hands will be void and all wagers, with the exception of Jackpot Wagers will be returned to the players. Jackpot Wagers will be dealt with in accordance with Rule 11.15**
- 11.7 Where cards are dealt to any betting area where there is no Ante or Pair Plus wager and the error is noticed prior to the Dealer announcing that the players may Play or Fold, that round of play will be declared a misdeal. **All Jackpot Wagers will be dealt with according to Rule 11.15**
- 11.8 Where cards are dealt to a betting area where there is no Ante or Pair Plus wager, and the error is not discovered until the Dealer has announced that the players may Play or Fold, the incorrectly dealt cards will be burnt and players will be given the option to retract their Ante wager, Pair Plus wager and Play wager, as appropriate.
- 11.8.1 **Where a player(s) retracts his/her wager and he/she has placed a Jackpot Wager for that Round of Play, the Jackpot Wager will be returned to the player and the current jackpot game will be cancelled. Remaining Jackpot Wagers will be re-registered for the Round of Play in progress.**

- 11.9 **Where an incorrect number of Jackpot Cards have been dealt, the TG Higher Duties Dealer (or above) will reconstruct the cards to correct the error. Where the Jackpot Cards cannot be fully reconstructed, all Jackpot Wagers will be returned and the hand will be completed.**
- 11.10 In the event that a player has looked at their cards and the cards are mistakenly taken by the Dealer:
- 11.10.1 Where the player is able to nominate the exact value of the three (3) cards and the cards nominated agree with the top three (3) cards in the discard rack, the cards can be returned to the player; or
- 11.10.2 The cards will remain in the discard rack, except where the cards are the only cards in the discard rack.
- 11.10.3 **Any wagers taken in error will be returned to the player.**
- 11.11 **Where a player has placed an additional wager(s) in accordance with Rule 5.11 and he/she contravenes the provisions of this Rule by viewing a hand other than, or in addition to, the hand dealt to the area at which he/she was seated, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will:**
- 11.11.1 **Where the player has viewed one (1) hand only, deem that particular hand to be the hand dealt to the area at which he/she was seated and continue the game; or**
- 11.11.2 **Where the player has viewed more than one (1) hand, deem the particular hand dealt to the area where he/she is seated to be his/her valid hand and any other hands viewed by the player will be considered void.**
- (a) **All other players wagering at the table will then be given the option of retracting their wagers as described in Rule 11.5.2**

- 11.12 If it is discovered that the deck in use does not contain fifty-two (52) cards, the Round of Play will be void. **All Jackpot Wagers will be dealt with according to Rule 11.15**
- 11.13 If, during play, a player cannot place a Play wager of exactly the same amount as his/her Ante wager, then the player's hand is void and the Ante **and Jackpot Wagers** returned. The player will be informed that any further instances will result in forfeiture of the Ante and removal of his/her cards. **All Jackpot Wagers will be dealt with according to Rule 11.15.**
- 11.14 If, during settlement, the Dealer becomes aware that a Play wager is:
- 11.14.1 More than the Ante, the Dealer will return the excess amount to the player and then take or pay accordingly.
  - 11.14.2 Less than the Ante, the Dealer will take or pay according to the amount wagered and inform the player of the amount to be wagered on subsequent rounds.
- 11.15 **If a complete hand is declared a misdeal, all Jackpot Wagers placed for that Round of Play will remain valid for the next Round of Play and:**
- 11.15.1 **Where a player who has participated in the jackpot game wishes to leave, his/her Jackpot Wager will be returned and the current jackpot game will be cancelled. Remaining Jackpot Wagers will be re-registered for the next Round of Play.**
  - 11.15.2 **Where a new player wishes to participate in the jackpot game, the current jackpot game will be cancelled. The new player(s) will be invited to place their Jackpot wager(s) and remaining Jackpot Wagers will be re-registered for the next Round of Play.**
- 11.16 **If at any stage a players cards become mixed with a Dealers cards, all remaining hands will be treated in accordance to Rule 11.6.**



- 11.17 **If at any stage a players cards become mixed with the Jackpot Cards, all remaining hands will be treated in accordance to Rule 11.9**
- 11.18 **If a Dealer incorrectly commences a new jackpot game, the Dealer will immediately notify the TG Higher Duties Dealer (or above) who will cancel the current jackpot game and then ensure that all players are given an opportunity to place a Jackpot Wager for the next Round of Play.**
- 11.19 In the event that a Single Deck Card Shuffling Shoe jams, stops shuffling or fails to complete a shuffle cycle, the cards will be reshuffled.
- 11.20 In the event that a Single Deck Card Shuffling Shoe does not verify that the correct number of cards is available for play, the Dealer will count all the cards. If the count proves to have too few or too many cards, that Round of Play will be void.

## 12 THREE CARD POKER TOURNAMENT PLAY

- 12.1 **Crown** may conduct Tournaments in which all Tournament players have the opportunity to play Three Card Poker with an equal chance.
- 12.2 For each Tournament conducted by **Crown**, **Crown** must:
- 12.2.1 In accordance with Rule 12.4, document relevant Terms and Conditions;
  - 12.2.2 Prior to a Tournament being conducted and entries having been taken:
    - (a) Make the relevant Terms and Conditions available to patrons; and
    - (b) Advise the VCGLR on-site inspectorate of the intention to conduct the Tournament.

- 12.2.3 Appoint a Tournament Director who must be present for the duration of the Tournament.
- (a) The Tournament Director may, at his/her discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.
- 12.2.4 Designate the gaming tables to be used in the conduct of the Tournament.
- 12.2.5 Ensure that, during the conduct of a Tournament, a gaming table designated under **Rule** 12.2.4 is used exclusively for Tournament play.
- 12.3 Prior to the commencement of play in a Tournament:
- 12.3.1 The Tournament Director must brief the Tournament players on the Terms and Conditions of the Tournament and be satisfied that they understand.
- 12.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.
- 12.4 The Tournament Terms and Conditions referred to in Rule 12.2.1 must include the following information at a minimum:
- 12.4.1 Tournament Details:
- (a) Information pertaining to:
- (i) When the Tournament will be conducted.
- (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.
- (iii) The minimum and maximum number of tournament players.

- (iv) The location of the Tournament.
- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the Tournament players.
- (c) A statement to the effect that the VCGLR will be notified of any change to the Tournament details prior to the Tournament.

#### 12.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:
  - (i) A statement to the effect that participation in the Tournament constitutes an acceptance of the Terms and Conditions for the tournament.
  - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
  - (iii) If **Crown** is reserving the right generally to deny entry to a tournament, a statement that **Crown** may refuse any application.
  - (iv) If **Crown** is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
  - (v) Where a Tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the Tournament. No

Employee will be eligible to win a prize. In circumstances where an Employee is a place-getter in a Tournament and would have been entitled to a prize, the next eligible place-getter will stand in that Employees stead.

- (b) In respect of the Terms and Conditions:
  - (i) A statement to the effect that all Tournament players must abide by the Terms and Conditions or risk disqualification.
  - (ii) Information detailing how the Terms and Conditions will be made available to Tournament players.
  - (iii) If the Tournament Director requires each Tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

#### 12.4.3 Tournament Format

- (a) Information regarding how the Tournament will be structured including:
  - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming

tables to be active in each round or session will be determined;

- (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated Tournament player to buy back into the Tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a tournament player qualifies to participate, or alternatively, a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds; whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
  - (c) As applicable, the disposition of Tournament chips at the completion of the Tournament.

#### 12.4.4 Wagers

- (a) The type of chips to be used for Tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each Round of Play in a session or round, what the minimum or compulsory wager is, or how it will be determined.

- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or Round of Play and details of how to make a secret wager.

#### 12.4.5 Elimination

- (a) The criteria for how Tournament players will be eliminated from the Tournament.

#### 12.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

#### 12.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

#### 12.4.8 Conduct of Play

- (a) The circumstances under which a Tournament player may:
  - (i) Be penalised and any relevant penalties;
  - (ii) Be disqualified from the Tournament;
  - (iii) Nominate a substitute; and
  - (iv) Have his/her entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:

- (i) Late arrival or non-attendance for a round or session in the Tournament;
  - (ii) Absence from the Tournament;
  - (iii) Use of a mobile phone or similar device during play;
  - (iv) Nominating a substitute;
  - (v) Disqualification, including action regarding Tournament chips in the player's possession; and
  - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Three Card Poker and that in the event of any inconsistency, the Rules of Three Card Poker will prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
- (i) If the Tournament player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the Tournament will be handled in accordance with Crown's Privacy

Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.

- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Three Card Poker.
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999 (Vic)* and the *Competition and Consumer Act 2010 (Cth)*, Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that 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 VCGLR, pursuant to legislative requirements and the Rules of Three Card Poker.

## 13 GENERAL PROVISIONS

- 13.1 A person will not, with respect to a game of Three Card Poker or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose 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 TG Assistant Casino Manager (or above) 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 TG Assistant Casino Manager (or above) may invalidate the outcome of a game if any fraudulent act that affects the outcome of the game is perpetrated by any person.

13.4 A TG Higher Duties Dealer (or above) may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.

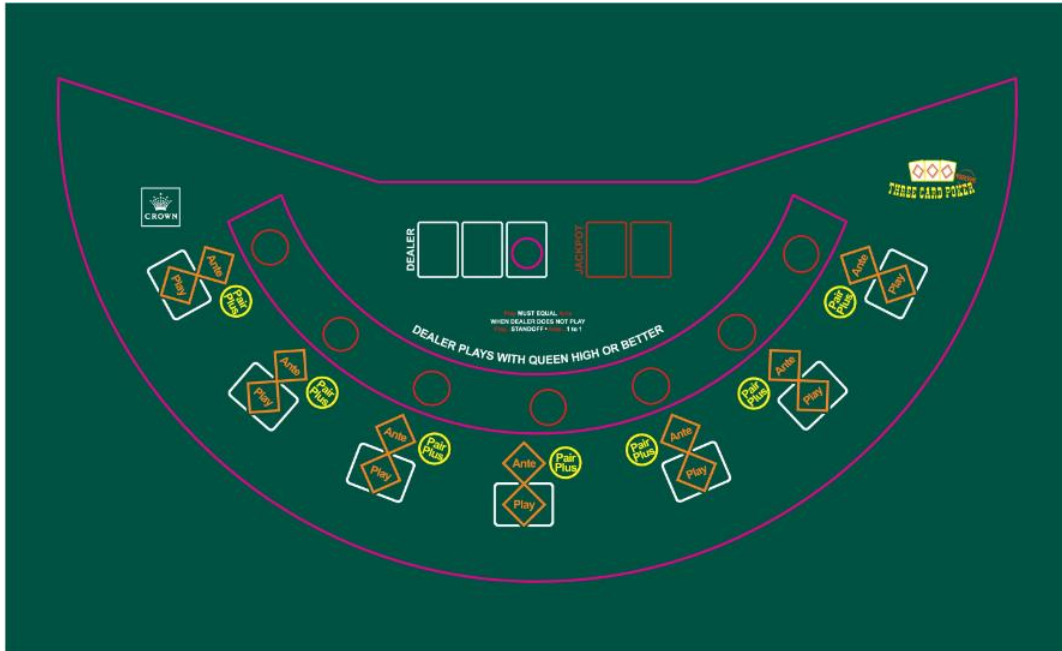
13.5 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.

13.6 A player will not be advised by an employee of **Crown** on how to play, except to ensure compliance with these Rules.

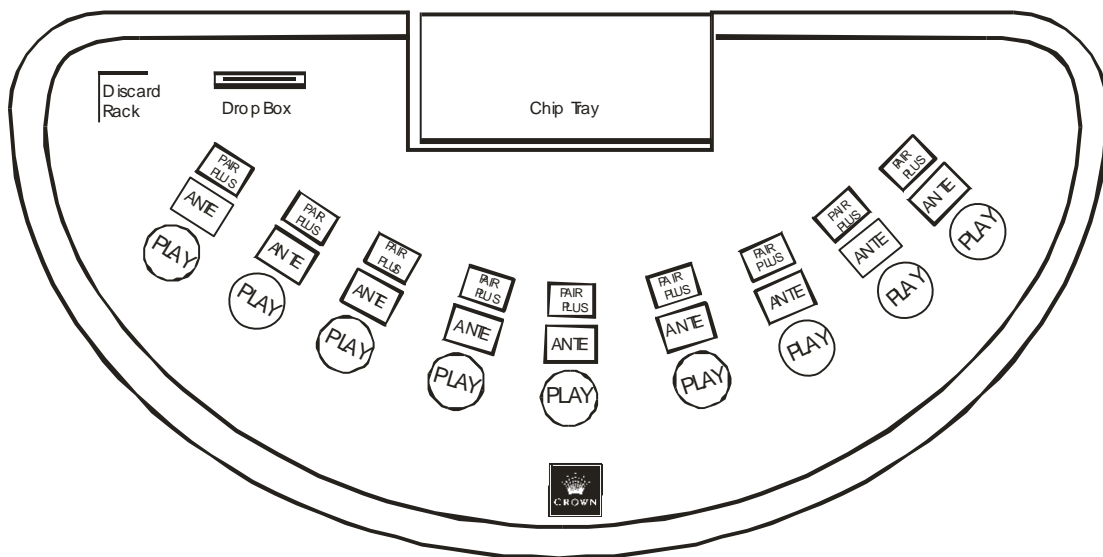
13.7 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

- 13.8 The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) hands' notice is given to the players.
- 13.9 A seated player who abstains from wagering for three (3) consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 13.10 In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the TG Area Manager (or above) will be final.
- 13.11 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult **an inspector appointed under the *Gambling Regulation Act 2003 (vic)***.
- 13.12 **A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Three Card Poker.**
- 13.13 Players are not permitted to have side bets against each other.
- 13.14 A copy of these Rules will be made available, upon request **and on Crown's website in accordance with the requirements of the *Casino Control Act 1991 (vic)***

**Diagram A**



**Diagram B**





**Table Games**  
**Three Card Poker Rules**

---

