



Crown
Melbourne
Limited

Table Games

Poker

Rules

Version 15.0



Victorian Commission for
Gambling and Liquor Regulation

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1 DEFINITIONS

1.1 In these Rules, the following meanings apply:-

'Absent Button' means a button placed by the Dealer in a player's playing area denoting this player has previously missed **their** blind bet and is absent from the table.

'Action' means a player acting in turn.

'All-in' means a player has invested all of **their** remaining chips in the outcome of a hand. **Their** wager cannot be more than a legal bet or a legal bet and Raise, if a Raise is an option. **They** can only win that portion of the pot in which **they** contributed chips plus an equal amount of chips from each player remaining in the pot.

'Ante wager' means a predetermined contribution to the pot by all players before any cards are dealt in a hand.

'Bet' means a player's wager.

'Betting round' means a complete cycle from the time the Dealer deals the cards and the first bettor makes **their** wager, to the last person to Call.

'Blind' means a designated bet placed before the first card is dealt. The blind is a live bet which can win the pot if not Called or Raised.

'Boxed Card' means a card found face-up in the deck.

'Burn' means the Dealer removing the top card from the deck before the start of a betting round.

'Burn card' means a card which is removed from the top of the deck by the Dealer without exposing its value and placed face-down, separate from the discards before the start of a round.

'Button' means an object used in the game of Poker to identify a particular action or function including, but not limited to, designating seat or player status at a Poker table. Each button will be distinctly designed and marked to denote its purpose.

'Buy-in' means the purchase of chips before the start of a hand.

‘Cage’ means a secure area with access to the gaming floor from which players and Chip Runners (or above) purchase chips.

‘Call’ means placing a bet equal to the highest legal bet in that round, or going all-in if remaining chips are less than the size of that bet. In games where there are blind bets, the first player to act after the initial deal will Call by placing a bet equal to the last blind bet. A player will be bound to a Call if they announce their intention to do so.

‘Cap’ means the maximum amount of rake to be collected.

‘Cards speak’ means that any hand placed open and flat on the table will be read by the Dealer and can be announced by any player at the table. A player need not correctly identify **their** hand to win if the above conditions have been met.

‘Check’ means not initiating a bet but retaining all rights to act in the event a bet is made. A Check will only be an option if no blind is placed or bet made.

‘Chemmy Shuffle’ means cards mixed face-down on the table with a circular motion of the hands.

‘Chip Runner’ means a casino employee employed by the casino to facilitate player buy-ins, player seating and change for Poker tables.

‘Collection time’ means the time at which the House will assess time collection.

‘Commission’ means the percentage of the pot due to the House or the amount due to the House for hosting the game.

‘Community cards’ means cards dealt face-upward which can be used by all players to complete their best possible hand.

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

‘Cut’ means to divide the deck into two face-down stacks and then reunite them by locating the bottom stack on the former top stack without changing the order of cards within each stack.

'Cutting card' means a card which cannot be construed as a playing card to be placed under the bottom card of the deck before dealing.

'Dead button' means a Dealer Button placed in front of an empty seat to adjust the movement of the blind, so that each person pays the correct amount of blind.

'Dead hand' means a hand that has no claim to the pot.

'Deal' means the distribution of playing cards to the players.

'Dealer' means a casino employee, who distributes all cards and handles all pot duties, but does not have a financial stake or receive a hand.

'Dealer Button' means a button placed to indicate the designated player who will receive the last cards in each Round of Play. The player to the immediate right of the Dealer will receive the button for the first Round of Play. The button will be moved in a clockwise direction around the table at the conclusion of each Round of Play. Also known as 'the button'.

'Dealt-out Button' means a button placed by the Dealer in a player's playing area denoting that this player is to be dealt-out of the current hand.

'Defective deck' means a deck that contains an incorrect number of cards for the game in progress, duplicate cards, a joker(s), five (5) or more boxed cards, two (2) or more different back designs or colours, cards in play which have become marked, scratched or can be read without looking at the face, manufacturing imperfections, or any problem with the deck the management considers detrimental to the security and integrity of the game.

'Double Flop' means where the game requires the Dealer to deal a second flop immediately below the first flop.

'Down card' means a card dealt face-downward.

'Draw' means a type of Poker or the taking of additional cards by a player as in Draw Poker.

'Drop' means the amount of rake or commission for the game.

'Drop slide' means a device attached to a table which is used for the placement and dropping of the commission into the Poker Chip Box.

'Eight Qualifier' means an unpaired five (5) card hand with no card higher than an eight (8).

'Fixed bet' means a bet must be of a designated amount. This may also be known as a structured bet.

'Flexible bet' means a bet can be of varying size within fixed parameters. This may also be known as spread limit.

'Flop' means three (3) community cards dealt face-downward and turned face-upward simultaneously.

'Fold' means to surrender a hand or refuse to Call a bet.

'Forced bet' means a mandatory bet for the purpose of starting a pot.

'Hand' means one game in a series, one deal, the cards held by a player, cards retained by a player entitling **them** to participate in the action, or the combination of cards necessary to win a pot.

'Handset' means the device located at a table which interfaces with the jackpot system and is used to record jackpot contributions and winning jackpot hands.

'Head to Head' means where only two (2) active players remain in the betting round.

'Holdem' means a type of Poker.

'Hole cards' means a player's concealed cards.

'House' means the Casino Operator.

'Jackpot Button' is a button at the table designed to enable the Dealer (or above) to register a Round of Play.

'Jackpot Management Console' is the back of house system that is used to manage the jackpot system. It allows for such things as the confirmation of jackpot amounts and any manual adjustments to the jackpot prize pool.

‘Jackpot Display’ means a device designed to display on a screen visible at the gaming table or location for the playing of a game, the current jackpot amount(s), promotional messages and winning jackpot messages.

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

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

but does not include a jackpot display.

‘Kill Button’ means a button indicating that a player is required to post a Kill wager. The reverse side of this button is marked “Leg Up”.

‘Killer’ means the player with the Kill button.

‘Kill Pots’ means a game option which requires players to post a wager that increases the size of the game when they have won two or more consecutive pots or have won an entire Pot when playing a Hi-Lo variation.

‘Kitty’ means a type of Draw Poker with an extra hand dealt in the centre, Called a Kitty.

‘Lammer’ means a button used to denote a cash and/or chip transfer.

‘Leg Up’ means that a player has won the last pot in a game that allows Kill Pots and is not a Hi-Lo variation.

‘Leg Up Button’ means a button indicating that a player will become a “Killer” if **they** win the next hand. The button will then be turned over to the reverse side which is marked “Kill Button”.

‘Limits’ means the range or structure of the betting.

‘Main Pot’ means the first pot created in a hand of Poker.

‘Manila’ means a type of Poker.

'Misdeal' means a hand dealt incorrectly or the action of dealing a hand incorrectly.

'Missed Blind Button' means a button placed by the Dealer in a player's playing area denoting that this player has missed **their** blind bet.

'Mobile Bank' means an amount of chips carried by a Chip Runner to facilitate change for players and poker tables.

'Muck' means the discard pile.

'No limit' means no constraint is placed on the maximum size of any bet or Raise.

'Omaha' means a type of Poker.

'Open' means making the first betting action.

'Opener' means the person who makes the first betting action.

'Over-blind bet' means a voluntary blind bet immediately to the left and double the amount of the previous blind. This may also be known as a straddle.

'Oversize chip' means a wager made with a single chip that is in excess of the previous wager made.

'Picked up' means that if a player is away from a table for a specific period of time, **their** chips will be removed from the table and secured until **they** return.

'Player Walking Button' means a button placed by the Dealer in a player's playing area denoting that this player is absent from the table.

'Pot' means the sum of the ante wagers, blinds and Called wagers.

'Qualifier' means a minimum hand requirement before entitlement to a pot award.

'Rack' means a metal tray secured to a Poker Table for the storing of chips, cards, cash and other items which from time to time may be used in a game of Poker.

'Raise' means a bet within the table limits that is an implicit Call, plus an amount in excess of the previous bet or Raise by at least as large an amount, except in the case of an all-in Raise. A player will be bound to Raise if they announce their intention to do so.

'Rake' (also known as commission) means the act of taking the percentage of the pot due to the House, or the amount due to the House for hosting the game.

'Reserved Button' means a button placed by the Dealer in the playing area of a vacant seat denoting that this seat is available for allocation as determined by Poker Room Management.

'Round of Play' means from the time the Dealer deals the first card until the time the pot is pushed.

'Royal Flush Jackpot' means a jackpot, funded by the House which is payable when the first two **(2)** cards dealt to a player, combined with the first three **(3)** community cards (flop) dealt to the table, form a Royal Flush as described in rule 3.2.1 (b)(i).

'Run it Twice' means where one **(1)** or more players are all-in and no further betting will result, provided enough cards remain in the stub and the number of re-draws does not exceed seven (7), a TG Area Manager (or above) may, at the request of the players allow the Dealer to deal the community cards again.

'Run it Twice Button' means a button marked with one of the numbers one (1) through seven (7) which is placed on the table to indicate the number of times the players have agreed to Run it Twice.

'Showdown' means determining the winner of the pot after the completion of all betting.

'Side pot(s)' means a separate pot(s) created in a game of Poker due to one or more players being all-in.

'Spread Limit' means a bet can be of varying size within fixed parameters. This may also be known as a flexible bet.

'Stand-alone Table' means a Poker table that operates independently of a Poker Cage and in accordance with the requirements for a regular gaming table.

‘Structured limit’ means the amount required to bet, or the amount required to Raise in any given Round of Play. This may also be known as a fixed bet.

‘Stud’ means a type of Poker.

‘Substantial action’ means an action by two **(2)** or more players. An action may consist of betting, Checking, Folding, Calling or raising.

‘Suit’ means a group of similarly coloured and like-symbol cards.

‘Table stakes’ means a player will only wager within the limits up to the amount of chips possessed by that player on the table in plain view before the start of any one hand.

‘Time Collection’ means the collection of money due to the House determined as a set fee per time period.

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

‘Tournament’ means a competition conducted in accordance with Rule 15.

‘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 15.

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

‘Wager’ means an action by which a player places gaming chips into the pot on any betting round.

- 1.2 Unless contrary intention appears, a TG Area Manager (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 Poker played at a particular gaming table.

2 EQUIPMENT

- 2.1 Poker will be played on a table having places for seated players and a place for the Dealer.
- 2.2 The table layout will be marked in a manner similar to that shown in Diagram's 'A' 'B' and 'C' and may or may not have printed on it the name and/or logo of the Casino or the logo of the particular Poker Promotion or Event being played at the time.
- 2.3 A table may be fitted with a drop slide and/or a Poker Chip Box or Drop Box.
- 2.4 If Crown intends to offer a jackpot, equipment including:
- 2.4.1 A jackpot button;
 - 2.4.2 Jackpot management console; and
 - 2.4.3 A jackpot display

will be fitted to the table to allow for the recording of jackpot contributions and winning jackpot hands.

3 THE CARDS

- 3.1 Depending on the particular version of Poker being played, the game will be will be played with:-
- 3.1.1 A full deck of fifty-two (52) cards without jokers, with backs of the same colour and design and one (1) cutting card; or
 - 3.1.2 A forty (40) card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 of each suit (spades, hearts, diamonds and clubs) and one (1) cutting card; or
 - 3.1.3 A thirty-six (36) card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each suit (spades, hearts, diamonds and clubs) and one (1) cutting card, or
 - 3.1.4 A thirty-two (32) card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8 and 7 of each suit (spades, hearts,

diamonds and clubs) and one (1) cutting card.

3.1.5 A twenty (20) card deck consisting of: Ace, King, Queen, Jack and 10 of each suit (spades, hearts, diamonds and clubs) and one (1) cutting card.

3.2 Card Ranking and Order of Poker Hands

3.2.1 Fifty-two (52) card deck

(a) The rank of each card in descending order for a 52 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, (Ace, when used in a small straight).

(b) The order of Poker Hands for a fifty-two (52) card deck in descending order is as follows:

(i) Royal Flush

Ace, King, Queen, Jack, 10 of the same suit. No suit is deemed higher than any other suit.

(ii) Straight Flush

Five (5) cards of the same suit in numerical sequence. The highest card in the hand designates the relative value of the straight flush. No suit is deemed higher than any other suit

(iii) Four of a Kind

Four (4) cards of the same rank, plus one other card. If the four of a kind's are the same, the remaining card is compared beginning with the highest, then in descending order of rank.

(iv) Full House

Three (3) cards of the same rank combined with a pair of another rank. The value of the three (3) cards has

priority over the pair in comparing hands.

(v) Flush

Five (5) cards of the same suit. The highest ranked card in the hand designates the relative value of the flush, followed by the second, third fourth or fifth ranked card if necessary in comparing hands. No suit is deemed higher than any other suit.

(vi) Straight

Five cards in numerical sequence - The highest ranked card in the sequence designates the relative value of the straight. An Ace may count high or low in a straight, e.g. 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, Ten.

(vii) Three of a Kind

Three (3) cards of the same rank, with any two (2) unmatched cards. If the three of a kind's are the same, the remaining cards are compared beginning with the highest, then in descending order of rank.

(viii) Two Pair

Two (2) cards of the same rank combined with two (2) cards of another rank, plus one (1) other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.

(ix) One Pair

Two (2) cards of the same rank, combined with three (3) unmatched

cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three (3) cards are compared, beginning with the highest, then in descending order of rank.

(x) No Pair

Five (5) unmatched cards, the highest ranked card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of rank.

(xi) Low hand values

Low hands apply only to the games of Omaha Hi-Lo, 7 Card Stud Hi-Lo, Holdem Hi-Lo and Crazy Pineapple Hi-Lo, and will consist of 5 individual cards from the range 8,7,6,5,4,3,2,A. For the purpose of determining winning hands in low Poker, the reverse order of ranking will apply. In low hands, series of consecutive cards and series of cards comprising cards of the same suit do not constitute straights or flushes. The highest card used in the hand designates the relative value of the low hand. E.g. If 7,5,4,3,2, versus 6,5,4,3,2, then 6,5,4,3,2, is the winning low hand.

3.2.2 Forty (40), thirty-six (36) and thirty-two (32) card deck

- (a) The rank of each card in descending order for a forty (40) card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, (Ace, when used in a small straight).
- (b) The rank of each card in descending order for a thirty-six (36) card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, (Ace, when used in a small straight).
- (c) The rank of each card in descending order for a

thirty-two (32) card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, (Ace, when used in a small straight).

(d) The order of Poker Hands for a forty (40) card deck in descending order is as follows. The hands are defined in 3.2.1 (b) above.

- (i) Royal Flush
- (ii) Straight Flush
- (iii) Four of a Kind
- (iv) Flush
- (v) Full House
- (vi) Straight
- (vii) Three of a Kind
- (viii) Two Pair
- (ix) One Pair
- (x) No Pair

(e) **The order of Poker hands for a thirty-six (36) and thirty-two (32) card deck in descending order is as follows. The hands are defined in 3.2.1 (b) above.**

- (i) Royal Flush**
- (ii) Straight Flush**
- (iii) Four of a Kind**
- (iv) Flush**
- (v) Full House**
- (vi) Three of a Kind**
- (vii) Straight**

(viii) **Two pair**

(ix) **One Pair**

(x) **No Pair**

(f) **The order of Poker hands for all versions of Manila will be in accordance with 3.2.2(d) regardless of the deck in play.**

3.2.3 Twenty (20) card deck

(a) The rank of each card in descending order for a twenty (20) card deck is: Ace, King, Queen, Jack, 10.

(b) The order of Poker Hands for a twenty (20) card deck in descending order is as follows. The hands are defined in 3.2.1 (b) above.

(i) Royal Flush

(ii) Four of a Kind

(iii) Full House

(iv) Straight

(v) Three of a Kind

(vi) Two Pair

3.2.4 All suits have the same rank except when determining the bring-in bet, in Stud games, or when a pot cannot be divided equally. In these instances the rank of suits, highest to lowest will be:

(a) Spades;

(b) Hearts;

(c) Diamonds; and

(d) Clubs.

subject to Rule 8.5

3.3 A TG Area Manager (or above) may, at any time, instruct the Dealer to Check and verify the correct number of cards.

4 MAXIMUM NUMBER OF PLAYERS PER GAME

4.1 The maximum number of players for a Poker game will be:

Table 1: Maximum Number of Players

Number of Cards in Deck	Fifty-two (52)	Forty (40)	Thirty-six (36)	Thirty-two (32)	Twenty (20)
Game	Maximum Number of Players				
Draw (Blind)	Eight (8)	Six (6)	Five (5)	Five (5)	
Draw (Ante Wager)	Eight (8)	Six (6)	Five (5)	Five (5)	
Draw (Kitty)	Seven (7)	Five (5)	Four (4)	Four (4)	
Triple Draw (2 to 7) and (A to 5)	Six (6)				
Lowball Draw (2 to 7) and (A to 5)	Eight (8)				
Five Card Stud	Ten (10)	Eight (8)	Seven (7)	Six (6)	
Crown Stud	Ten (10)	Eight (8)	Seven (7)	Six (6)	
Seven Card Stud	Eight (8)	Six (6)	Five (5)	Four (4)	
Seven Card Stud Hi-Lo Eight Qualifier	Eight(8)	Six (6)	Five (5)	Four (4)	
Seven Card Stud Razz	Eight (8)				
Holdem	Eleven (11)	Eleven (11)	Eleven (11)	Eleven (11)	Six (6)
Double Flop Holdem	Eleven (11)				
Pineapple Holdem	Eleven (11)				
Crazy Pineapple Holdem	Eleven (11)				
Crazy Pineapple Holdem Hi-Lo Eight Qualifier	Eleven (11)				
Holdem Hi-Lo Eight Qualifier	Eleven (11)				
Omaha	Ten (10)				
Omaha Hi-Lo Eight Qualifier	Ten (10)				
Two Card Manila			Eleven (11)	Eleven (11)	
Three Card Manila			Nine (9)	Seven (7)	
Faro Manila	Eight (8)				
Chinese Poker	Four (4)*				

*Chinese Poker will be played with up to four (4) active players and up to eight (8) seated players.

5 THE SHUFFLE, CUT AND CARD REPLACEMENT

- 5.1 The cards will be shuffled in preparation for each Round of Play.
- 5.2 After the cards have been shuffled, the Dealer will cut the cards (once only) and place them on the cutting card. The deck of cards including the cutting card must be held in the Dealer's hand and be clearly visible above the table during the dealing process.¹
- 5.3 Card Replacement
- 5.3.1 Cards may, at the discretion of a Dealer (or above) be changed after any Round of Play if for any reason a card or cards become unfit for further use.
- 5.3.2 Where all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these Rules.

6 PLACEMENT OF WAGERS

- 6.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991 (Vic)*².
- 6.1.1 The information displayed will include: the type of game, minimum buy-in, betting limits, House commission or hourly time charge, time to act.
- 6.2 Wagers will only be accepted in chips.
- 6.3 Prior to the commencement of play, each player will place on the

¹As published in the Victorian Government Gazette S 44 dated 24 April 1997 in accordance with s 64(1)(b) of the **Casino Control Act 1991**.

²Section 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.

table, in full view of the Dealer and all players, at least the minimum buy-in required in chips or cash, which will be immediately converted to chips.

- 6.4 In all blind games, the last compulsory blind bet will be at least equal to the table minimum for the first betting round.
- 6.5 In a game of Poker, straddle wagers may be permitted. The first active player to the left of the Big Blind may place a wager twice the size of the Big Blind, this wager is known as a “Straddle”.
- 6.5.1 A player who places a straddle will be entitled to act last in the first betting round only. A straddle bet will be treated as a Raise and will have no effect on the structure of the game.
- (a) For the purpose of limiting the number of Raises in a round, a straddle will not be counted as a Raise.
- 6.6 A Raise will be within the table limits and will not be less than any previous bet or Raise, in that betting round, except in the event of a player being all-in.
- 6.7 Where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to Raise, the amount required for a player to Call will be included in the pot before the betting limit is calculated.
- 6.8 Where the game is spread limit, each bet or Raise will be at least equal to the betting minimum if first to act, or equal to the last bet or Raise if action has been taken, but a player may Raise up to the betting maximum.
- 6.9 In all games where the betting limit is expressed in terms of a ratio to the pot or is specified as no limit, there will be no limit to the number of Raises permitted. In all other cases there will be a limit of three **(3)** Raises in a betting round, unless the betting is head to head in which case there will be no limit to the number of Raises.
- 6.10 A TG Area Manager (or above) may change any game, minimum buy-in, betting limit and betting type, provided prior notice of at least three **(3)** hands has been given to the players. In the event the majority of the players are in agreement, no

notice need be given and changes will become effective immediately. Changes will only be made at the completion of a hand.

- 6.11 A player will not augment or reduce **their** table stake during any Round of Play. A player not in a hand may augment **their** stake, but will not remove chips from the table.
- 6.12 In all games, if a player makes a Raise of 50% or more of the previous wager without an indication of intent, **they** will be required to make the Raise up to the minimum Raise permitted. In all games, if a player makes a Raise of less than 50% of the previous wager or Raise without an announcement or indication of intent, it will be taken as a Call.
- 6.13 In limit games, a single oversize chip will constitute a Call if there is no announcement or indication of intent to Raise.
- 6.14 In No-Limit or pot ratio games:
- 6.14.1 A single oversize chip without an announcement or indication of intent to Raise will:
- (a) In the first betting round constitute a Call;
 - (b) In subsequent betting rounds if it is the first wager of that betting round it will constitute the size of the oversize chip bet or the maximum wager permitted within the betting limits. If it is not the first wager of the betting round, it will constitute a Call.
- 6.14.2 If a player states "Raise" and bets with an oversize chip, the Raise will be the maximum amount allowable up to the size of that chip.
- 6.15 All games may be scheduled with a predetermined amount of time to act, administered by the Dealer. If a player has not acted before this time, their hand may be dead if there was a previous bet, or may be considered a Check if there has been no previous betting for that betting round.
- 6.15.1 Where time to act is in operation on a particular game, players may be permitted to extend their time to act by purchasing additional time.

6.15.2 The amount of additional time that may be purchased, the number of times a player may extend **their** time to act and the relevant fee, will be displayed in accordance with rule 6.1.

6.16 Tapping Out or Going All-In

6.16.1 A player who wishes to remain in a hand but does not have a sufficient bank of chips to meet a wager, must wager the remaining amount of **their** bank of chips and tap out or go all-in. **They** remain in the hand as an active player until the showdown, but will take no further part in any subsequent betting round(s).

6.16.2 In all fixed and spread limit games if the amount wagered by a player is:

- (a) Less than half the amount required to constitute a bet or Raise, all subsequent players will be permitted to Call for less than the structured amount, or Raise by increasing the bet to the structured level. Any active player previous to the all-in may only Call the all-in bet if there has been no subsequent Raise.
- (b) Equal to or greater than half the amount required to constitute a bet or Raise, all subsequent players will have the option of Calling the amount wagered, or Calling and raising the structured level. Any active player previous to the all-in may also Raise by the structured level if there has been no subsequent Raise.

6.16.3 In all games where betting limits are specified as a ratio to the pot or no limit and a player goes all-in, if the total amount wagered by the player is in excess of the amount required to Call and is less than the amount required to constitute a Raise, this excess amount will not be considered to be a Raise. No other active player will Call and Raise in respect to only the excess amount wagered by the player tapping out.

6.17 In all games, if a player makes a bet of less than the amount required to Call, **they** will be required to make up the difference or Fold and surrender the bet to the pot.

6.18 Verbal declarations in turn are binding. Action out of turn may be binding:

6.18.1 If a player bets, Raises or Calls out of turn, the bet stands;

6.18.2 If a player who should have acted prior to the out of turn player chooses to bet more than the out of turn bet, the player who acted out of turn can either make up the difference to Call, or take back **their** bet and Fold or re-Raise.

6.18.3 A player who Checks out of turn forfeits all rights to bet or Raise.

6.18.4 In the event that a player is “all-in” out of turn for less than the amount required to Call, 6.18.2 will not apply.

7 COMMISSION OR TABLE CHARGE

7.1 Crown will levy a fee at each Poker table in the form of a commission known as a rake or a time charge on each player participating in the game. Crown will display a sign detailing the type of rake utilised: straight percentage, time charge and/or fixed commission per hand, and the amount of minimum and maximum permissible rake in dollar terms (cap). The commission will be known as the rake.

7.2 Crown will use one or more of the following methods in determining and collecting the commission:

7.2.1 A commission in the range of 2% to 10% of all sums wagered in a hand will be collected from the pot and any side pots.

(a) The amount to be collected will be calculated and collected from the pot and any side pots by the Dealer during or after the conclusion of a betting round as play progresses.

(b) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the Poker Chip Box.

(c) Where the game is being played on a stand-

alone table, commission will be collected and added to the float at the completion of the hand.

7.2.2 A fee based on time charges:

- (a) Assessments will be calculated on a 'per-table' basis and imposed on a 'per-player' basis. Inactive players will also be assessed.
- (b) Time charges will be expressed as an hourly fee, based on the particular limits at a game. The hourly fee will be payable in advance.
- (c) A sign detailing the maximum hourly fee per player will be displayed at the table.
- (d) Time charges once assessed will be immediately dropped by the Dealer into the Poker Chip Box, or where the game is being played on a stand-alone table, commission will be collected and added to the float.

7.2.3 Fixed commission payable per hand

- (a) The amount to be collected will be taken from the pot and any side pots, by the Dealer during or after the conclusion of a betting round.
- (b) The charge will be expressed as a per hand commission, based on the particular limits at a game and the number of players in the hand. A sign detailing the commission rate will be displayed at the table or location related to the playing of the game.
- (c) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the Poker Chip Box, or in the case of a stand-alone table, placed in the float.

7.2.4 Fixed commission payable per person per hand

- (a) This type of commission will be expressed as a 'per person per hand' fee, based on the particular limits of the game. A sign detailing the

fee per hand will be displayed at the table or location related to the playing of the game.

- (b) The Dealer will collect the fee from each player prior to the commencement of the hand.
- (c) The Dealer will immediately drop the commission into the Poker Chip Box, or in the case of a stand-alone table, place it in the float.

7.3 A TG Area Manager (or above) may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the sign at the table or location related to the playing of the game is changed.

7.4 A TG Area Manager (or above) may vary the method and amount of commission to be charged for a game so that nil commission is collected.

7.5 For the purpose of calculating a percentage commission, an uncalled wager will not form part of the pot.

7.6 In games where the only wagers are blind bets, no commission will be collected.

7.7 Once the amount of commission collected by the Dealer has reached the cap, no additional commission will be collected.

7.8 Where two (2) or more players hold hands of equal value at the showdown and have wagered and contested for the pot for the duration of the Round of Play and no other players have contributed to the pot, no percentage commission will be deducted.

8 DEALING THE GAME – ALL VARIATIONS OF POKER

8.1 Players will have a choice of seat.

8.1.1 Where two (2) or more players desire the same seat a draw of cards will decide seating positions.

8.1.2 When a player leaves the game, any remaining active players have priority over a player waiting to join the game, to move to the vacated playing position.

- 8.2 Players will indicate their decision to Call, Raise, Check or Fold as follows:
- 8.2.1 Call, by placing the required amount in chips on the table in front of them; or
 - 8.2.2 Raise, by placing the required amount in chips to Call plus an additional amount in chips to Raise, on the table in front of them; or
 - 8.2.3 Fold, by passing their cards face-down to the Dealer; or
 - 8.2.4 Check, by announcing the word Check.
- 8.3 When a player leaves a table permanently, the Dealer will place a reserved button in front of the playing area of the vacated seat. This button will indicate the seat is now vacant and is available for allocation as determined by the Poker Room Management.
- 8.4 Unless otherwise stated, the Dealer will deal the cards to each player in a clockwise direction, commencing with the player to the immediate left of the button, one (1) card at a time, face-down until each player receives the appropriate number of cards for the game of Poker being played.
- 8.5 When two (2) or more players hold winning hands of equal value, the pot or pots will be divided equally to the lowest chip denomination in play at the table.
- 8.5.1 Where a Dealer Button is in use, if, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided, the remaining amount will be given to the hand(s) closest to the Dealer Button in a clockwise direction.
 - 8.5.2 Where a Dealer Button is not in use, if in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining will be given to the hand(s) containing the highest card by suit.
- 8.6 The pot will not be divided by the agreement of two (2) or more players. Each hand will be played to a conclusion.

- 8.7 Provided all hole cards are exposed at the showdown (open and flat on the table), a particular player is eligible to win the pot regardless of whether or not **they are** aware of the value of **their** hand or **their** hand is identified as a winning hand by the Dealer.
- 8.8 A player's chip(s) must remain on the table in full view of all participants, with the highest denomination chip(s) the most prominent.
- 8.9 Player and Blind Movements
- 8.9.1 The number of compulsory blind bets required will be displayed on a sign at the table or location related to the playing of the game.
- 8.9.2 Unless otherwise stated, blinds will be placed by the requisite players as follows.
- (a) The player on the immediate left of the Dealer Button will place the first blind bet.
- (b) The player on the immediate left of the first blind will place the second blind bet and so on until all compulsory blind bets have been placed.
- 8.9.3 Each player at the table utilising blinds will post blinds in turn. Players avoiding blinds will be ineligible to be dealt cards until correction has been made.
- 8.9.4 Where over-blind bets are permitted, all subsequent voluntary over-blind bets will be double the previous blind bet placed.
- 8.9.5 Players at a table utilising blinds may move into empty seats; however if the seat change is more than two (2) live player seats clockwise from their original position, the player must wait until the blinds are due, or post a penalty big blind to receive a hand immediately. A player who has paid blinds for a Round of Play may move into the button seat and receive a hand.
- 8.9.6 In the event a player due to post the first or small blind leaves a game, the player on the immediate left of the vacating player will post the large blind and the game will proceed without a small blind. On the subsequent deal,

the button is moved to an empty seat to become a “dead button” and the blinds will have become normalised.

8.10 With the exception of players joining a game from an existing game that has closed, or players being moved by a TG Area Manager (or above), new players to a game may not be seated and subsequently dealt a hand, at the position on the table where the Dealer Button is placed. The TG Area Manager (or above) may require new players to:

8.10.1 Wait until the blind is due; or

8.10.2 Post an amount equivalent to the large blind before receiving cards.

8.11 A player may be picked up from a game if the TG Area Manager (or above) determines that a player has been absent from the table for an excessive amount of time.

8.12 Players who have been picked up will be placed on the top of the waiting list for the game that they were picked up from if they return within fifteen (15) minutes from the time they are picked up. Players returning after fifteen (15) minutes from the time they were picked up will be placed on the bottom of the list for that particular game.

8.13 Kill Pots

8.13.1 Where a Kill Pot game is on offer at one (1) or more tables, this will be displayed on a sign, either on the particular table(s) or location related to the playing of the game.

8.13.2 Where Kill Pots are offered at a table, at the commencement of play a ‘Kill Button’ will be placed in the centre of the table.

8.13.3 When a player wins an entire Pot, the ‘Kill Button’ will be moved to that player’s position and display ‘Leg Up’.

(a) Where the game in play is Hi-Lo, no ‘Leg Up’ feature will be used and the button will display ‘Kill’ only.

8.13.4 Crown may set a qualifying pot size which will determine

if a player is awarded the 'Leg Up' or 'Kill Button'.

8.13.5 If a player with the 'Leg Up' button wins a pot, the button will be changed to display 'Kill' and that player will become the 'Killer' in the next hand.

8.13.6 If a player with the 'Kill' button wins a pot, the button will continue to display 'Kill' and the player will remain the 'Killer' in the next hand.

8.13.7 A player that has a 'Kill Button' in front of their playing position at the commencement of a hand will be required to post a wager that increases the size of the game.

8.13.8 The 'Killer' will act in the regular sequence of play.

8.13.9 If the 'Killer' loses or splits a hand, they will lose the 'Kill Button' and the 'Kill Button' will be:

- (a) Moved to a neutral position if the pot is split; or
- (b) Moved to a player that has won the pot. The 'Kill Button' will display:
 - (i) 'Leg Up' if playing Hi variations
 - (ii) 'Kill Button' if playing Hi-Lo variations.

8.13.10 A player may not elect to 'Sit Out' or 'Quit' while in possession of the 'Kill Button' unless commission is being collected on a Time Collection as described in Rule 7.2.2, or Fee Per Hand basis as described in Rule 7.2.4.

8.13.11 If the player with the 'Kill Button' refuses to post the appropriate Kill wager, where commission is being collected on a Time Collection as described in Rule 7.2.2, or Fee Per Hand basis as described in Rule 7.2.4, he/she will not be dealt in and the 'Kill Button' becomes neutral.

- (a) If the abovementioned player re-joins the game before the re-join game time limit expires, **they** will:

- (i) Regain the 'Kill Button' if it is in the neutral position.
- (ii) Regain the 'Kill Button' if another player has 'Leg Up'
- (iii) Post an amount equal to the Kill wager, but will not obtain the Kill status when another player has possession of the 'Kill Button'.

9 DEALING THE GAME – DRAW GAMES

9.1 Prior to the first card being dealt:

9.1.1 The Dealer Button will be placed for the first Round of Play; and

9.1.2 Blinds and/or Antes will be placed by the requisite players.

- (a) Where Blinds are utilised, the player seated on the immediate left of the last compulsory blind bet will have the option of placing one voluntary blind bet known as an "over blind" which will be double the last blind bet.

9.2 Initial Deal

9.2.1 In accordance with Rule 8.4, the Dealer will deal to each player five (5) cards.

- (a) Where the game is Draw (Kitty), the Kitty hand will receive five (5) cards in order after the last active player.

9.3 First Betting Round

9.3.1 After the initial deal, players in a clockwise direction commencing with the first player left of the:

- (a) Last blind, or
- (b) Dealer Button when Antes and No Blinds are utilised

will Call, Raise, Fold or

- (c) Where the game is Draw (Kitty), Fold the hand dealt to **them** by the Dealer and receive the Kitty hand from the Dealer and Call.

9.3.2 Should the player designated in Rule 9.3.1(a) or 9.3.1(b) Fold, the option to open the betting or Fold will pass to the next player in a clockwise direction.

9.3.3 Should the player designated in Rule 9.3.1(c);

- (a) Take the Kitty, 9.3.4 will be applied.
- (b) Open the betting with the hand dealt to **them** by the Dealer and not take the Kitty, the next player in a clockwise direction will either Call or Raise with the hand dealt to **them** by the Dealer or Fold, and after placing a wager equal to the last blind bet receive the Kitty hand from the Dealer.
- (c) If there has been a Raise prior to a player taking the Kitty, the player taking the Kitty will, after placing a wager equal to the last blind bet, Call, Raise or Fold.
- (d) Once any player has taken the Kitty hand, 9.3.4 will be applied.
- (e) If no player takes the Kitty hand, the Dealer will muck the Kitty hand before the draw.

9.3.4 Subsequent players in order will Call, Raise or Fold until:

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

9.4 The Draw

9.4.1 If two (2) or more players remain in the game, each active player in a clockwise direction commencing with the first player to the immediate left of the button, may discard any or all of the cards in **their** hand, announce the total number of cards to be replaced, pass those cards face-down to the Dealer and immediately receive an identical number of replacement cards, dealt face-down from the top of the deck.

(a) Prior to dealing replacement cards to the first player to receive them in each draw, the Dealer will burn a card.

9.4.2 If more cards are required to complete a player's draw after the last card is dealt, only the previous discards (not including that player and subsequent players' discards) will be shuffled, cut and used to complete the draw.

(a) Where the game is Draw (Kitty), the un-played Kitty hand, or a hand exchanged for the Kitty, will be deemed already part of the muck and will be used to complete the draw.

9.4.3 Where the game being played is Triple Draw, a second and third betting round will be completed before the final betting round when more than one (**1**) player remains in the game. All other Draw variations will only have a first and final round of betting.

9.5 Second and Third Betting Round

9.5.1 After the first or second draw, the opener (the first active player in a clockwise direction from the Dealer Button) will open the betting, Check or Fold.

9.5.2 In a clockwise direction from the opener, players will Call, Raise or Fold until:-

(a) Only one (1) player remains in the game. This player will win the pot; or

- (b) If two (2) or more players remain in the game, a second or third draw of cards will take place as described in Rule 9.4.

9.6 Final Betting Round

9.6.1 After the draw, the opener (the first active player in a clockwise direction from the Dealer Button) will open the betting, Check or Fold.

9.6.2 Players in a clockwise direction from the opener will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game. If two (**2**) or more players remain in the game:
- (c) The player being Called will expose **their** cards.
- (d) All remaining players will, if holding a hand of equal or higher value, expose their cards.
- (e) Any player at the table may request to see any or all hands involved in the final showdown.
- (f) The Dealer will then announce the winning hand(s).

9.6.3 The winning hand will be:

- (a) The highest ranking five (5) card Poker hand when the variety of draw being played is any high variation.
- (b) In 2 to 7 Draw, the winning hand will be the lowest five (**5**) card combination of cards where:
 - (i) Aces play for high only, including for use in straights and straight flushes;
 - (ii) Straights and flushes are valid hands; and
 - (iii) The lowest possible hand is 7,5,4,3,2.

- (c) In Ace to 5 Draw, the winning hand will be the lowest five card combination of cards where:
 - (i) Aces play for low ranking;
 - (ii) Straights, Flushes and Straight Flushes are not valid hands and will be read as no Pair and ranked accordingly; and
 - (iii) The lowest possible hand is 5,4,3,2,A.

10 DEALING THE GAME – STUD GAMES

10.1 Prior to the cards being cut, all players will be required to place an ante wager.

10.2 Initial Deal

10.2.1 The Dealer will deal to each player:

- (a) One (1) card face-down and then one (1) card face-up in all Five Card Stud and Crown Stud games; or
- (b) Two (2) cards face-down and then one (1) card face-up in Seven Card Stud variations.

10.3 First Betting Round

10.3.1 After the initial deal, the player with the lowest up-card will place a wager not less than the table minimum. If two (2) or more players have up cards of equal rank then the player with the lowest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.

- (a) Where the variation of Stud being played is Razz;
 - (i) Highest cards will be used where lowest cards were used in other Stud variations.
 - (ii) Aces will count as low for determining which player is to act first and when determining the winning hand.

10.3.2 Subsequent players in order will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game, this player will win the pot; or
- (b) Two (2) or more players remain in the game.

10.4 Second and Third Betting Rounds

10.4.1 If two (2) or more players remain in the game the Dealer will burn a card before the start of the betting round and deal each active player in sequence a card face-up.

10.4.2 The player with the highest (lowest in Razz) value hand showing will open the betting, Check or Fold. If two (2) or more players have up cards of equal rank then the player with the highest (lowest in Razz) card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.

10.4.3 Players in a clockwise direction from the opener, will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game, this player will win the pot; or
- (b) Two (2) or more players remain in the game.

10.5 Fourth Betting Round

10.5.1 A Fourth Betting round will be completed in all Seven Card Stud variations if two (2) or more players remain in the game.

10.5.2 The procedure described in 10.4.1 through 10.4.3 inclusive, will be followed.

10.6 Final Betting Round

10.6.1 If two (2) or more players remain in the game the Dealer will burn a card before the start of the betting round and deal each active player in sequence a card;

- (a) Face-up if dealing Five Card Stud; or

- (b) Face-down if dealing Crown Stud or any Seven Card Stud variation.

10.6.2 If there are insufficient cards remaining, the Dealer will either shuffle the burn cards and the remaining un-dealt cards or if the total including the burn cards will be insufficient to complete the deal, the Dealer will burn a card and deal a community card.

10.6.3 The player with the highest (lowest in Razz) value hand showing, not including the community card, will open the betting, Check or Fold. If two (2) or more players have up cards of equal rank then the player with the highest (lowest in Razz) card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.

10.6.4 Players in a clockwise direction from the opener, will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game, this player will win the pot; or
- (b) Two (2) or more players remain in the game.

10.6.5 If two (2) or more players remain in the game, the player being Called will then expose **their** hole card(s). All remaining players will, if holding a hand of equal or higher (lower in Razz) value, expose their hole card(s). Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand(s).

10.6.6 The winning hand will be;

- (a) In all High variations;
 - (i) The highest ranking five-card Poker hand made from any of the player's cards.
- (b) In all Hi-Lo variations;
 - (i) The winning high hand will be the highest ranking five-card Poker hand

consisting of any combination of the player's cards.

- (ii) The winning low hand will be the highest ranking low eight (8) qualifier five-card Poker hand consisting of any combination of the player's cards.
- (iii) One (1) player may contest for both the High and Low using the same or different combination consisting of any five (5) of the player's seven (7) cards.
- (iv) If there is no low hand the pot will be won by the highest ranking high hand.
- (v) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand(s).

(c) Where the game is Razz;

- (i) The winning hand will be the lowest ranking five (5) card Poker hand consisting of any combination of the player's cards.
- (ii) For purposes of identifying the hand, straights and flushes will not be counted. Aces will count as low.

10.6.7 Where the game is Seven Card Stud, played at structured limit, if any player shows a pair with **their** first two (2) open cards, all players have the option to bet or Raise either the lower limit or the higher limit. Once a bet or Raise has been made at the higher limit, all subsequent Raises must be made at the higher limit.

11 DEALING THE GAME – MANILA

11.1 Prior to the first card being dealt:

11.1.1 The Dealer Button will be placed for the first Round of Play; and

11.1.2 Blinds will be placed by the requisite players.

11.2 Initial Deal

11.2.1 In accordance with Rule 8.4, the Dealer will deal to each player:

(a) Two (2) cards for Two Card Manila; or

(b) Three (3) cards for Three Card Manila; or

(c) Five (5) cards for Faro Manila.

11.3 First Betting Round

11.3.1 After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will Call, Raise or Fold.

11.3.2 Should the player designated in Rule 11.3.1 Fold, the option to open the betting or Fold will pass to the next player in a clockwise direction.

11.3.3 Subsequent players in order will Call, Raise or Fold until:-

(a) Only one (1) player remains in the game. This player will win the pot; or

(b) Two (2) or more players remain in the game.

11.4 Second, Third and Fourth Betting Rounds

11.4.1 If two (2) or more players remain in the game, the Dealer will burn a card before dealing a community card.

11.4.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, Check or Fold.

11.4.3 Players in a clockwise direction from the opener will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

11.5 Final Betting Round

11.5.1 If two (2) or more players remain in the game, the Dealer will burn a card before dealing the fifth and final community card.

11.5.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, Check or Fold.

11.5.3 Players in a clockwise direction from the opener, will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

11.5.4 If two (2) or more players remain in the game, the player being Called will then expose **their** cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five (5) card hand consisting of two (2) of the player's hole cards and three (3) community cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand(s).

11.5.5 Where the variation of Manila being played is two (2) or three (3) card, Aces may not be used to form a low straight.

12 DEALING THE GAME – FLOP GAMES

12.1 Initial Deal

12.1.1 In accordance with Rule 8.4, the Dealer will deal to each player:

- (a) Two (2) cards for Holdem and Double Flop Holdem; or
- (b) Three (3) cards for Pineapple Holdem and Crazy Pineapple Holdem; or
- (c) Four (4) cards for Omaha.

12.2 First Betting Round

12.2.1 After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will Call, Raise or Fold.

12.2.2 Should the player designated in Rule 12.2.1 Fold, the option to open the betting or Fold will pass to the next player in a clockwise direction.

12.2.3 Subsequent players in order will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

12.2.4 If the flop game being played is Pineapple Holdem and two (2) or more players remain in the game, commencing with the first active player to the immediate left of the button, players will discard one (1) card to the Dealer.

12.3 Second Betting Round

12.3.1 If two (2) or more players remain in the game, the Dealer will burn a card before the start of the betting round and deal three (3) community cards (these are the first three **(3)** cards of a possible five **(5)** community cards). These first three (3) cards will be called the flop and are dealt

one (1) at a time face-down and then turned face-up in a pile and spread.

(a) If the flop game being played is Double Flop Holdem, the Dealer will deal a second flop immediately below the first flop.

12.3.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, Check or Fold.

12.3.3 Players in a clockwise direction from the opener, will Call, Raise or Fold until:-

(a) Only one (1) player remains in the game. This player will win the pot; or

(b) Two (2) or more players remain in the game.

12.3.4 If the flop game being played is Crazy Pineapple Holdem and two (2) or more players remain in the game, commencing with the first active player to the immediate left of the button, players will discard one (1) card to the Dealer.

12.4 Third Betting Round

12.4.1 If two (2) or more players remain in the game the Dealer will burn a card before dealing the fourth community card.

(a) If the flop game being played is Double Flop Holdem, the Dealer will deal a fourth community card which will be placed adjacent to the top flop. The Dealer will then deal an additional fourth community card which will be placed adjacent to the bottom flop.

12.4.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, Check or Fold.

12.4.3 Players in a clockwise direction from the opener, will Call, Raise or Fold until:

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

12.5 Final Betting Round

12.5.1 If two (2) or more players remain in the game, the Dealer will burn a card before dealing the fifth and final community card.

- (a) If the flop game being played is Double Flop Holdem, the Dealer will deal the fifth and final community card which will be placed adjacent to the top four (4) community cards. The Dealer will then deal an additional fifth community card which will be placed adjacent to the bottom four (4) community cards.

12.5.2 Players, in a clockwise direction commencing with the first player to the immediate left of the button, will open the betting, Check or Fold.

12.5.3 Players in a clockwise direction from the opener, will Call, Raise or Fold until:-

- (a) Only one (1) player remains in the game. This player will win the pot; or
- (b) Two (2) or more players remain in the game.

12.5.4 If two (2) or more players remain in the game, the player being Called will then expose **their** cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand(s).

- (a) If the flop game being played is Holdem, Pineapple Holdem or Crazy Pineapple Holdem, the winning hand will be the highest ranking five (5) card hand consisting of any combination from the five (5) community cards and the player's two (2) hole cards (the player's hole cards do not need to be included in the hand).

- (b) If the flop game being played is Double Flop Holdem;
- (i) The winning Top hand will be the highest ranking five (5) card hand consisting of any combination from the five (5) Top community cards and the player's two (2) hole cards (the player's hole cards do not need to be included in the hand).
 - (ii) The winning Bottom hand will be the highest ranking five (5) card hand consisting of any combination from the Bottom five (5) community cards and the player's two (2) hole cards (the player's hole cards do not need to be included in the hand).
 - (iii) All players may contest for both the Top and Bottom hands.
 - (iv) When the pot is divided between Top and Bottom hands and there is an amount remaining that cannot be equally divided, the amount remaining will be given to the Top hand(s).
 - (v) If the flop game being played is Crazy Pineapple Hi-Lo Eight Qualifier or Holdem Hi-Lo Eight Qualifier;
 - The winning high hand will be the highest ranking five (5) card hand consisting of any combination from the five (5) community cards and the player's two (2) hole cards the player's hole cards do not need to be included in the hand).
 - The winning low hand will be the highest ranking low eight qualifier five (5) card hand consisting of any combination from the five (5) community cards and the player's

two (2) hole cards (the player's hole cards do not need to be included in the hand).

- One (1) player may contest for both the High and Low, using the same or different combination consisting of any combination from the five (5) community cards and the player's two (2) hole cards (the player's hole cards do not need to be included in the hand).
- If there is no low hand, the pot will be won by the highest ranking high hand.
- When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand(s).

(vi) If the flop game being played is Omaha;

- The winning hand will be the highest ranking five (5) card hand consisting of two (2) of the player's four (4) hole cards and three (3) community cards.

(vii) If the flop game being played is Omaha Hi-Lo Eight Qualifier:

- The winning high hand will be the highest ranking five (5) card hand consisting of two (2) of the player's four (4) hole cards and three (3) community cards.
- The winning low hand will be the highest ranking low eight qualifier five (5) card hand consisting of two (2) of the player's four (4) hole

cards and three (3) community cards.

- One player may contest for both the High and Low, using the same or different combination consisting of two (2) of the player's four (4) hole cards and three (3) community cards.
- If there is no low hand, the pot will be won by the highest ranking high hand.
- When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided, the amount remaining will be given to the high hand(s).

12.6 Run it Twice

12.6.1 Where one (1) or more players are all-in and no further betting will result, provided enough cards remain in the stub a TG Area Manager (or above) may, at the request of the players allow the Dealer to deal the community cards again or Run it Twice.

- (a) All remaining players must agree unanimously to the number of times the community cards will be dealt, and once this number is decided, the Dealer will place a corresponding Run it Twice Button on the table.
 - (i) The community cards may be dealt again up to a maximum of seven (7) times.
- (b) The Dealer will deal the community cards in accordance with Rule 12.3.1, 12.4.1 and 12.5.1.
- (c) When the decision to deal the community cards again has been made and:

- (i) The first three (3) community cards have not as yet been dealt, these cards will be dealt followed by the fourth and fifth cards. All five (5) community cards will then be dealt again for the agreed number of times. Each time the cards are dealt they will remain displayed on the table.
- (ii) The first three (3) community cards have been dealt, the fourth and fifth cards will be dealt and then the fourth and fifth cards dealt again for the agreed number of times. Each time the fourth and fifth cards are dealt, they will remain displayed on the table.
- (iii) The first four (4) community cards have been dealt, the remaining card will be dealt and then this card dealt again for the agreed number of times. Each time this card is dealt again it will remain displayed on the table.

12.6.2 The pot will be divided by the number of times the community cards are dealt again.

12.6.3 Once all the community cards have been dealt and the pot divided accordingly, the players will then contest each pot using the additional community cards to form additional hands.

13 DEALING THE GAME – CHINESE POKER

13.1 Initial Deal

13.1.1 In accordance with Rule 8.4, the Dealer will deal thirteen (13) cards to each active player.

13.1.2 Where more than four (4) players are participating in the game, the first four (4) players immediately to the left of the Dealer button will be considered to be the active players and will be dealt thirteen (13) cards each as described in Rule 13.1.1 above.

- (a) The Dealer button will be placed in accordance with the definition of 'Dealer button', contained in section 1.1 of these rules.

13.2 Setting the Cards

13.2.1 From the thirteen (13) cards dealt to **them**, each player will make three (3) sets of cards as follows:

- (a) 'The front hand' which will contain three (3) cards and must be the lowest ranked of the player's three (3) hands;
- (b) 'The middle hand' which will contain five (5) cards; and must be the middle ranked of the player's three (3) hands; and
- (c) 'The back hand' which will contain five (5) cards and must be the highest ranked of the player's three (3) hands.

13.2.2 Once the player has made up the required sets of cards, each set will be placed face-down on the table layout in front of **them** in the following order:

- (a) 'The front hand' is placed farthest away from **the player**;
- (b) 'The middle hand' is placed next; and
- (c) 'The back hand' is placed closest to **the player**.

13.3 Hand Rankings

13.3.1 With respect to the front hand, straights and flushes are not counted as Poker hands as described in rule 3.2. The highest ranking hand is **Three of a Kind**, followed by **One (1) Pair**.

13.4 Settlement

13.4.1 Commencing from the first active player left of the Dealer button, each of the player's hands is compared, in turn, to each of the corresponding opposition player's

hands. i.e. the player's front hand is compared against all other players' front hands and so on.

13.4.2 A hand will:

- (a) Win where it has a higher Poker value than that of another player's corresponding hand;
- (b) Lose where it has a lower poker value than that of another player's corresponding hand; and
- (c) Tie, where the value of both players' hands is the same.

13.4.3 Players win one (1) unit from every player whose front, middle, or back hand they beat. If the result is a Tie, neither player is paid.

- (a) Where a player wins two (2) or three (3) of the hands against another player, the losing player will pay the winning player an additional unit.

13.4.4 Unit values will be displayed in accordance with Rule 6.1.

13.4.5 The Dealer will ensure the correct hands are declared and facilitate payouts accordingly.

13.5 Irregularities

13.5.1 Where a player's hand has been incorrectly set, that player will automatically lose four (4) units to each opposition player.

14 IRREGULARITIES

14.1 Misdeals

14.1.1 Whenever a misdeal occurs, there will be a new shuffle and cut. The same player will be first to receive cards in the new deal as in the previous misdeal. Only a Dealer or a TG Area Manager (or above) will determine if there is a misdeal. There is a misdeal if:-

- (a) In all games:

- (i) One (1) or more cards are exposed in cutting.
- (ii) Before any substantial action takes place, it is noticed that the cards were not shuffled or cut prior to the deal. Once there has been substantial action, the hand will be played out.
- (iii) The Dealer has dealt the cards out of order and the error was noticed prior to substantial action and the error cannot be corrected.
- (iv) During the initial deal, a Dealer deals a player out or deals an extra hand in and it is discovered before there has been substantial action and the hand(s) cannot be re-constructed.
- (v) At the end of the initial deal, an eligible player has received an incorrect number of cards and the error cannot be corrected and there has been no substantial action.
- (vi) A player is dealt an incorrect number of cards, and this is discovered before substantial action is taken. If there has been substantial action before it is discovered, but the affected player has not acted, all wagers, forced bets and blinds will be returned to the player and the player's hand is voided. If the affected player has acted prior to discovering the inappropriate number of cards, **their** hand is dead and all wagers, forced bets, and blinds will remain in the pot.
- (vii) Only one (1) player remains in the game at the completion of the showdown and that player has the incorrect number of cards, **their** hand will be declared a dead hand and all wagers will be

returned.

- (viii) The deck is found to be defective before the Dealer pushes the pot. All wagers, forced bets and blinds will be returned to the players.
- (b) In Draw Poker
 - (i) More than one (1) card is exposed by the Dealer during the initial betting round. Should this occur during the draw, however, the cards will be used in sequence.
- (c) In Five Card Stud, during the initial betting round the Dealer deals:
 - (i) The incorrect card face-up, or deals an incorrect number of cards face-up and is unable to correct.
 - (ii) More than one (1) player two (2) cards face-up.
- (d) In Crown Stud, during the initial betting round, the Dealer deals:
 - (i) The incorrect card face-up or deals an incorrect number of cards face-up and is unable to correct.
 - (ii) More than one (1) player two (2) cards face-up.
- (e) In Seven Card Stud, during the initial betting round, the Dealer deals:
 - (i) The incorrect card face-up or deals an incorrect number of cards face up and is unable to correct.
 - (ii) More than one (1) player two (2) cards face-up.

- (iii) A player three (3) cards face-up.
- (f) In all Manila games, more than one (1) of the players' hole cards are exposed by the Dealer during the initial deal.
- (g) In all flop games, more than one (1) card is exposed by the Dealer during the initial deal.

14.2 In all games:

- 14.2.1 Each player will be required to keep all cards dealt to them in full view of the Dealer at all times.
- 14.2.2 It is the player's responsibility to protect their hand at all times.
- 14.2.3 A Dealer (or above) may inspect a player's hand at the completion of the hand.
- 14.2.4 If a player shows another player their hand, at the completion of the hand, they will be required to show the entire table, upon request.
- 14.2.5 A boxed card is considered a non-existent card and is placed in the muck. The next card immediately replaces it.
- 14.2.6 If the Dealer neglects to burn a card and there has been no substantial action, the Dealer will reconstruct the hand(s) if possible and burn the correct card. If it is not possible to reconstruct the hand(s) or there has been substantial action, the hand will continue. In this instance, there will be less burn cards than the normal number required for the game.
- 14.2.7 If a player discards their hand and this player was in the final Called betting round, and a player wishes to see that player's hand, they may do so. The Dealer will tap the hand on the muck and expose the hand on the table. In this case the hand is ineligible to win the pot. If however, the requesting player is a pot winner, then the hand in question will not be tapped on the muck prior to it being exposed and the hand is live and will still be eligible to win.

- 14.2.8 If a card(s) is dropped and or exposed by a player, this card(s) will still be played.
- 14.3 In Draw Poker, if cards are dealt-out of sequence during the draw and the wrong player has looked at them, then they will retain those cards. The next cards will then be dealt to the player who should have received the cards dealt-out of sequence and thereafter cards will be dealt to all players in sequence.
- 14.4 In Five Card Stud:
- 14.4.1 If the first card is dealt face-up, the second card will be dealt face-down.
- 14.4.2 If, in the initial betting round, the Dealer deals one (1) player two (2) cards face-up, the Dealer will complete the deal and then replace the second face-up card with the card that was to be the first burn card. This card will be dealt face-down. The second face-up card will become the first burn card.
- 14.4.3 An all-in player in the betting round will not be considered an active player for the purpose of starting the betting. For all subsequent betting rounds, for the purpose of starting the betting, if an all-in player is the player required to act, then the action will pass to the player to the immediate left of the all-in player.
- 14.4.4 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that betting round will not exceed the maximum amount already wagered for that betting round. The exposed card will then be used in the normal sequence.
- 14.4.5 If any player Folds after making a forced bet, or on a round of Checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.
- 14.4.6 If a community card is used to complete the deal, the opener will be the highest value hand showing, not including the community card.

14.5 In Crown Stud:

- 14.5.1 If the first card is dealt face-up, the second card will be dealt face-down.
- 14.5.2 If, in the initial betting round, the Dealer deals one player (1) two (2) cards face-up, the Dealer will complete the deal and then replace the second face-up card with the card that was to be the first burn card. This card will be dealt face-down. The second face-up card will become the first burn card.
- 14.5.3 An all-in player in the first betting round will not be considered an active player for the purpose of starting the betting. For all subsequent betting rounds, for the purpose of starting the betting, if an all-in player is the player required to act, then the action will pass to the player to the immediate left of the all-in player.
- 14.5.4 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that betting round will not exceed the maximum amount already wagered for that betting round. The exposed card will then be used in the normal sequence.
- 14.5.5 If any player Folds after making a forced bet, or on a round of Checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.
- 14.5.6 If the fifth card is dealt face-up or exposed by the Dealer while being dealt; if it is the first card to be dealt for that betting round, then all final cards will be dealt face-up and the opener will be the opener from the previous betting round. If the exposed card or cards is not the first card dealt, then the player or players receiving an exposed card will have the option of being treated as an all-in player. The Dealer will request the affected player to determine how they will be treated before substantial action occurs. If substantial action has occurred, then the affected player will be treated as an all-in player for the remainder of the hand.

14.5.7 If a community card is used to complete the deal, the opener will be the highest value hand showing, not including the community card.

14.6 In Seven Card stud

14.6.1 If one (1) of the first two (2) cards is dealt face-up, the third card will be dealt face-down.

14.6.2 If, in the initial betting round, the Dealer deals one (1) player two (2) cards face-up, the Dealer will complete the deal and then replace the second card incorrectly dealt face-up with the card that was to be the first burn card. This card will be dealt face-down. The replaced card will become the first burn card.

14.6.3 An all-in player in the first betting round will not be considered an active player for the purpose of starting the betting. For all subsequent betting rounds, for the purpose of starting the betting, if an all-in player is the player required to act, then the action will pass to the player to the immediate left of the all-in player.

14.6.4 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that betting round will not exceed the maximum amount already wagered for that betting round. The exposed card will then be used in the normal sequence.

14.6.5 If any player Folds after making a forced bet, or on a round of Checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.

14.6.6 If the seventh card is dealt face-up or exposed by the Dealer while being dealt; if it is the first card to be dealt for that betting round, then all final cards will be dealt face-up and the opener will be the opener from the previous betting round. If the exposed card or cards is not the first card dealt, then the player or players receiving an exposed card will have the option of being treated as an all-in player. The Dealer will request the affected player to determine how they will be treated

before substantial action occurs. If substantial action has occurred, then the affected player will be treated as an all-in player for the remainder of the hand.

14.6.7 If a community card is used to complete the deal, the opener will be the highest value hand showing, not including the community card.

14.7 In all Stud games

14.7.1 If, prior to the final betting round, the Dealer has commenced dealing cards for that betting round and doesn't have sufficient cards remaining to deal each active player one (1) card, the Dealer will continue to deal the remaining cards in sequence until there are no more cards. The Dealer will then shuffle the burn cards, cut and deal a final card to all remaining active players.

14.8 In all Manila games:

14.8.1 If one (1) of the face-down cards is exposed by the Dealer while dealing, the Dealer will complete the deal and then replace the exposed card with the card that was to be the first burn card. The exposed card becomes the first burn card.

14.8.2 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that betting round will not exceed the maximum amount already wagered for that betting round. The exposed card will then be used in the normal sequence.

14.8.3 If the Dealer exposes two (2) cards simultaneously when dealing a community card, only the correct card will remain in play. The incorrect exposed card will become the next burn card, or if no more cards are to be dealt, it will be placed in the muck. If the Dealer opens more than two (2) cards, only the correct card for that betting round will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and continue dealing.

14.9 In all Holdem and Omaha Variations:

14.9.1 If one (1) of the face-down cards is exposed by the Dealer while dealing, the Dealer will complete the deal and then replace the exposed card with the card that was to be the first burn card. The exposed card becomes the first burn card.

14.9.2 If the Dealer neglects to burn a card prior to dealing the flop and there has been no substantial action, it will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, burn a card and re-deal a flop.

14.9.3 If the flop has too many cards dealt and turned face-up, it will be taken back without the burn card by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and then re-deal the flop.

14.9.4 If the flop is dealt and turned face-up prior to the completion of the first betting round, it will be taken back without the burn card by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and then re-deal the flop.

14.9.5 If the fifth community card is exposed by the Dealer prior to the completion of the third betting round, that card will be taken back by the Dealer and shuffled with the remainder of the deck. The burn card will remain. The third betting round will be completed and then a new card dealt. No further burn cards will be dealt for that betting round.

14.10 In all Holdem and Omaha Variations (excluding Double Flop Holdem):

14.10.1 If the fourth community card is exposed by the Dealer prior to the completion of the second betting round:

- (a) That card will be taken back and set aside, the burn card will remain and the second betting round will then be completed.
- (b) The Dealer will burn a card, turn over a new fourth community card and ensure that the

betting for that round is complete.

- (c) The card set aside as described in (a) above will then be shuffled with the stub and a fifth card will be turned without burning a card.

14.10.2 If the Dealer opens two (2) cards simultaneously when dealing a community card:

- (a) Only the correct card will remain in play.
- (b) The incorrect exposed card will become the next burn card, or
- (c) If no more cards are to be dealt, it will be placed in the muck.

14.10.3 If the Dealer opens more than two (2) cards, only the correct card for that betting round will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and continue dealing.

14.11 Double Flop Holdem:

14.11.1 If the fourth Top community card is exposed by the Dealer prior to the completion of the second betting round:

- (a) That card will be taken back and set aside and the burn card will remain.
- (b) The second betting round will then be completed.
- (c) The Dealer will:
 - (i) Turn the next card and place it in the Bottom fourth community card position.
 - (ii) Burn a card.
 - (iii) Turn the next card and place it in the Top fourth community card position.
- (d) The third betting round will be completed.

- (e) The Dealer will:
 - (i) Turn the next card and place it in the Bottom fifth community card position; and
 - (ii) Shuffle the card exposed in error with the remainder of the stub.
- (f) Once the shuffle has been completed and the cards have been cut, the next card will be placed in the Top fifth community card position.

14.11.2 If the fifth Top community card is exposed by the Dealer prior to the completion of the third betting round:

- (a) That card will be taken back and set aside and the burn card will remain.
- (b) The third betting round will then be completed.
- (c) The Dealer will turn the next card and place it in the Bottom fifth community card position.
- (d) The Dealer will shuffle the card referred to in (a) above with the remainder of the stub.
- (e) Once the shuffle has been completed and the cards have been cut, the next card will be placed in the Top fifth community card position.

14.11.3 If the Dealer opens two (2) cards simultaneously:

- (a) When dealing a Top community card, only the correct card will remain in play. The incorrect exposed card will become the bottom community card.
- (b) When dealing a Bottom community card, only the correct card will remain in play. The incorrect exposed card will become the next burn card, or if no more cards are to be dealt, it will be placed in the muck.

14.11.4 If the Dealer opens more than two (2) cards simultaneously, only the correct card(s) will remain in play. The additional card(s) will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and continue dealing.

14.11.5 If the Top flop is dealt and turned face-up before the completion of the first betting round, the Dealer will complete the first betting round before turning a Bottom flop. The cards from the Top flop will then be taken back and shuffled with the remainder of the deck. The Dealer will cut and re-deal a Top flop.

14.12 In all Pineapple variations:

14.12.1 The betting round in which players are required to discard will be deemed incomplete until all cards have been discarded.

14.12.2 If a player has failed to discard at the required time and substantial action has occurred in the next betting round, that player will have the incorrect number of cards for that game and their hand will be declared dead.

14.13 Where the community cards have been dealt again in accordance with Rule 12.6 and the Dealer fails to notice that insufficient cards remain in the stub to allow the additional community cards to be dealt, the Dealer will use the remaining cards from the stub, before shuffling the burn cards in accordance with these Rules and complete the hand.

14.13.1 In the event that the burn cards are insufficient to complete the hand, the number of hands dealt will be limited to the number of hands that could be dealt with these cards allowing for the burn cards.

14.14 Where the community cards are dealt again in accordance with Rule 12.6, if the Dealer turns a card prior to an agreement being reached, the hand will be played once only and no community cards will be re-dealt. If subsequent cards are still to be dealt in the original hand, players may be given the opportunity to have these cards re-dealt.

15 POKER TOURNAMENT RULES

- 15.1 Crown may conduct tournaments in which all tournament players have the opportunity to play the variation of Poker being offered with an equal chance.
- 15.2 For each tournament conducted by Crown, Crown must:
- 15.2.1 In accordance with clause 15.4, document relevant Terms and Conditions;
- 15.2.2 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.
- 15.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.
- 15.2.4 Designate the gaming tables to be used in the conduct of the tournament.
- 15.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under Rule 15.2.4 is used exclusively for tournament play.
- 15.3 Prior to the commencement of play in a tournament:
- 15.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.
- 15.3.2 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”.
- 15.4 The Tournament Terms and Conditions referred to in Rule 15.2.1 must include the following information at a minimum:
- 15.4.1 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.

15.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:
 - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
 - (iii) If Crown is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
 - (iv) If Crown is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.

- (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that 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).

15.4.3 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 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 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.

15.4.4 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.

15.4.5 Elimination

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

15.4.6 Winners

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

15.4.7 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.

15.4.8 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 their 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 Poker and that in the event of any inconsistency, the Rules of the relevant variation of 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 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 and/or their deputies in accordance with the Terms and Conditions and the Rules of 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 *Australian Consumer Law and Fair Trading Act 2012 (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 Crown is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Poker.

16 BONUS PRIZES

16.1 Crown may offer bonus prizes in the form of cash, goods or services.

16.2 Bonus prizes may be offered on one or more tables and where offered, the type of bonus (cash, goods or services) together with the qualifying outcomes will be displayed on a sign, either on the particular table(s) or in close proximity to the table(s).

16.3 In a Round of Play where a player is eligible to receive a bonus prize, the Dealer will notify the TG Area Manager (or above) who will verify the hand.

16.3.1 Where the bonus prize is in the form of cash it will be paid in chips, cash or cash equivalent.

16.3.2 Where the bonus prize is in the form of goods and/or services it will be awarded to the player at a convenient time thereafter.

16.4 Once a hand has been Folded, it is no longer eligible to receive a bonus prize.

17 POKER JACKPOTS

17.1 Where the variation of Poker in play incorporates Jackpots, the approved Rules of the Poker variation in play will apply, except where the Rules are inconsistent with the Jackpots Rules, in which case the Jackpots Rules will prevail.

17.2 Crown will fund the jackpot prize pool. As determined by Crown, for each Round of Play completed at a participating table, a pre-determined amount will be contributed to the jackpot prize pool.

17.3 Jackpot System

17.3.1 Crown may operate one (1) or more jackpot systems in accordance with the following provisions:

- (a) With respect to a jackpot system, a table may be a Holdem table or any other variation of Holdem in which players are dealt two (2) hole cards and a three-card flop is dealt to the table;
- (b) A jackpot system must operate in respect of one (1) table or a group of tables;
- (c) Each table in respect of which a jackpot system operates must be fitted with, or be located in close proximity to, a jackpot display designed, and operating to show the value of the jackpot recorded from time to time.
- (d) The value of the jackpot recorded on the jackpot system may be displayed on one (1) or more electronic promotional displays in the casino.

17.3.2 The electronic equipment for a jackpot system is deemed to be operating properly if:

- (a) The jackpot system is capable of recording the amounts necessary under rule 17.4.1.;

- (b) The jackpot system is capable of recording the time for settlement of a winning jackpot hand at each table in respect of which the system is operating; and
- (c) The manner in which the jackpot system operates allows a TG Higher Duties Dealer (or above) to read the value recorded on the jackpot management console at the time for settlement.

17.4 Dealing the Game

- 17.4.1 At the commencement of a Round of Play, the Dealer will activate the jackpot button indicating that the Round of Play has started, causing the jackpot system to increment.
- 17.4.2 Where a player has achieved a Royal Flush Jackpot qualifying hand, the Dealer will record the winning hand using the handset.
- 17.4.3 All jackpot payouts must be confirmed by the TG Area Manager (or above) via the Jackpot Management Console. The TG Area Manager (or above) will notify the TG Assistant Casino Manager (or above).

17.5 Settlement

- 17.5.1 Where a player has achieved a Royal Flush Jackpot qualifying hand, they will be paid 100% of the rounded jackpot display value.
- 17.5.2 For the purposes of this Rule:
 - (a) The rounded jackpot display value is the value recorded on the jackpot display of a jackpot system at the time of settlement, rounded up to the nearest payable amount; and
 - (b) 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 jackpot system.

- 17.5.3 Where the hand dealt to a player is eligible to receive a jackpot payout, the hand will be displayed face-up on the table layout and the remaining cards in the deck sorted into suits and counted for completeness.
- 17.5.4 The jackpot will be paid in chips, cash or cash equivalent and in accordance with the applicable Standard Operating Procedures.
- 17.5.5 In a Round of Play, where all other players have Folded, a player who has an eligible jackpot hand may table their cards to request the flop. Once the flop has been exposed, the jackpot will be recorded and confirmed in accordance with rules 17.4.2 and 17.4.3 respectively.
- 17.5.6 To qualify for a Jackpot payout, a player must, when requested by the Dealer, expose (open and flat on the table) their hole cards. Once a hand has been Folded, it is no longer eligible to receive a jackpot payout.
- 17.5.7 Where a game being played comprises two (2) or more flops, the jackpot will be settled in accordance with the first flop dealt, only. Any subsequent flops dealt do not apply to the jackpot.

17.6 Irregularities

- 17.6.1 At the completion of a Round of Play, if the Dealer fails to record that Round of Play into the jackpot system, the Dealer will notify the TG Area Manager (or above). The TG Area Manager (or above) will ensure that the appropriate adjustment is made.
- 17.6.2 If the electronic equipment malfunctions during a Round of Play, the TG Area Manager (or above) will ensure that the appropriate jackpot contribution(s) for that Round of Play have been made and any winning jackpot hands paid as applicable.
- 17.6.3 If an error is made in respect of the flop, that error will be corrected in accordance with the relevant irregularity and any jackpot then settled in accordance with the corrected flop.

18 GENERAL PROVISIONS

- 18.1 A person will not, with respect to a game of Poker or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 18.2 Where a player has contravened any provision of the Rules, a TG Assistant Casino Manager (or above) may:-
- 18.2.1 Declare that any wager made by the player(s) will be void;
- 18.2.2 Direct that the player(s) will be excluded from further participation in the game;
- 18.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation;
- 18.2.4 Confiscate the prohibited device; and
- 18.2.5 Detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.
- 18.3 A TG Area Manager (or above) may close a Poker table at which players are present provided prior notice of at least three (3) hands has been given to the players, or sooner if all players are in agreement.
- 18.4 A TG Area Manager (or above) may determine a player is acting in a manner detrimental to the integrity of the game. The decision of the TG Area Manager (or above) will be final, subject to a review by the VCGLR, if requested.
- 18.5 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.
- 18.6 A TG Assistant Casino Manager (or above) may invalidate the outcome of a game if any fraudulent act is perpetrated by any person; that affects the outcome of that game.

- 18.7 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 18.8 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.
- 18.9 No onlooker or any player wagering at any table may influence another player's decisions of play.
- 18.10 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an inspector appointed under the *Casino Control Act 1991 (Vic)*.
- 18.11 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.
- 18.12 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Poker.
- 18.13 Players are not permitted to have side bets against each other.
- 18.14 A copy of these Rules will be made available, upon request.
- 18.15 Players will not exchange cards, or exchange information, or communicate information regarding their hand. Any violation may result in the hand being declared a dead hand.
- 18.16 No player will communicate during the game with any other person or persons with the intent to affect the outcome of the game.

Diagram A

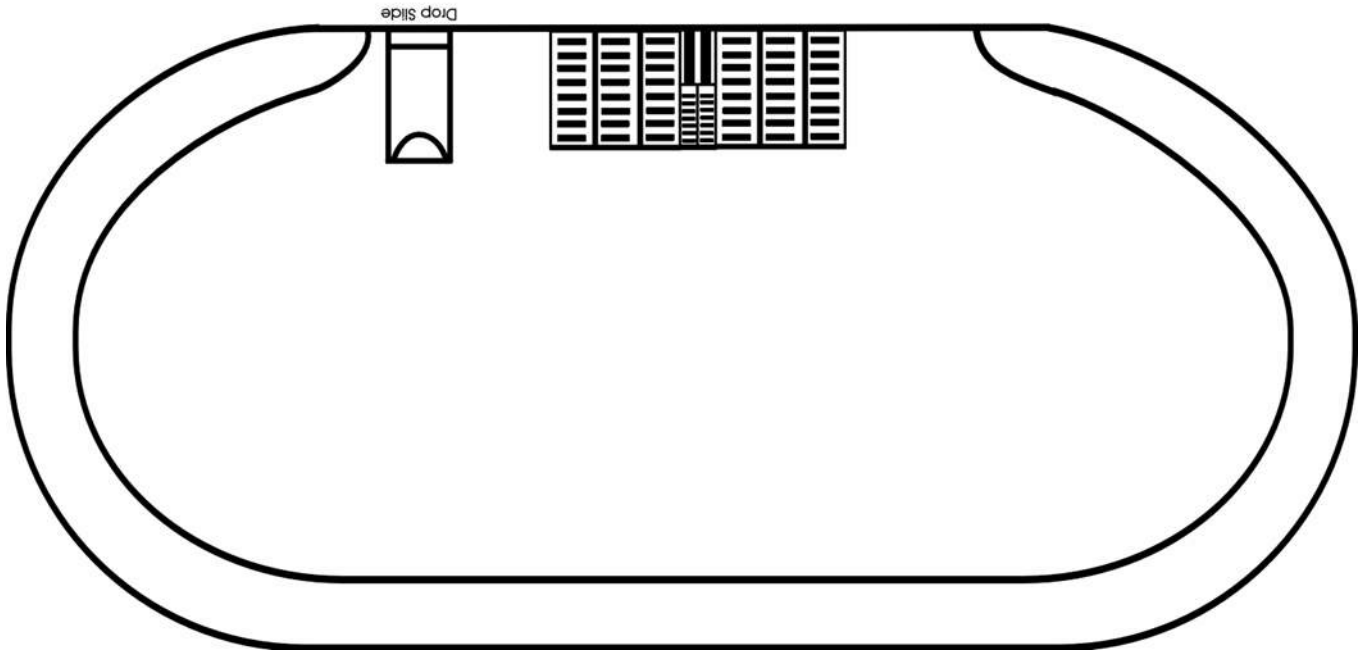


Diagram B

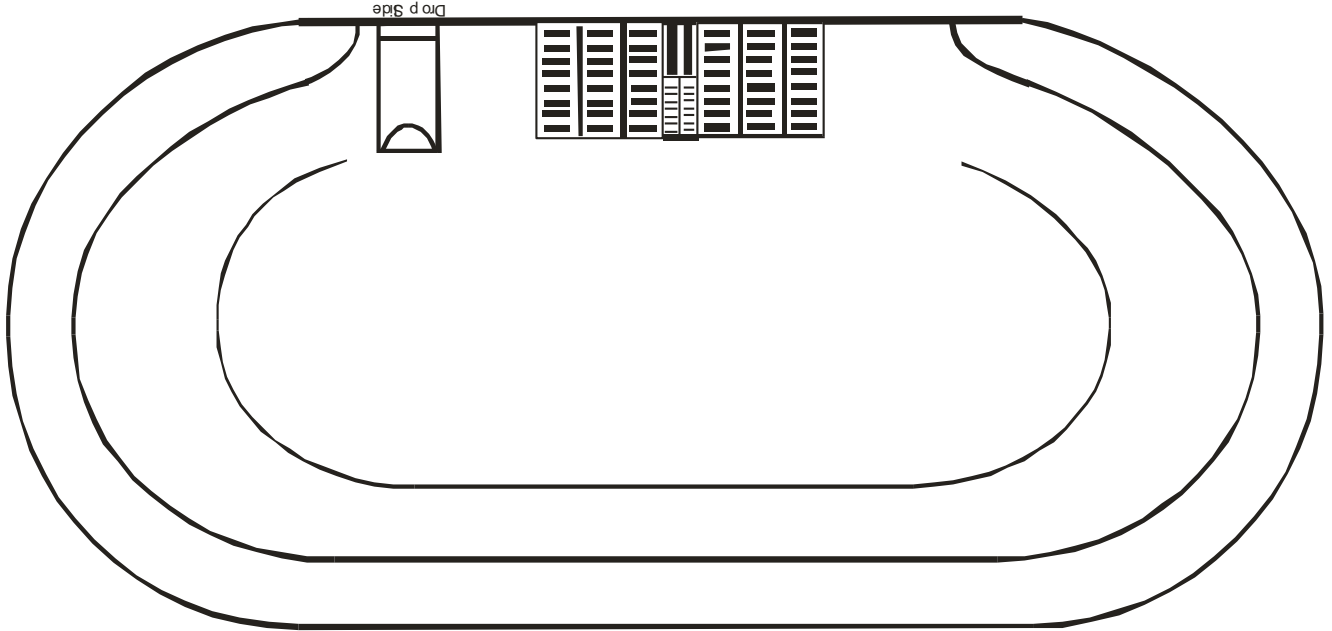


DIAGRAM C

