



Crown  
Melbourne  
Limited

# Table Games

## Semi-Automated Table Games

# Rules

Version 13.0



Victorian Commission for  
Gambling and Liquor Regulation

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## 1 DEFINITIONS

1.1 In these Rules:

**‘Dealer’** means that person, employed as a Dealer by the Casino Operator, who is conducting the game.

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

**‘Dealer Terminal’** means a device:

- (a) Designed to enable all information required for the operation of the game system to be entered into the game system, including player buy-in amounts and confirmations, player payouts, the result for a round of play, permissible wagers; and
- (b) Designed to provide all information in the game system which is required for the purpose of conducting the game; and
- (c) Approved as an item of gaming equipment.

**‘Game Hardware’** means all the computer equipment needed for the conduct of the game, including one or more player terminals, a Dealer Terminal, and where the game has a Jackpot component a Jackpot server, an image content server, a data base, routing, networking and communications devices and cabling.

**‘Game System’** means the configuration of software and game hardware-

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

but does not include a WND.

**‘Image Content Server’** means an interface to the Jackpot server components.

**‘Jackpot Client Viewer’** means a user interface to the jackpot meter display allowing displayed information to be adjusted.

**‘Jackpot Meter Display’** means a device designed to display on a screen visible to all players at the gaming table the current jackpot amount, promotional messages and winning jackpot messages.

**‘Jackpot System’** means the configuration of software and game hardware-

- (a) Necessary to conduct a number of jackpots at any given time; and
- (b) Approved as gaming equipment for the purposes of these Rules-

but does not include a jackpot meter display.

**‘Jackpot prize’** means either the amount recorded on the jackpot meter and/or an amount of cash, goods or services.

**‘Player’** means a person who has placed a wager, or his/her nominee.

**‘Player Terminal’** means a device featuring a touch screen monitor, which may have connectivity with one or more other Semi-Automated gaming tables and is:

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

**‘Player Chip Account’** means an account established under Rule 5.

**‘Round of Play’** means one complete cycle of play which begins when the wagering period commences and concludes when all wagers placed have been settled.

**‘Syndicate Play’** means when two or more persons act in concert to affect the chance of any person or persons winning a jackpot.

**‘TG Area Manager’** means that 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.

**‘Tournament’** means a competition conducted in accordance with Rule 9.

**‘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 9.

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

**‘Void’** means an invalid round of play or wager (as the context requires).

**‘Wagering Period’** means the period determined under Rule 6.1 or applying by operation of Rule 6.2.

**‘WND’** means a winning number display, which is a device designed to display on a screen visible to all players at the gaming table, the outcome of at least the most recent round of play.

- 1.2 Unless a contrary intention appears, a TG Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.3 Where the Semi-Automated Table Game in play is not Dealer activated, any reference to the responsibility of the Dealer will be transferred to the game system, or as applicable, a Table Games representative.
- 1.4 A reference in these Rules to the game is a reference to the Semi-Automated Table Game being played.
- 1.5 A reference in these Rules:
  - 1.5.1 To a bet, is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.5.2 To a wager, is to the money appropriated to such a bet in a particular case.
- 1.6 A reference in these Rules to an open player terminal is a reference to a Player terminal in respect of which a player chip account is active.
- 1.7 A Rule which is expressed to impose an obligation or a prohibition on a player terminal, the Dealer terminal or the game system must be regarded as imposing an obligation on the Dealer (as applicable) and the casino operator to ensure that the player terminal, Dealer terminal or game system operates in the manner described.

## 2 EQUIPMENT

- 2.1 The display of the touch screen monitor of an open player terminal-
- 2.1.1 Must:
- (a) Contain all the elements of the design set out in Diagram A; and
  - (b) Contain any additional elements necessarily required by these Rules; and
  - (c) Be of similar appearance to Diagram A; and
- 2.1.2 May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these Rules.
- 2.2 A gaming table for Semi-Automated Table Games is made up of the following equipment:
- 2.2.1 One or more player terminals (on the condition that no more than the maximum allowable limit as approved by the VCGLR are in operation at any time); and
- 2.2.2 A mechanical or manual device designed to deliver the result of the game; and
- 2.2.3 A game system (other than a Dealer terminal and one or more player terminals); and
- 2.2.4 A WND; and
- 2.2.5 As appropriate to the particular Semi-Automated Table Game, a Dealer terminal.
- 2.3 Where the Semi-Automated Table Game has a jackpot component equipment forming a jackpot system includes as applicable to the particular jackpot:
- 2.3.1 A jackpot server;
- 2.3.2 A jackpot terminal or back of house monitoring system;
- 2.3.3 A jackpot meter display;

2.3.4 A jackpot client viewer;

2.3.5 An image content server;

2.3.6 Software required to run the jackpot system; and

is integrated with the player terminals and where the game is Dealer activated, with the Dealer terminal.

### **3 PLACEMENT OF WAGERS**

3.1 A wager in respect of an individual round of play is placed by a person appropriating money standing to the credit of his/her player chip account to a particular bet prior to the end of the wagering period for that round of play.

3.1.1 Where a player terminal has connectivity to more than one Semi-Automated Table Game, a player may select the table(s) he/she wishes to wager on for each individual round of play, by selecting the relevant table(s) from his/her player terminal. Unless otherwise approved by the VCGLR, a player may only wager on one table at a time.

3.2 The method by which a player appropriates money standing to the credit of his/her player chip account is by touching the display of the player terminal so as-

3.2.1 To make one or more chips appear to move from one part of the display to another; or

3.2.2 To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of his/her player chip account.

3.3 The player whom has control of a player terminal is solely responsible for:

3.3.1 The placement of the chips appearing on the player terminal; and

3.3.2 Where a player terminal has connectivity to more than one Semi-Automated Gaming Table, selecting the table(s) he/she wishes to wager on from the player terminal.

3.4 A person may not occupy a place at a Semi-Automated Table Game without actively placing wagers on a player terminal, or occupy an area

so that he or she restricts another player from gaining access to play the Semi-Automated Table Game.

- 3.5 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of a Semi-Automated Table Game, or with any employee of the Casino Operator performing duties related to a Semi-Automated Table Game.
- 3.6 Subject to Rule 8, the wager or wagers placed on a player terminal may only be settled in accordance with the position in which they are displayed on the player terminal at the time a wagering period expires.
- 3.7 A player terminal must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.8 At the settlement of wagers for a round of play, each open player terminal must-
  - 3.8.1 Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
  - 3.8.2 Pay any winnings, by causing an appropriate number of chips to appear, or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's player chip account.
    - (a) Any commission payable on a winning wager will be deducted from the payout prior to any adjustment being made to the player's player chip account, as described above.
- 3.9 A person must not engage or participate in Syndicate Play.
- 3.10 A person must not induce a player to vacate a player terminal at a Semi-Automated Table Game or to engage in syndicate play, whether by threats, unpleasant behaviour, financial offer or any other method.
- 3.11 A person must not solicit or accept an inducement to engage in Syndicate Play.

#### 4 PERMISSIBLE WAGERS

- 4.1 In respect of a game, a Table Games representative must ensure the notices and signs for which the Casino Operator is responsible under section 66 of the *Casino Control Act 1991 (Vic)*<sup>1</sup> are displayed.
- 4.2 Each player terminal is a location within the casino for the purposes of section 66 of the ***Casino Control Act 1991 (Vic)***.
- 4.3 If:
- 4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the player terminal must not display any chips in respect of that wager.
- 4.3.2 A player attempts to place an individual wager-
- (a) In a multiple over the minimum which is not permitted;  
or
- (b) Which is greater than the permitted maximum wager;
- the player terminal must display only so many chips or such denomination of chips as is the next lowest permitted wager.
- 4.3.3 By the end of the wagering period for a round of play, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the player terminal or the game system for the round of play.

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<sup>1</sup> Section 66 of the *Casino Control Act 1991 (Vic)* 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.

## 5 PLAYER CHIP ACCOUNTS

- 5.1 An open player terminal must display the active player chip account for the player terminal.
- 5.2 A person wishing to play the game may buy-in as follows:
- 5.2.1 Where there is provision for a Dealer initiated buy-in, by tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips and may at any time tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as is practicable, credit the amount tendered to the player's player chip account; or
- 5.2.2 By inserting an amount of cash into the player terminal note acceptor and may at any time insert a further amount of cash into the player terminal note acceptor; or
- 5.2.3 By inserting a ticket which has been fitted with a bar code reader into the player terminal note acceptor, and may at any time insert further tickets into the player terminal note acceptor.
- 5.3 If the Dealer accepts an amount tendered under Rule 5.2, the Dealer-
- 5.3.1 Must give the player control of a player terminal; and
- 5.3.2 Must activate a player chip account in respect of the player terminal by crediting it with the amount tendered, thereby causing chips to appear on the display of the player terminal or that amount to be shown as standing to the credit of the player chip account.
- 5.4 Where a player inserts cash or a valid ticket into a player terminal note acceptor, the value of the cash or ticket will automatically be credited to the player chip account in respect of that player terminal, thereby causing chips to appear on the display of the player terminal or that amount to be shown as standing to the credit of the player chip account.
- 5.5 A player:
- 5.5.1 May leave the game at any time; and
- 5.5.2 Must leave the game if a Table Games representative, having reasonably formed the opinion that the player's continued

presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.

5.6 If a player leaves the game:

5.6.1 Where he/she is playing at a player terminal that is equipped with a ticket printer, he/she will be required to select the appropriate 'cash-out' option, whereupon a ticket will be issued for the full value of his/her player chip account. The player's account will then be closed. The ticket may be exchanged for cash or cash equivalent at a Casino Cage or for cash at a Ticket Redemption Terminal.

- (a) Once the ticket is printed, the player is responsible for presenting the ticket for redemption.
- (b) If, at the time the player elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may make a manual payment to the player.
- (c) Crown accepts no liability for any lost or stolen tickets or tickets which become illegible after printing.

5.6.2 Where available, a Dealer may:

- (a) Pay out the full value of the player's player chip account balance by tendering chips; and
- (b) Close the player chip account.

## **6 DEALING THE GAME**

6.1 A wagering period will be determined by:

6.1.1 The Casino Operator; or

6.1.2 If the Casino Operator has not made a determination, the wagering period is 30 seconds; or

6.1.3 Where the Dealer has commenced a round of play prior to the expiry of the nominated wagering period as described in 6.1.1 or 6.1.2 above, the end of the wagering period will be indicated to the players and the amount of time available for wagering will automatically be reduced to zero.

- 6.2 Each player terminal must clearly display a countdown of the remaining portion of the wagering period for the next round of play.
- 6.3 A TG Higher Duties Dealer (or above) may direct the Dealer to deal additional or continuous rounds of play (coups, spins, hands):
  - 6.3.1 At the commencement of a new shoe;
  - 6.3.2 At any time during the course of a shoe; and
  - 6.3.3 Continuously until a player places a wager at the table.

## **7 JACKPOT SYSTEM**

- 7.1 The Casino Operator may operate one or more approved 'jackpot systems' with respect to Semi-Automated Table Games and utilise a variety of jackpot styles, including, by way of example and not limitation, Mystery Jackpots, Stand Alone Progressive Jackpots, Linked Progressive Jackpots and Bonus Jackpots. For the purposes of this document the generic term 'jackpot' will be used for all jackpot styles.
- 7.2 Where a jackpot is offered, software required to run the jackpot will be approved as gaming equipment.
- 7.3 The following provisions apply to the operation of a jackpot system:
  - 7.3.1 One or more particular tables may constitute a jackpot group;
  - 7.3.2 A jackpot system must operate in respect of one or more jackpot groups;
  - 7.3.3 A jackpot group may have one or more jackpots operate in respect of it;
  - 7.3.4 A jackpot group may be added to or removed from a jackpot or transferred between one jackpot and another provided that, prior to the change, a sign giving notice of the addition, removal or transfer is displayed;
  - 7.3.5 A jackpot may be closed at any time provided that a sign giving notice of the closure is displayed at every table in respect of which system is operating;
  - 7.3.6 Where a jackpot pool comprises player contributions and that jackpot is closed, an amount equal to the player contributions

must be transferred to the jackpot meter of one or more other jackpots;

- 7.3.7 Where a jackpot pool is made up of player contributions:
- (a) Each table or location related to the playing of a game in respect of which a jackpot operates, must show the value of the jackpot prize amount and/or any goods or services constituting a jackpot prize; and.
  - (b) The value of a jackpot may be displayed on one or more electronic promotional displays in the casino.
- 7.3.8 Where a jackpot pool is funded by the casino operator, the jackpot prize amount and/or any goods or services constituting a jackpot prize may be displayed on one or more electronic promotional displays in the casino.
- 7.3.9 In a round of play where there is a jackpot winner, jackpot wins may be paid in accordance with (a), (b) or (c) below:
- (a) The jackpot prize and the winning player terminal number will be displayed on the Dealer terminal. Once confirmed by the TG Higher Duties Dealer (or above):
    - (i) Where the jackpot prize is cash, the jackpot amount will be credited directly to the respective player chip account.
    - (ii) All jackpot prizes in the form of goods and/or services will be awarded to the player at a convenient time thereafter.
  - (b) The player's player chip account balance may, automatically, be incremented in accordance with Rule 3.8.
  - (c) A redeemable ticket or payout voucher may be issued.
- 7.4 As applicable to the type of jackpot in operation, the casino operator must ensure that the jackpot meter for a jackpot from time to time records:
- 7.4.1 A monetary value no less than the minimum jackpot value; plus any amount wagered at participating semi-automated gaming

tables which has incremented to the jackpot meter at the rate specified in the approved jackpot system software; or

- 7.4.2 Where the jackpot prize is cash, goods or services either the monetary amount or a description of the prize.
- 7.5 As applicable to the type of jackpot being offered, if, in respect of a round of play, the value recorded on the jackpot meter of a jackpot would fall below the minimum jackpot value, the Casino Operator must cause the jackpot meter for the jackpot system to be reset to an amount no less than this amount.
- 7.6 The electronic equipment for a Jackpot is operating properly if-
- 7.6.1 As applicable to the type of jackpot being offered, the jackpot server of the system is capable of posting contributions from patron wagers at the specified increment rate, calculating random jackpot seed values and recording winning jackpot records; and/or
- 7.6.2 The TG Higher Duties Dealer (or above) can read the value of the jackpot prize at the time for settlement.
- 7.7 Where a jackpot is in operation at a table, if, at any time it is deemed that the jackpot system is not operating properly, the jackpot prize(s) offered with respect to that particular jackpot will not be offered to players and a regular Semi-Automated Table Game will be conducted.
- 7.8 Subject to Rule 7.3.6 and Rule 8.9, if a round of play in which a jackpot prize has been won is void, the amount of the jackpot prize as displayed on the meter of the jackpot must be returned to the meter of that particular jackpot, or must be transferred to the meter of one or more other jackpots.

## **8 IRREGULARITIES**

- 8.1 If, during a round of play, an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.
- 8.2 Unless covered by the situations described in Rules 8.7 and 8.8 below, the TG Higher Duties Dealer (or above) may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.

- 8.3 If it appears reasonable that an incorrect outcome has been entered into the Dealer terminal or recorded by the game system, all player chip accounts must be frozen and the result recalculated based on the actual outcome.
- 8.4 If a player claims that an incorrect outcome has been recorded for a round of play or that any part of the game system has malfunctioned, the claim must be considered and whatever reasonable action is permitted by this Rule must be taken.
- 8.5 If during a round of play, it is reasonably assumed that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, that round of play will be treated as void.
- 8.6 The WND must be disregarded if the WND displays a result other than the actual outcome.
- 8.7 If either a player terminal or the game system experiences a malfunction (including by reason of physical damage):-
- 8.7.1 Prior to the expiry of the wagering period, all wagers placed on the player terminal for the relevant round of play must be treated as void; and
- 8.7.2 On, or after the expiry of the wagering period, an analysis of available records must be completed so as to confirm what wagers were placed and to cause the appropriate adjustments to be made.
- 8.8 If, for the purposes of Rules 8.7.2, the relevant wagers placed are unable to be confirmed through the analysis of available records, those wagers must be void.
- 8.9 Once a Jackpot has been confirmed, it cannot be voided. In the event that a round of play is declared void after a Jackpot has been confirmed, payment of that Jackpot stands and the declaration of a void game will have no effect on the result/s of any prior or subsequent rounds of play.

## **9 SEMI-AUTOMATED TABLE GAMES TOURNAMENT PLAY**

- 9.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play any variation of Semi-Automated Table Games being offered with an equal chance.

- 9.2 For each tournament conducted by the Casino Operator, the Casino Operator must:
- 9.2.1 In accordance with clause 9.4, document relevant Terms and Conditions;
  - 9.2.2 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.
  - 9.2.3 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.
  - 9.2.4 Designate the gaming tables (and/or player terminals) to be used in the conduct of the tournament.
  - 9.2.5 Ensure that, during the conduct of a tournament, a gaming table (and/or player terminal) designated under Rule 9.2.4 is used exclusively for tournament play.
- 9.3 Prior to the commencement of play in a tournament:
- 9.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.
  - 9.3.2 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 rounds of play'.
- 9.4 The Tournament Terms and Conditions referred to in Rule 9.2 must include the following information at a minimum:
- 9.4.1 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.

#### 9.4.2 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).

#### 9.4.3 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 (and/or player terminals) to be active in each round or session, or the basis on which the number of gaming tables (and/or player terminals) 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 round(s) or session(s) 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 round(s); 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.

#### 9.4.4 Wagers

(a) 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.

(b) 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.

#### 9.4.5 Elimination

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

#### 9.4.6 Winners

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

#### 9.4.7 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.

#### 9.4.8 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 remaining in the player's chip account; 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 Semi-Automated Table Games and that in the event of any inconsistency, the Rules of the relevant version of Semi-Automated Table Games 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 rounds of play 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 Semi-Automated Table Games;
- (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 Semi-Automated Table Games.

## 10 GENERAL PROVISIONS

- 10.1 A person will not, with respect to a Semi-Automated Table Game 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.
- 10.2 Where a player has contravened any provision of the Rules, a TG Assistant Casino Manager (or above) may:
- 10.2.1 Declare that any wager made by the player(s) will be void;
- 10.2.2 Direct that the player(s) will be excluded from further participation in the game;
- 10.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 10.2.4 Confiscate the prohibited device; and
- 10.2.5 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.
- 10.3 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.
- 10.4 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.
- 10.5 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 10.6 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.

- 10.7 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 10.8 The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided that minimum notice of three rounds of play is given to the players.
- 10.9 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.
- 10.10 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.
- 10.11 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VCGLR inspector appointed under the *Gambling Regulation Act 2003* (Vic).
- 10.12 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 Semi-Automated Table Games.
- 10.13 Players are not permitted to have side bets against each other.
- 10.14 A copy of these Rules will be made available, upon request.

## **11 ELECTRONIC AND RAPID BACCARAT**

- 11.1 Where the Semi-Automated Table Game in play is either Electronic Baccarat or Rapid Baccarat, the approved Rules for Baccarat and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Baccarat and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and Electronic Baccarat and Rapid Baccarat will prevail.

### **11.2 Additional Definitions**

#### **11.2.1 In these Rules:**

**'Electronic Baccarat'** means a semi-automated version of the game of Baccarat.

**‘Natural Win’** means a side wager which may be offered on any variation of Baccarat which wins if either the Player or the Banker (as nominated by the player) wins the coup with a natural, and loses on all other outcomes except Tie. Players may place a wager on Player Natural Win, Banker Natural Win or both.

**‘Super 6’** means a side wager offered on any variation of Baccarat which wins when the Banker wins with a total of six, and loses on all other outcomes.

**‘Winning Hand Total’** means a side wager which may be offered on any variation of Baccarat which wins if the player nominates the exact winning total or group of totals (as applicable and described in Rule 11.4.1), regardless of whether the Player or the Banker wins the coup, and loses on all other outcomes except Tie. Players may place a wager on one or more Winning Hand Totals.

### 11.3 Additional Equipment

11.3.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Electronic Baccarat or Rapid Baccarat, which will be any of those described in the approved Rules for Baccarat;
- (b) Any additional wagers allowed for by Rule 11; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

### 11.4 Cards

11.4.1 After the cards have been shuffled the Dealer will cut the cards by placing the cutting card in the stack a minimum of approximately one deck in from either end of the stack. Once he/she has inserted the cutting card, the Dealer will:

- (a) Take all cards in front of the cutting card, and place them to the back of the stack, after which, he/she will insert the cutting card approximately twenty cards (or more for the purpose of integrity, at the discretion of TG Management) in from the back of the stack and then

place the cards in the dealing shoe ready for the commencement of play; or

- (b) Take all cards in front of the cutting card, and place them to the back of the stack, after which he/she will fan 13 cards from the end, and insert the cutting card and then place the cards in the dealing shoe ready for the commencement of play.

11.4.2 When the cutting card appears during the course of play the Dealer must:

- (a) Remove the cutting card and place it on the table layout to the side; and
- (b) Complete any coup which is in progress; and
- (c) Indicate that the next coup is to be the last coup upon which wagers may be placed; and
- (d) Following completion of the last coup of the shoe, the cards must be shuffled or pre-shuffled cards, introduced to the table.

## 11.5 Placement of Wagers

11.5.1 The Casino Operator may offer those wagers described in the approved Rules of Baccarat and also these additional wagers:

- (a) Jackpot;
- (b) Player Natural Win;
- (c) Banker Natural Win;
- (d) Winning Hand Total 1, 2, 3 or 4;
- (e) Winning Hand Total 5 or 6;
- (f) Winning Hand Total 7;
- (g) Winning Hand Total 8;
- (h) Winning Hand Total 9; and
- (i) Super 6.

11.5.2 On a game where a side wager is offered:

- (a) Unless specifically permitted otherwise by TG Management, a player may only place a side wager when he/she has a valid Player and/or Banker wager.
- (b) Subject to Rule 11.5.1, a player may place simultaneous side wagers. For example: In any one coup, a player may place a wager on both Player Dragon Bonus and Banker Dragon Bonus.

11.6 Dealing the Game

11.6.1 The Initial Deal

- (a) The Dealer will retain the dealing shoe and deal two hands - the Player hand and the Banker hand.

11.6.2 The Play

- (a) After the initial deal the point count of each hand will be displayed, and if required, further cards will be dealt in accordance with the Table of Play as described in the Rules of Baccarat. Under no circumstances will more than one additional card be dealt to either hand.
- (b) The result of the hand will be communicated to the player(s).

11.7 Settlement

11.7.1 Having consideration for Rule 11.5.1, where offered, the bets which may be placed in respect of a coup and the odds payable for them are:

<b>Natural Win</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Player Natural Win	The Player wins the coup with a natural.	4 to 1
Banker Natural Win	The Banker Wins the coup with a natural.	4 to 1
* In the event of a Tie, all wagers placed on Natural Win will be void.		

<b>Winning Hand Total</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Total score of 1, 2, 3 or 4	Either the Player or the Banker wins with a total score of 1, 2, 3 or 4.	7 to 1
Total score of 5 or 6	Either the Player or the Banker wins with a total score of 5 or 6.	7 to 2
Total score of 7	Either the Player or the Banker wins with a total score of 7.	9 to 2
Total score of 8	Either the Player or the Banker wins with a total score of 8.	3 to 1
Total score of 9	Either the Player or the Banker wins with a total score of 9.	5 to 2
* In the event of a Tie, all wagers placed on Winning Hand Total will be void.		
<b>Super 6</b>		
<b>Definition</b>	<b>Odds</b>	
	<b>Option 1</b>	<b>Option 2</b>
Banker wins with a total of 6	12 to 1	15 to 1

## 11.8 Irregularities

11.8.1 If, despite no wagers being placed, the wagering period as described in Rule 6 has elapsed, the Dealer may deal the next coup in accordance with rule 6.3.

11.8.2 If in a coup, despite no wagers being placed, the wagering period as described in Rule 6 has elapsed and the Dealer has:

- (a) Burned a card; or
- (b) With or without burning a card, dealt one or more cards to the Player hand or the Banker hand, the Dealer must complete the coup in which:
  - (i) If a card had been burned, that card is treated as a burned card; and
  - (ii) The first of any cards so dealt becomes the first card of the coup.

## 12 RAPID ROULETTE

12.1 Where the Semi-Automated Table Game in play is Rapid Roulette, the approved Rules for Roulette and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Roulette and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and Rapid Roulette will prevail.

### 12.2 Additional Definitions

#### 12.2.1 In these Rules—

**'Ball'** means Roulette ball.

**'Double Zero Roulette Wheel'** means a Roulette wheel with 38 equally spaced compartments around its perimeter, one being marked with the numeral '0' and another being marked with the numerals '00' and both coloured green and the others marked with the numerals from '1' to '36' arranged and coloured red and black, and marked in accordance with Diagram C.

**'Single Zero Roulette Wheel'** means a Roulette wheel with equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black as shown and marked in accordance with Diagram B.

**'Wheel'** means Roulette wheel.

### 12.3 Additional Equipment

12.3.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Rapid Roulette, which will be any of those described in the approved Rules for Roulette;
- (b) Any additional wagers allowed for by Rule 12; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

12.3.2 In addition to the equipment mentioned in Rule 2, a Rapid Roulette Table will include either a Single or Double Zero wheel which will be either manually or mechanically activated.

#### 12.4. Dealing the Game

12.4.1 The ball may be spun at any time after the start of the wagering period.

12.4.2 If the ball has not been spun before the end of the wagering period, it must be spun as soon as is practicable after the wagering period expires.

12.4.3 After the ball is spun and it comes to rest:

- (a) Where a manually activated wheel is in operation, the Dealer must confirm the outcome in the Dealer Terminal.
- (b) Where a mechanically activated wheel is in operation, the result will automatically be communicated to, and confirmed by the game system.

#### 12.5. Settlement

12.5.1 Depending on the wheel in use as described in Rule 12.3.2, the bets which may be placed in respect of a round of play and, the odds payable for them will be in accordance with the Approved Rules for Roulette.

#### 12.6 Irregularities

12.6.1 A no spin will be declared and communicated when any of the scenarios described in the irregularities of the approved Rules for Roulette occur.

### **13 RAPID SIC BO**

13.1 Where the Semi-Automated Table Game in play is Rapid Sic Bo, the approved Rules for Sic Bo and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Sic Bo and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and Rapid Sic Bo will prevail.

## 13.2 Additional Definitions

### 13.2.1 In these Rules:

**'Dice Recognition System'** means a system that is designed to recognise the format of the dice in order to determine the result.

**'Dice tumbler'** means a container which houses the dice and is used to agitate the dice to determine the result.

**'Dice tumbler controller'** means the interface between the dice tumbler and the Dealer Terminal.

## 13.3 Additional Equipment

13.3.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Rapid Sic Bo, which will be any of those described in the approved Rules for Sic Bo;
- (b) Any additional wagers allowed for by Rule 13; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

13.3.2 In addition to the equipment mentioned in Rule 2, a Rapid Sic Bo Table will be fitted with a dice tumbler, containing a set of three (3) dice sealed inside.

- (a) The dice will be approved as gaming equipment under section 62 and 64 of the *Casino Control Act 1991 (Vic)*; and
- (b) All three dice will be identical in size and will be marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven.

## 13.4 Dealing the Game

13.4.1 The dice tumbler will be activated either manually by the Dealer or automatically by the game system:

- (a) At the commencement of a new game; or

(b) At end of the wagering period.

13.4.2 The result will be determined by the number that appears on the uppermost face of each die, after the dice tumbler has been activated and the dice have come to rest.

13.4.3 The result will be entered either manually by the Dealer or automatically where a dice recognition system is in place.

### 13.5 Irregularities

13.5.1 A no spin will be declared and communicated when any of the scenarios described in the irregularities of the approved Rules for Sic Bo occur.

## 14 TRIPLE CHASE

14.1 Where the Semi-Automated Table Game in play is Triple Chase, these additional Rules will apply. If there is any inconsistency between the Rules for Triple Chase and the Rules for Semi-Automated Table Games, the Rules for Triple Chase will prevail.

### 14.2 Additional Definitions

14.2.1 In these Rules:

**'Blackjack'** means an ace and any card having a value of 10 dealt as the first and third cards of a hand.

(a) **'Coloured Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of the same colour, but different suits.

(b) **'Mixed Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of different colours.

(c) **'Suited Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of the same suit.

**'Continuous shuffling machine'** means a device which continuously shuffles and deals the cards.

**'Hand'** means a round of play.

**'Pair'** means two cards of the same rank as described in rule 14.3.

- (a) **'Coloured pair'** means two cards of the same rank and colour, but not suit.
- (b) **'Mixed pair'** means two cards of the same rank, but not colour.
- (c) **'Suited pair'** means two cards of the same rank and suit.

**'Poker Pursuit'** means all three cards dealt in a hand form a Flush, or a Straight, or a Three of a Kind, or a Straight Flush as described below:

- (a) **'Flush'** means that all three cards are of the same suit, but not of the same rank, or in numerical sequence.
- (b) **'Straight'** means that all three cards are in numerical sequence, but not of the same suit. An Ace may count high or low in a Straight, i.e. Ace, King, Queen, or 3, 2, Ace.
- (c) **'Straight Flush'** means that all three cards are of the same suit and in numerical sequence.
- (d) **'Three of a kind'** means that all three cards are of the same rank.

### 14.3 Additional Equipment

14.3.1 A continuous shuffling machine will be used, from which the cards are dealt.

14.3.2 In respect of the display of the touch screen monitor of an open player terminal, betting areas will be provided for available options as listed in rule 14.6.1.

### 14.4 The Cards

14.4.1 Semi-Automated Triple Chase will be played with six decks, each deck having 52 cards without jokers, with backs of the same colour and design.

14.4.2 The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.

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

- (a) Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (Ace, when used in a small straight).

14.4.4 Cards from 2 to 10 inclusive have the value that appears on the face of the card.

14.4.5 Jacks, Queens and Kings will have a value of 10.

14.4.6 An Ace has a value of one.

#### 14.5 Shuffling, Burning and Card Replacement

##### 14.5.1 The Shuffle

- (a) The cards will be loaded into the continuous shuffling machine and shuffled so that they are randomly intermixed:-

- (i) Prior to the cards being used for play;
- (ii) Immediately, if in the opinion of a TG Area Manager (or above) the cards are dealt in a sequence which is abnormal;
- (iii) At other times (including where the cards have been dropped or otherwise mishandled) when in the opinion of a TG Area Manager (or above) there is reasonable cause to believe that a shuffle is warranted; and
- (iv) Continuously, throughout play.

- (b) Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

##### 14.5.2 Burning a Card

- (a) Before the start of play the Dealer may remove the first card from the dealing shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard rack.

- (b) Once the first card has been burned as described in 14.4.2 (a) above, the Dealer will:
  - (i) Open betting for the first round of play; and
  - (ii) When the betting period has expired, communicate to the player(s) that no more bets may be placed and commence the game.

#### 14.5.3 Card Replacement

- (a) At the discretion of the TG Higher Duties Dealer (or above), the cards may be removed from the table, checked and replaced by new cards.
- (b) Where a TG Area Manager (or above) forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the TG Area Manager (or above) will direct that any or all of the cards be replaced.
  - (i) Where all the cards are replaced, the new cards will be loaded into the continuous shuffling machine, shuffled, and a card burned in accordance with rules 14.5.1, and 14.5.2 respectively.

#### 14.6 Placement of Wagers

14.6.1 Prior to the first card being dealt for each hand, players will be given the opportunity to place a wager on any of the following (where offered):

- (a) Two-card wagers (first and third cards dealt)
  - (i) Crown Pairs;
  - (ii) Blackjack Bounty;
  - (iii) Total 13;
  - (iv) Under 13; and
  - (v) Over 13.

Three-card wagers

- (vi) Lucky 8s;
  - (vii) Extra Chance Pairs;
  - (viii) Total 20;
  - (ix) Under 20;
  - (x) Over 20; and
  - (xi) Poker Pursuit.
- (b) A player's Crown Pairs wager will:
- (i) Win if the first and third cards dealt are a Pair, as described in Rule 14.1.1; and
  - (ii) Lose if the first and third cards dealt are not a Pair, as described in Rule 14.1.1.
- (c) A player's Blackjack Bounty wager will:
- (i) Win if a Blackjack as described in Rule 14.1.1 is dealt; and
  - (ii) Lose if a Blackjack as described in Rule 14.1.1 is not dealt.
- (d) A player's Total 13 wager will:
- (i) Win if the sum of the first and third cards dealt in a hand is 13<sup>2</sup>; and
  - (ii) Lose if the sum of the first and third cards dealt in a hand is not 13.
- (e) A player's Under 13 wager will:
- (i) Win if the sum of the first and third cards dealt in a hand is less than 13; and
  - (ii) Lose if the sum of the first and third cards dealt in a hand is equal to or greater than 13.

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<sup>2</sup> In accordance with rule 14.3.6, Aces will have a value of 1 (one) for all Total 13, Under 13 and Over 13 bets.

- (f) A player's Over 13 wager will:
  - (i) Win if the sum of the first and third cards dealt in a hand is greater than 13; and
  - (ii) Lose if the sum of the first and third cards dealt in a hand is equal to or less than 13.
- (g) A player's Lucky 8s wager will:
  - (i) Win if at least one of the cards dealt in a hand is an 8 (eight); and
  - (ii) Lose if not one of the cards dealt in a hand is an 8 (eight).
- (h) A player's Extra Chance Pairs wager will:
  - (i) Win if the three cards dealt in a hand contain a Pair, as described in Rule 14.1.1; and
  - (ii) Lose if the three cards dealt in a hand do not contain a Pair, as described in Rule 14.1.1.
- (i) A player's Total 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is 20<sup>3</sup>; and
  - (ii) Lose if the sum of all three cards dealt in a hand is not 20.
- (j) A player's Under 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is less than 20; and
  - (ii) Lose if the sum of all three cards dealt in a hand is equal to or greater than 20.
- (k) A player's Over 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is greater than 20; and
  - (ii) Lose if the sum of all three cards dealt in a hand is equal to or less than 20.

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<sup>3</sup> In accordance with rule 14.3.6, Aces will have a value of 1 (one) for all Total 20, Under 20 and Over 20 bets.

- (l) A player's Poker Pursuit wager will:
- (i) Win if the three cards dealt in a hand form a:
- Flush; or
  - Straight; or
  - Three of a kind; or
  - Straight Flush
- as described in Rule 14.1.1; and
- (ii) Lose if the three cards dealt in a hand do not form a:
- Flush; nor
  - Straight; nor
  - Three of a kind; nor
  - Straight Flush
- as described in Rule 14.1.1.

#### 14.7 Dealing the Game

14.7.1 All cards used in the game of Triple Chase will be dealt face upwards from a continuous shuffling machine.

14.7.2 The Dealer will:

- (a) At the conclusion of the betting period, deal one card in sequence to each of the three designated positions in front of the Dealer's work area; and
- (b) Confirm the result.
- (c) Under no circumstances will less or more than three cards be dealt in a hand.

#### 14.8 Settlement

14.8.1 The bets which may be placed in respect of a hand and the odds payable for them are:

<b>Crown Pairs</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Mixed Pair	The first and third cards dealt in a hand are of the same rank, but not colour.	6 to 1
Coloured Pair	The first and third cards dealt in a hand are of the same rank and colour, but not suit.	13 to 1
Suited Pair	The first and third cards dealt in a hand are of the same rank and suit.	25 to 1
<b>Blackjack Bounty</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Mixed Blackjack	The first and third cards dealt in a hand form a Blackjack and are of different colours.	11 to 1
Coloured Blackjack	The first and third cards dealt in a hand form a Blackjack and are of the same colour, but different suits.	22 to 1
Suited Blackjack	The first and third cards dealt in a hand form a Blackjack and are of the same suit.	30 to 1
<b>Total 13, Under 13 and Over 13</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Total 13	The sum of the first and third cards dealt in a hand is 13.	10 to 1
Under 13	The sum of the first and third cards dealt in a hand is less than 13.	1 to 1
Over 13	The sum of the first and third cards dealt in a hand is greater than 13.	1 to 1
<b>Lucky 8s</b>		
<b>Definition</b>		<b>Odds</b>
Only one of the three cards dealt in a hand is an 8 (eight)		2 to 1
Only two of the three cards dealt in a hand are 8s (eights)		15 to 1
All three cards dealt in a hand are 8s (eights)		200 to 1
<b>Extra Chance Pairs *</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Mixed Pair	Two of the three cards dealt in a hand are of the same rank, but not colour.	2 to 1
Coloured Pair	Two of the three cards dealt in a hand are of the same rank and colour, but not suit.	4 to 1
Suited Pair	Two of the three cards dealt in a hand are of the same rank and suit.	6 to 1

<b>Total 20, Under 20 and Over 20</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Total 20	The sum of all three cards dealt in a hand is 20.	13 to 1
Under 20	The sum of all three cards dealt in a hand is less than 20.	1 to 1
Over 20	The sum of all three cards dealt in a hand is greater than 20.	1 to 1
<b>Poker Pursuit</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Flush	All three cards dealt in a hand are of the same suit, but not of the same rank or in numerical sequence.	3 to 1
Straight	All three cards dealt in a hand are in numerical sequence, but not of the same suit.**	6 to 1
Three of a Kind	All three cards dealt in a hand are of the same rank.	50 to 1
Straight Flush	All three cards dealt in a hand are of the same suit and in numerical sequence.**	100 to 1
* Where a hand qualifies for more than one Extra Chance Pairs payout, only the highest payout will be paid.		
** An Ace may count high or low in a Straight or Straight Flush, e.g. Ace, King, Queen, or 3, 2, Ace.		

#### 14.9 Triple Chase Irregularities

14.9.1 Where the Dealer fails to burn a card(s) as described in Rule 14.5.2 (a), play in that shoe will continue.

- (a) Where the first hand of the shoe has not been completed, that hand may be reconstructed and the shoe recommenced, ensuring compliance with Rule 14.5.2 (a).

14.9.2 If a card is found face-upwards in the dealing shoe:

- (a) If it is the first card of a hand, the card will be discarded; and
- (b) If it is not the first card of a hand, the hand will be dealt as though the card had come from the dealing shoe face-down.

14.9.3 If a card is drawn in excess from the dealing shoe and has:

- (a) not been revealed; it will be treated as undisclosed and used as though it were the next card from the shoe.

- (b) been revealed; it will be discarded.
- 14.9.4 If in a hand, despite no wagers being placed, the wagering period as described in Rule 6 has elapsed and the Dealer has dealt one or more cards, the Dealer must complete the hand.
- 14.9.5 If an error of card placement occurs during the deal, a TG Higher Duties Dealer (or above) may reconstruct the hand.
- 14.9.6 An error that is not disclosed until after all wagers have been settled for a particular round of play will have no effect on the result of that round of play or further rounds of play.
- 14.9.7 If there are insufficient cards remaining in the dealing shoe to complete a hand, all of the cards in the discard holder will be returned to the continuous shuffling machine and the Dealer will then complete the hand and the game will continue in accordance with these rules.
- 14.9.8 If during a hand the continuous shuffling machine malfunctions, or two or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined and that hand cannot be completed, that hand will be void.
- 14.9.9 If, during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for Semi-Automated Triple Chase;
- (a) The result of any hands previously completed will stand;
  - (b) The hand in which the error is discovered will be void and all monies returned for that hand; and
  - (c) The remainder of the shoe will be declared void and the cards removed from play.

## 15 RAPID BLACKJACK

15.1 Where the Semi-Automated Table Game in play is Rapid Blackjack, the approved Rules for Blackjack and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Blackjack and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and Rapid Blackjack will prevail.

### 15.2 Additional Equipment

15.2.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Rapid Blackjack, which will be any of those described in the approved Rules for Blackjack;
- (b) Any additional wagers allowed for by Rule 15; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

15.2.2 Rapid Blackjack will be played with four to eight decks of cards as described in the Rules of Blackjack.

### 15.3 Initial Deal

15.3.1 The Dealer will:

- (a) Deal one card to the player's position; then
- (b) Deal one card to the Dealer's position; and
- (c) In a like manner then deal a second card to the player's position.

### 15.4 Interim settlement

15.4.1 While some hands, wagers and/or side wagers may be resolved during the initial deal, all wagers will be settled at the conclusion of the round of play, i.e. after the subsequent deal.

15.4.2 An Insurance wager placed by a player must be equivalent to exactly half of that player's initial Blackjack wager.

#### 15.5 Subsequent Deal

15.5.1 Notwithstanding any interim settlement, each player will indicate his/her decision to:

- (a) Draw additional cards;
- (b) Double;

A Double wager placed by a player must be equivalent to that player's initial Blackjack wager.

- (c) Split; or
- (d) Stand

in accordance with the rules of the applicable variation of Blackjack in play.

15.5.2 The Dealer will not draw an additional card until a decision has been made on each previous card in accordance with rule 15.5.1.

- (a) After each card is drawn, players will have time as determined by the casino operator to make a decision on their hands as described in rule 15.5.1.
- (b) Where a decision is required and a player:
  - (i) Refuses or fails to act; or
  - (ii) Is not present

and the time to make a decision has elapsed, additional cards may be drawn to that player's hand in accordance with the rules of the variation of Blackjack in play.

15.5.3 When each player's hand(s) has been completed, the Dealer will draw one or more cards, if and as required, to complete his/her hand in respect of each player's hand.

## 15.6 Settlement

15.6.1 All wagers will be settled simultaneously at the conclusion of each round of play.

## 15.7 Irregularities

15.7.1 If in a hand, despite no wagers being placed, the wagering period as described in Rule 6 has elapsed and the Dealer has dealt one or more cards, the Dealer must complete the hand.

15.7.2 If an error of card placement occurs during the deal, a TG Higher Duties Dealer (or above) may reconstruct the hand.

15.7.3 An error that is not disclosed until after all wagers have been settled for a particular round of play will have no effect on the result of that round of play or further rounds of play.

## 16 RAPID BIG WHEEL

16.1 Where the Semi-Automated Table Game in play is Rapid Big Wheel, the approved Rules for Big Wheel and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Big Wheel and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and Rapid Big Wheel will prevail.

### 16.2 Additional Equipment

16.2.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Rapid Big Wheel, which will be any of those described in the approved Rules for Big Wheel;
- (b) Any additional wagers allowed for by Rule 16; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

16.2.2 In addition to the equipment mentioned in Rule 2, a Rapid Big Wheel Table will include a Big Wheel (either manually or mechanically activated) which will:

- (a) Be approved as gaming equipment under section 62 and 64 of the *Casino Control Act 1991* (Vic); and
- (b) Have 52 equal compartments configured in accordance with the options described in the approved Rules of Big Wheel.

### 16.3 Dealing the Game

16.3.1 The wheel must be spun as soon as is practicable after the wagering period expires.

16.3.2 After the wheel has been spun, and the indicator comes to rest, the result will be entered either manually by the Dealer or automatically by the game system.

### 16.4 Irregularities

16.4.1 If the spin is called a “no spin”, a Dealer may attempt to stop the wheel from spinning, before the indicator comes to rest in one of the compartments.

## 17 LUCKY SIC BO

17.1 Where the Semi-Automated Table Game in play is Lucky Sic Bo, the approved Rules for Sic Bo and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Sic Bo and the Rules for Semi-Automated Table Games, the Rules for Semi-Automated Table Games and Lucky Sic Bo will prevail.

### 17.2 Additional Definitions

In these Rules:

**‘Dice Recognition System’** means a system that is designed to recognise the format of the dice in order to determine the result.

**‘Shooter’** means the player who activates the dice tumbler.

**‘Shooter Button’** means a player activated button which is used to trigger the dice tumbler.

### 17.3 Additional Equipment

17.3.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on Lucky Sic Bo, which will be any of those described in the approved Rules for Sic Bo;
- (b) Any additional wagers allowed for by Rule 17; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

17.3.2 In addition to the equipment mentioned in Rule 2, a Lucky Sic Bo Table will be fitted with a dice tumbler, containing a set of three (3) dice sealed inside.

- (a) The dice will be approved as gaming equipment under section 62 and 64 of the *Casino Control Act 1991 (Vic)*; and
- (b) All three (3) dice will be identical in size and will be marked with values from one (1) to six (6), so arranged that the sum of the values of any pair of opposite sides is seven (7).

### 17.4 Permissible Wagers

A minimum wager, that may be a cumulative minimum wager, may be specified as the selection criteria for determining the shooter.

### 17.5 Dealing the Game

17.5.1 The dice tumbler will be activated either:

- (a) At the commencement of a new game; or
- (b) At end of the wagering period

by the shooter, or automatically by the game system.

17.5.2 The shooter will be:

- (a) If no minimum wager is specified, determined in a clockwise direction around each of the active player terminals; or
- (b) If a minimum wager is specified, the player who has wagered that amount (or above); or
- (c) If more than one player has wagered the minimum wager (or above), the player with the highest wager.
  - (i) If there are two or more players who have wagered an equal amount, the shooter will be the player who wagered that amount first.

17.5.3 The shooter will have a period, as determined by the casino operator, from the end of the wagering period to press the shooter button; otherwise the dice tumbler will be activated automatically.

17.5.4 The result will be determined by the number that appears on the uppermost face of each die, after the dice tumbler has been activated and the dice have come to rest. The total of the three dice may also be displayed.

17.5.5 The result will be automatically recorded by the dice recognition system.

## 17.6 Jackpots

17.6.1 To participate in the jackpot, the player must place a jackpot wager.

17.6.2 Information relating to the jackpot(s) offered on a Lucky Sic Bo table will be made available on each player terminal. Such information will include, but not be limited to:

- (a) The type of jackpot;
- (b) Minimum and maximum jackpot wagers;
- (c) How a jackpot prize is won; and
- (d) The jackpot payouts.

17.7 Settlement

17.7.1 The bets which can be placed in respect of round of play when playing Lucky Sic Bo and the odds payable for them are—

Name		Odds
Small		1 to 1
Big		1 to 1
Specific Triples		190 to 1
Specific Doubles		12 to 1
Any Triple		31 to 1
Three Dice Totals	4 or 17	62 to 1
	5 or 16	31 to 1
	6 or 15	18 to 1
	7 or 14	12 to 1
	8 or 13	8 to 1
	9 or 12	7 to 1
	10 or 11	6 to 1
Two Dice Combinations	1&2, 1&3, 1&4, 1&5, 1&6 2&3, 2&4, 2&5, 2&6 3&4, 3&5, 3&6 4&5, 4&6 5&6	6 to 1
Single Die Bet	Number on one Die	1 to 1
	Number on two Dice	2 to 1
	Number on three Dice	12 to 1

17.7.2 If a no spin is declared, the result will be void and the dice tumbler will reactivate.

## 18 MINISTAR AND DIAMOND ROULETTE

18.1 Where the Semi-Automated Table Game in play is **MiniStar or Diamond Roulette**, the approved Rules for Roulette and the Rules for Semi-Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Roulette and the Rules for Semi-Automated Table Games (including these additional Rules), the Rules for Semi-Automated Table Games and these additional Rules will prevail.

18.2 In these Rules—

**'Ball'** means Roulette ball.

**'Double Zero Roulette Wheel'** means a Roulette wheel with 38 equally spaced compartments around its perimeter, one being marked with the numeral '0' and another being marked with the numerals '00' and both coloured green and the others marked with the numerals from '1' to '36' arranged and coloured red and black, and marked in accordance with Diagram C.

**'Single Zero Roulette Wheel'** means a Roulette wheel with equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black as shown and marked in accordance with Diagram B.

**'Wheel'** means Roulette wheel.

18.3 Additional Equipment

18.3.1 The display of the touch screen monitor of an open player terminal, must in addition to those elements described in Rule 2.1, provide betting areas to allow players to place wagers on:

- (a) Those bets offered on MiniStar or Diamond Roulette, which will be any of those described in the approved Rules for Roulette;
- (b) Any additional wagers allowed for by Rule 18; and
- (c) Where an approved jackpot wager(s) is offered, additional betting areas will be provided for that jackpot wager(s).

18.3.2 In addition to the equipment mentioned in Rule 2, a MiniStar or Diamond Roulette table will include either a Single or Double Zero wheel which will be mechanically activated.

#### 18.4. Dealing the Game

18.4.1 The ball may be spun at any time after the start of the wagering period.

18.4.2 If the ball has not been spun before the end of the wagering period, it must be spun as soon as is practicable after the wagering period expires.

18.4.3 After the ball is spun and it comes to rest the result will automatically be communicated to, and confirmed by the game system.

#### 18.5. Settlement

18.5.1 Depending on the wheel in use as described in Rule 18.3.2, the bets which may be placed in respect of a round of play and the odds payable for them will be in accordance with the Approved Rules for Roulette.

#### 18.6 MiniStar and Diamond Roulette Jackpots

18.6.1 Where a jackpot is offered on a MiniStar or Diamond Roulette table, information relating to the jackpot will be made available on each player terminal. Such information will include, but not be limited to:

- (a) The type of jackpot;
- (b) Minimum and maximum jackpot wagers;
- (c) How a jackpot prize is won; and
- (d) The jackpot payouts.

18.6.2 To participate in the jackpot, a player must first place a valid wager on MiniStar or Diamond Roulette.

Diagram A

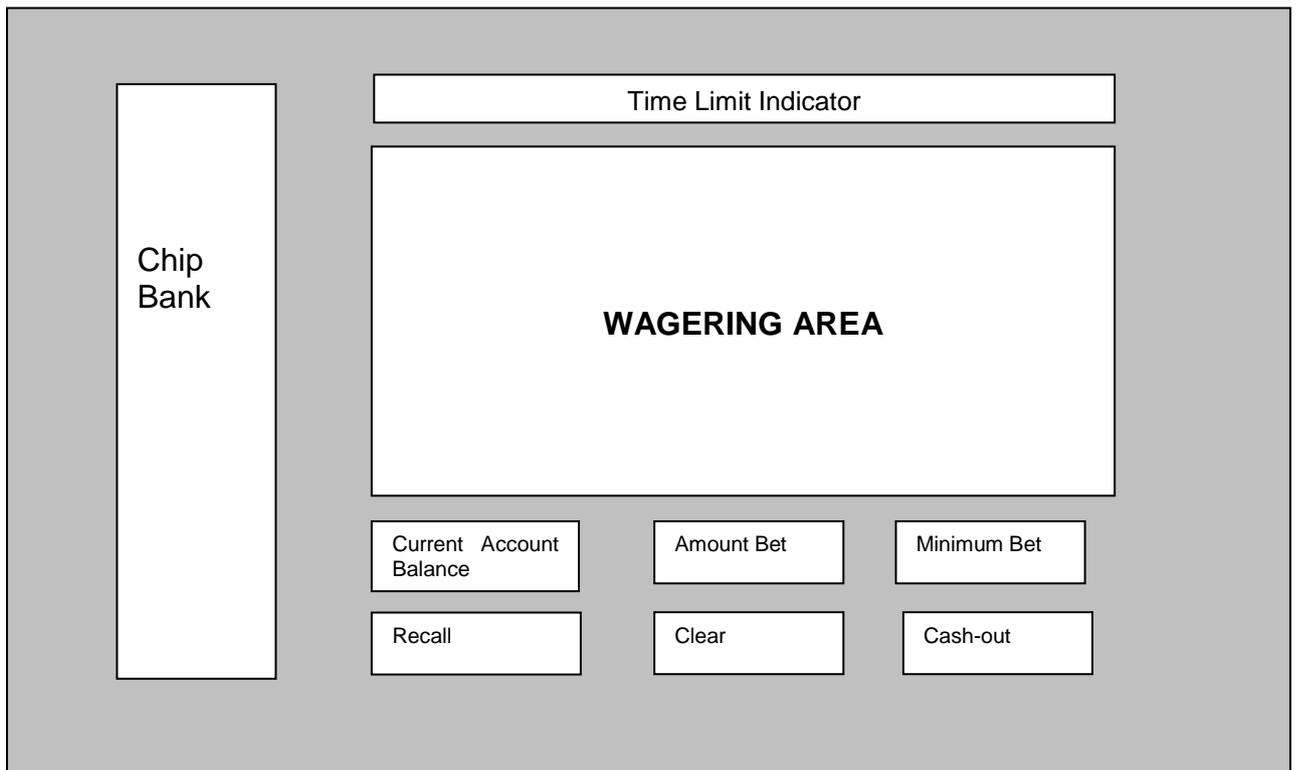


Diagram B

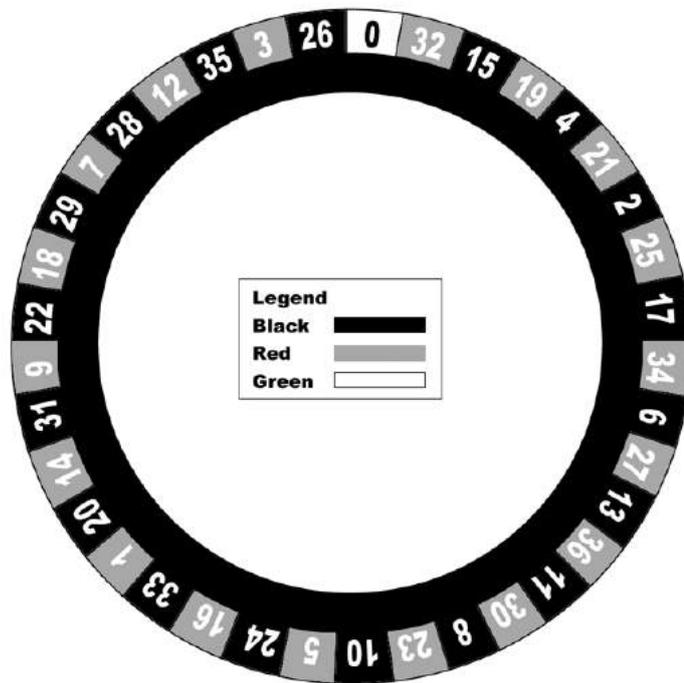


Diagram C

