

Crown Melbourne Limited

Mississippi Stud Poker Rules



Victorian Commission for
Gambling and Liquor Regulation

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1 DEFINITIONS

1.1 In these Rules the following meanings apply:

'Ante' means the initial wager placed by the player which is required for him/her to be dealt a two-card hand.

'Automatic Shuffling Machine' means a device specifically designed to automatically shuffle one or more decks of cards.

'Burn' means the Dealer removes and discards the top card from the deck, face-down.

'Community cards' means the three cards dealt by the Dealer which each player may use to create the best possible poker hand.

'Continuous Shuffling Machine' means a device which continuously shuffles and deals the cards.

'Dealer' means the person responsible for dealing the cards at a Mississippi Stud Poker table.

'Dealing Shoe' means a device from which cards are dealt.

'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 Mississippi Stud Poker table. Each object will be distinctly designed and marked to denote its purpose.

'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 game and where he/she has placed a Jackpot wager, forfeits any claim to any jackpot prize.

'Hole Cards' means the first two cards dealt to each player.

'Initial Wager(s)' means the wager(s) placed by the player which is required for him/her to be dealt a two-card hand.

'Jackpot wager' means a wager placed for the purposes of Rule 9 and 10 or Rule 11.13 as the case may be.

'Misdeal' means that the cards have been dealt incorrectly and the round of play will be declared void.

'Round of Play' means from the time the Dealer deals the first card until the time the last wager is settled and the cards are placed in the discard rack.

‘Street’ means one of the three betting rounds occurring in the subsequent deal.

‘Subsequent Wager(s)’ means a wager(s) placed by a player after he/she has been dealt his/her hole cards.

‘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.

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

‘Void’ means an invalid hand or wager, as the context requires, 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 Mississippi Stud 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 Mississippi Stud Poker will be played on a table having places for nine or less players.
- 2.2 The table layout:
 - 2.2.1 Will -
 - (a) Contain the elements of the design set out in Diagram A, and may or may not have printed on it the name and/or logo of the Casino;
 - (b) Contain any additional elements necessarily required by these Rules; and
 - (c) Be of a similar appearance to Diagram A.
 - 2.2.2 May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these Rules.
- 2.3 All cards will be dealt from either a manual dealing shoe or a continuous shuffling machine.
- 2.4 As required by these Rules, a cutting card may be used at the table.
- 2.5 If the Casino Operator intends to accept Jackpot wagers, electronic equipment for the purposes of Rules 9 and 10 or Rule 11.13 must also be fitted.

3 THE CARDS

- 3.1 Mississippi Stud Poker will be played with one deck having 52 cards without jokers, with backs of the same colour and design.
 - 3.1.1 Where the game is played using an Automatic or Continuous Shuffling Machine as permitted by Rule 4.1.3, two decks with the colour of the first deck being different to the second deck may be used and alternated in and out of play.
- 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 Order and Meaning of Poker Hand Values

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

- (a) Five odd cards. For example Q, 10, 6, 4, 2
- (b) One pair. For example 10, 10, K, 6, 3
- (c) Two pairs. For example 7, 7, 4, 4, J
- (d) Three of a kind. For example Q, Q, Q, 8, 3
- (e) Straight - any five cards of more than one suit, in sequence. An Ace may count high or low in a straight. For example: 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, 10.
- (f) Flush - five cards of the same suit, not in sequence. For example K, J, 9, 5, 2, all diamonds.
- (g) Full House - three cards of one kind plus two of another. For example: K, K, K, J, J. All hands take their rank from the three of a kind.
- (h) Four of a kind. For example: Ace, Ace, Ace, Ace, 7.
- (i) Straight Flush - five cards of the same suit in sequence, other than a Royal Flush.
- (j) Royal Flush - the five top cards, all of the same suit. For example Ace, King, Queen, Jack, 10, all spades.



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.

4.1.3 Cards may be shuffled manually by the Dealer or with the use of an Automatic or Continuous Shuffling Machine.

4.2 The Cut

4.2.1 Where the cards are being dealt using a manual dealing shoe, after having shuffled the cards, the Dealer will cut them, once only and place them on the cutting card. The player never cuts the cards.

4.2.2 Where the cards are dealt directly from a Continuous Shuffling Machine, they will not be cut.

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 table 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 table layout before the Dealer announces that no more bets may be placed.

5.4 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a wager on:

- 5.4.1 Ante; and
- 5.4.2 Where offered by the Casino Operator, Jackpot.
- 5.5 After having been dealt his/her hole cards, a player may elect to continue in the game by placing a wager which is one to three times the amount of his/her Ante wager on the 3rd Street, then after the Dealer reveals the first community card on the 4th Street and then after the Dealer reveals the second community Card on the 5th Street.
 - 5.5.1 Providing that a street wager placed by a player is one to three times the amount of his/her Ante wager, the wagers placed on 3rd, 4th and 5th streets may vary and do not have to be equal to one another.
- 5.6 Until a decision has been made in respect of any wager, once the first card has been dealt, no player will handle, remove or alter his/her wager(s).
- 5.7 A wager placed on Ante will:
 - 5.7.1 Stand-off where the player's hand contains a pair of sixes (6s) to tens (10s) (inclusive);
 - 5.7.2 Win where the player's hand contains a pair of Jacks or higher; and
 - 5.7.3 Lose where the player:
 - (a) Elects to Fold and take no further part in the game; or
 - (b) Does not have a hand which contains a pair of sixes (6s) or higher.
- 5.8 A wager placed on the 3rd, 4th and 5th Streets will:
 - 5.8.1 Stand-off where the player's hand contains a pair of sixes (6s) to tens (10s) (inclusive); or
 - 5.8.2 Win where the player's hand is a pair of Jacks or higher; and
 - 5.8.3 Lose where the player's hand does not contain a pair of sixes (6s) or higher.
- 5.9 A wager placed on Jackpot will:

- 5.9.1 Win when the player has elected to continue in the game by placing a wager on the 3rd, 4th and 5th Streets and his/her hole cards, together with the community cards, form a poker hand which qualifies for a bonus payout as described in Rule 10; or
- 5.9.2 Lose when the player either folds or has elected to continue in the game by placing a wager on the 3rd, 4th and 5th Streets, but his/her hole cards together with the community cards do not form a poker hand which qualifies for a bonus payout as described in Rule 10.
- 5.10 A player may place a wager on one or more betting areas in accordance with Rules 5.4 and 5.5.
- 5.10.1 Players may only place a wager on more than one 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
- 5.10.2 Where a player places a wager on more than one betting area, he/she:
- (a) Will only be permitted to view one 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 8.2; and
 - (b) Must, in addition to his/her Ante wager, place a wager one to three times the amount of his/her Ante wager, on the 3rd, 4th and 5th street. The player may not handle, remove or alter his/her wager(s) after the first community card has been exposed.



6 PERMISSIBLE WAGERS

- 6.1 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 1991¹.
- 6.2 If—
- 6.2.1 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; and
- 6.2.2 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
- 6.2.3 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.
- 6.3 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.

¹ Section 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.
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.

7 DEALING THE GAME

7.1 All cards used in the game of Mississippi Stud Poker will be dealt from a dealing shoe specifically designed for such purpose and as described in Rule 2.3.

7.2 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.

7.3 Initial Deal

7.3.1 Community cards

Depending on the type of dealing shoe in use, three community cards will be dealt face-down in the area on the table layout assigned for the community cards either before or after the players hole cards are dealt, as applicable.

(a) A TG Assistant Casino Manager (or above) may direct the Dealer to burn a card prior to dealing the community cards.

7.3.2 Player's hole cards

The Dealer will, commencing from his/her left and continuing clockwise around the table, deal the players hole cards as follows:

(a) Depending on the type of dealing shoe being used, either one or two cards will be dealt face-down to each betting area containing an Ante wager; then

(b) Where only one initial card has been dealt, in sequence, a second card will be dealt face-down to each betting area.

7.4 Subsequent Betting Round

7.4.1 Once all the players' cards and the community cards have been dealt, the Dealer will announce to the players that they may Bet or Fold. The players may then pick up their hole cards and accordingly make a decision.

(a) Players will not exchange cards, or exchange information, or communicate to cause to exchange or communicate information regarding



their hand. Any violation may result in the player forfeiting his/her Ante and Street wagers.

- 7.4.2 A player who decides to Fold must place his/her cards face-down on the table layout next to the area marked Ante.
- (a) A player is responsible for declaring his/her whole poker hand.
 - (b) The Dealer will collect the Ante wager from each player who elects to Fold.
 - (c) 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 two cards are present.
- 7.4.3 A player who decides to Bet will place a wager one to three times the amount of his/her Ante wager on the area marked on the table layout for the 3rd Street.
- 7.4.4 The Dealer will then expose the first community card and offer the players the opportunity to Bet or Fold.
- (a) A player who decides to Bet will place a wager one to three times the amount of his/her Ante wager on the area marked on the table layout for the 4th Street.
 - (b) The Dealer will collect the Ante and 3rd Street wager from each player who elects to Fold.
- 7.4.5 The Dealer will then expose the second community card and offer the players the opportunity to Bet or Fold.
- (a) A player who decides to Bet will place a wager one to three times the amount of his/her Ante wager on the area marked on the table layout for the 5th Street.
 - (b) The Dealer will collect the Ante and the 3rd and 4th Street wager from each player who elects to Fold.
- 7.4.6 The Dealer will expose the third community card and settle all wagers in accordance with Rule 8.



8 SETTLEMENT

8.1 For a round of play, the Dealer must clear all losing wagers from the table layout and pay all winning wagers in accordance with Rule 8.2 and Rule 10.

8.1.2 The Dealer will, commencing from his/her right, turn over each player's hole cards and using those cards combined with the three community cards, declare the optimum value of each player's hand.

- (a) Where the player's hand contains a pair of sixes (6s) or higher, settle the Ante and all Street wagers in accordance with Rule 8; and
- (b) Where the player's hand does not contain a pair of sixes (6s) or higher, collect the Ante and the Street wagers;
- (c) Where the player has placed a Jackpot wager and the hand is eligible for a Jackpot payout, settle the Ante and all Street wagers in accordance with Rule 8 and leave the cards displayed face-up on the table layout. After all hands have been checked, pay the jackpot hands in accordance with Rule 10.
- (d) After appropriately acting on each hand, verify the correct number of cards and place them in the discard rack.

8.2 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 5.7 and 5.8 are:

Table 1 Odds Payable for Winning Wagers

Hand	Odds	Maximum Payout*
Royal Flush	500 to 1	up to maximum payout
Straight Flush	100 to 1	up to maximum payout
Four of a Kind	40 to 1	up to maximum payout
Full House	10 to 1	up to maximum payout
Flush	6 to 1	up to maximum payout
Straight	4 to 1	up to maximum payout
Three of a Kind	3 to 1	up to maximum payout
Two Pair	2 to 1	up to maximum payout
Pair of Jacks or better	1 to 1	up to maximum payout
Pair of 6s to 10s	Stand-off	N/A
* Maximum payouts will be displayed on a notice at the table.		

9 JACKPOTS

9.1 Prize meter and wagers

9.1.1 The Casino Operator 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 table or a group of tables;
- (b) With respect to the 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 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 prize meter system is operating, the cost of the Jackpot wager must be different for each prize meter system;
- (f) If more than one prize meter system is operating, the seed value and jackpot increment rate as described in Rule 9.3 and the associated prize payouts as described in Rule 10.1.2 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 9.3.3 and the associated prize payouts as described in Rule 10.1.2 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 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 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 9.3 (Table 2 or Table 3 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;
 - (i) The prize meter system will be either one of those referred to in these Rules or the prize meter system of one or more other games in operation at the casino.
- (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.

9.2 Jackpot wagers may be placed in accordance with the following provisions:

9.2.1 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 at all times during which the Dealer is accepting Jackpot wagers;

- 9.2.2 In each round of play, a player may place only one Jackpot wager for each hand he/she is playing; and
 - 9.2.3 A player must ensure that a Jackpot wager he or she wishes to place is placed on the correct part of the table layout and for the cost of the Jackpot wager only.
- 9.3 The Casino Operator must ensure that the meter for a prize meter system from time to time records a monetary value no less than:
- 9.3.1 The initial seed value (as described in Table 2 or Table 3 depending on the option in use) multiplied by the cost of the Jackpot wager for the prize meter system; plus
 - 9.3.2 The percentage increment rate (as described in Table 2 or Table 3 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 9.4; less
 - 9.3.3 The value of any prizes (other than bonus prizes) paid in accordance with Rule 10.

Table 2 Option 1 - Seed Values and Increment Rates (to be used in conjunction with Table 4 only)

Initial Seed	Increment Rate
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 3

Option 2 - Seed Values and Increment Rates (to be used in conjunction with Table 5 only)

Initial Seed	Increment Rate
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%

9.4 If, in respect of a round of play:

9.4.1 By operation of Rule 9.3, the value recorded on the meter on a prize meter system would fall below the initial seed value as described in Table 2 or Table 3 (depending on the option in use) multiplied by the cost of the Jackpot wager for the system, the Casino Operator 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 2 or Table 3 (depending on the option in use) multiplied by the value of the Jackpot wager for the system.

9.5 For the purposes of Rule 9.2.1, the electronic equipment for a prize meter system is operating properly if:

9.5.1 The meter of the system is capable of recording the amounts required to be recorded by this Rule;

9.5.2 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

9.5.3 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.



10 WINNING JACKPOT WAGER PRIZE PAYOUTS

10.1 Prize payouts for winning Jackpot wager outcomes must be determined:

10.1.1 For Royal Flush and Straight Flush outcomes, by a TG Assistant Casino Manager (or above), subject to Rule 10.3; and

10.1.2 Otherwise, by the Dealer in accordance with Table 4 or 5 (depending on the option in use).

Table 4 Option 1 - Mississippi Stud Poker (to be used in conjunction with Table 2 only)

Outcome	Payout
Royal Flush	100% of the rounded meter value
Straight Flush	10% of the rounded meter value
Four of a Kind	\$500 for each \$1 of Jackpot wager (bonus payout)
Full House	\$150 for each \$1 of Jackpot wager (bonus payout)
Flush	\$100 for each \$1 of Jackpot wager (bonus payout)

Table 5 Option 2 – Mississippi Stud Poker (to be used in conjunction with Table 3 only)

Outcome	Payout
Royal Flush	100% of the rounded meter value
Straight Flush	10% of the rounded meter value
Four of a Kind	\$600 for each \$1 of Jackpot wager (bonus payout)
Full House	\$100 for each \$1 of Jackpot wager (bonus payout)
Flush	\$60 for each \$1 of Jackpot wager (bonus payout)
Straight	\$40 for each \$1 of Jackpot wager (bonus payout)

10.2 For the purposes of Rule 9 and this Rule:

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

10.2.2 The time for settlement is the time the Dealer records the outcome of the relevant round of play on the prize meter system;

10.2.3 All outcomes in a round of play at a particular table are simultaneous; and

10.2.4 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.

10.3 If, in a round of play, simultaneous Straight Flushes, or a combination of a simultaneous Royal and Straight Flush 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

10.3.1 Where there is one Royal Flush combined with one Straight Flush:

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

Table 6 Royal Flush Payment (where simultaneous with a Straight Flush)

R S	1
1	90.909%
<p>Percentages in this table calculated in accordance with the following formula: Royal Flush Payment = $10 / (10R + S)$</p>	

(b) Once the Royal Flush payout has been calculated, calculate the Straight Flush Payment by referring to the table below, which indicates the percentage of the prize pool to be allocated to the Straight Flush.

Table 7 Straight Flush Payment (where simultaneous with a Royal Flush)

R S	1
1	9.091%
Percentages in this table calculated in accordance with the following formula: Straight Flush Payment (inc Royal Flush) = $1 / (10R + S)$	

10.3.2 Where two simultaneous Straight Flushes occur:

- (a) 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 (Two simultaneous Straight Flushes)

R S	0
2	$9.500\%j + 0.500\%r$
Percentages in this table calculated in accordance with the following formula: Straight Flush Payment (ex Royal Flush) = $(j-r) \times \sum (9^{S-1} / 10^S) / S + 10\%r$	

11 IRREGULARITIES

11.1 If one or more cards become exposed during the initial deal, a misdeal will be declared. All hands will be void and all wagers with the exception of Jackpot wagers, returned to the players. Jackpot wagers will be dealt with in accordance with Rule 11.13.

11.2 If no cards or an incorrect number of cards is dealt to any betting area containing a wager, the Dealer will immediately notify the TG Higher Duties Dealer (or above) who will, in turn, notify the TG Area Manager (or above) who will:

11.2.1 Direct that the round of play be declared a misdeal. All hands will be void and all wagers with the exception of Jackpot wagers, returned to the players. Jackpot wagers will be dealt with in accordance with Rule 11.13; and

11.2.2 Instruct the Dealer to count all the cards to verify the correct number.

- (a) Where the correct number of cards is counted the cards will be shuffled in preparation for use in play; or
 - (b) Where an incorrect number of cards is counted, the cards will be placed in a card box, a card slip completed and the box sealed with the appropriate seal. The cards will be removed from the table and replaced with new or pre-shuffled decks.
- 11.3 If an incorrect number of community cards are dealt, the Dealer will immediately notify the TG Higher Duties Dealer (or above). The TG Area Manager (or above) will also be notified.
- 11.3.1 Where the correct order of the cards can be determined, the game will continue.
- (a) Where the community cards were dealt first, the excess cards will be used as the next cards from the dealing shoe and dealt to the appropriate betting area.
 - (b) Where the community cards were dealt after all player hole cards, any excess card(s) will be placed in the discard rack.
- 11.3.2 Where the correct order of the 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, returned to the players. Jackpot wagers will be dealt with in accordance with Rule 11.13.
- 11.4 Where cards are dealt to any area where there is no requisite wager(s) and the error is discovered prior to the player(s) looking at their cards, **the Dealer will immediately notify the TG Higher Duties Dealer (or above) who will direct** that the round of play be declared a misdeal. All hands will be void and all wagers with the exception of Jackpot wagers, returned to the players. Jackpot wagers will be dealt with in accordance with Rule 11.12.
- 11.5 Where cards are dealt to an area where there is no requisite wager(s) and the error is not discovered until after the player(s) have looked at their cards, **the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that** the incorrectly dealt cards be burnt and player(s) will be given the option to retract their wager(s) as applicable.



- 11.5.1 Where a player(s) retracts his/her wager(s) 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 In the event that a player has looked at his/her cards and the cards are mistakenly taken by the Dealer:
- 11.6.1 Where the player is able to nominate the exact value of the two cards and the cards nominated agree with the top two cards in the discard rack, the cards can be returned to the player; or
- 11.6.2 The cards will remain in the discard rack except where the cards are the only cards in the discard rack; and
- 11.6.3 Any wagers taken in error will be returned to the player.
- 11.7 In a round of play, prior to all players having made a decision to Bet or Fold, as appropriate, if the Dealer incorrectly exposes one or more community cards, the round of play will continue and players who have not as yet made a decision will be given the opportunity to do so.
- 11.8 If it is discovered that the deck in use does not contain 52 cards, the round of play will be void. All hands will be void and all wagers with the exception of Jackpot wagers, returned to the players. Jackpot wagers will be dealt with in accordance with Rule 11.12.
- 11.9 If during play, a player cannot place a subsequent wager which is the required multiple of the Ante, then that player's hand is void and the initial wager(s) returned. The player will be informed any further instances will result in forfeiture of the initial wager(s) and removal of cards. . All Jackpot wagers will be dealt with in accordance with Rule 11.13.
- 11.10 If during settlement, the Dealer becomes aware that a subsequent wager is:
- 11.10.1 More than the required multiple of the Ante, the Dealer will return the excess amount to the player and then take or pay accordingly; or
- 11.10.2 Less than the required multiple of 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 and that in accordance with Rule 6.2.1, any subsequent wagers which do not comply with this requirement will be returned to him/her.

11.11 Where a player has placed an additional wager(s) in accordance with Rule 5.10 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 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 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 and all wagers with the exception of Jackpot wagers, returned to the player. Jackpot wagers will be dealt with in accordance with Rule 11.12.

(a) All other players wagering at the table will then be given the option of retracting their wager(s) as applicable, as described in 11.5.1.

11.12 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:

11.12.1 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.**

11.12.2 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.**

11.13 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.**

11.14 In the event that an Automatic or Continuous Shuffling Machine jams, stops shuffling or fails to complete a shuffle cycle, the cards will be reshuffled.

11.15 In the event that an Automatic or Continuous Shuffling Machine 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 MISSISSIPPI STUD POKER TOURNAMENT PLAY

12.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play any variation of Mississippi Stud Poker being offered with an equal chance.

12.2 For each tournament conducted by the Casino Operator, the Casino Operator must:

12.2.1 In accordance with clause 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 the Casino Operator is reserving the right generally to deny entry to a tournament, a statement that the Casino Operator may refuse any application.
 - (iv) If the Casino Operator 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 employee's 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 alternately, 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 Mississippi Stud Poker and that in the event of any inconsistency, the Rules of the relevant variation of Mississippi Stud Poker 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 the 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 Mississippi Stud 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 Mississippi Stud Poker.

13 GENERAL PROVISIONS

- 13.1 A person will not, with respect to a game of Mississippi Stud Poker (or variation) 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 Detain the person(s) in possession of the prohibited device in accordance with section 81 of the Casino Control Act 1991.
- 13.3 A TG Higher Duties Dealer (or above) 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 that affects the outcome of the game is perpetrated by any person.
- 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 influence another player's decisions of play.
- 13.7 The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three hands' notice is given to the players.
- 13.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 13.9 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 (Vic) 2003*.
- 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 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 Mississippi Stud Poker.
- 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

