



Crown
Melbourne
Limited

Table Games

Caribbean Stud Poker

Rules

Version 11.0

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1. DEFINITIONS

1.1. In these Rules the following meanings apply:

'Ante' means the initial wager placed by the player.

'Bet' means that the player elects to remain in the game by placing an additional wager after the cards have been dealt.

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

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

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

'Fold' means the cards are placed face-down on the table to be collected by the Dealer. This indicates that the player no longer wants to continue in the game.

'Jackpot wager' means a wager placed for the purposes of Rule 9 and 10 or Rule 12.10 as the case may be.

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

'Qualify' means that the Dealer has a poker hand containing Ace and King or higher.

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

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

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

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

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

'VCGLR' means the Victorian Commission for Gambling and Liquor Regulation.

'Void' means an invalid hand or wager, as the context requires, with no result.

- 1.2. Unless contrary intention appears, a TG Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.3. A reference in these Rules to the game is a reference to the game of Caribbean Stud Poker played at a particular gaming table.
- 1.4. A reference in these Rules –
 - 1.4.1. To a bet is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.4.2. To a wager is to the money appropriated to such a bet in a particular case.

2. EQUIPMENT

- 2.1. Caribbean Stud Poker will be played on a table having places for nine or less players.
- 2.2. The table layout:
 - 2.2.1. Will:
 - (a) Contain the elements of the design set out in Diagram A and may or may not have printed on it the name and/or logo of the casino;
 - (b) Contain any additional elements necessarily required by these Rules; and
 - (c) Be of a similar appearance to Diagram A.
 - 2.2.2. May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these Rules.
- 2.3. A dealing shoe from which all cards will be dealt.
- 2.4. If the Casino Operator intends to accept Jackpot wagers, electronic equipment for the purposes of Rules 9 and 10 or Rule 12.10 must also be fitted.

3. THE CARDS

3.1. Caribbean Stud Poker will be played with one deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.1.1. Where a Single Deck Card Shuffling Shoe is in use:

- (a) No cutting card will be used; and
- (b) Two decks will be in use, one at a time, with the colour of the first deck being different to the second deck.

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

3.3. A TG Higher Duties Dealer (or above) may, at any time, instruct the Dealer to check and verify the correct number of cards.

3.4. Cards may, at the discretion of a TG Higher Duties Dealer (or above), be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these Rules.

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

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

3.6. Order and Meaning of Poker Hand Values

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

- (a) Five odd cards. For example Q, 10, 6, 4, 2
- (b) One pair. For example 10, 10, K, 6, 3
- (c) Two pairs. For example 7, 7, 4, 4, J
- (d) Three of a kind. For example Q, Q, Q, 8, 3

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

3.7. Hands of the same poker hand value but consisting of different card values are ranked according to the card values described in Rule 3.5. For example a K, Q, J, 10, 9, Straight, beats a J, 10, 9, 8, 7, Straight.

4. THE SHUFFLE AND CUT

4.1. The Shuffle

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

- (a) Immediately prior to the start of each round of play;
- (b) Immediately if, in the opinion of a TG Higher Duties Dealer (or above), the cards are dealt in a sequence which is abnormal; or

- (c) At other times when in the opinion of a TG Higher Duties Dealer (or above) there is reasonable cause to believe that a shuffle is warranted.

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

4.2. The Cut

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

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

4.2.2. The player never cuts the cards.

5. PLACEMENT OF WAGERS

5.1. Wagers will be accepted only in chips.

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

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

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

5.4.1. Ante; and

5.4.2. Where offered by the Casino Operator, Jackpot.

5.5. After having been dealt a hand of cards, where a player has placed an Ante wager, they may elect to continue in the game by placing a wager which is equal to twice the Ante wager, on Bet.

5.6. Until a decision has been made in respect of any wager, once the first card has been dealt, no player will handle, remove or alter their wager placed on Ante.

5.6.1. In the event that a Single Deck Card Shuffling Shoe is used this Rule applies when the first set of five cards is removed from the Single Deck Card Shuffling Shoe.

5.7. A wager placed on Ante will:

5.7.1. Win where the player has elected to place a wager on Bet and:

- (a) The Dealer's hand does not qualify; or
- (b) Where the Dealer's hand qualifies and his/her hand has a higher poker value than that of the Dealer.

5.7.2. Lose:

- (a) Where the player elects to Fold and take no further part in the game; or
- (b) Where the Dealer's hand qualifies and the player has elected to continue in the game by placing a wager on Bet and the Dealer's hand has a higher poker value than that of the player.

5.7.3. Stand-off where the Dealer's hand qualifies and the player has elected to Bet and his/her hand has the same poker value as that of the Dealer.

5.8. A wager placed on Jackpot will:

5.8.1. Win when the player has elected to continue in the game by placing a wager on Bet and they have a poker hand that qualifies for a bonus payout as described in Rule 10.

5.8.2. Lose when the player does not have a poker hand that qualifies for a bonus payout as described in Rule 10.

5.9. A wager placed on Bet will:

5.9.1. Win where the Dealer's hand qualifies and the player's hand has a higher poker value than that of the Dealer.

5.9.2. Lose where the Dealer's hand qualifies and the Dealer's hand has a higher poker value than that of the player.

- 5.9.3. Stand-off where the Dealer's hand qualifies and the player's hand has the same poker value as that of the Dealer.
- 5.9.4. Be void where the Dealer's hand does not qualify.
- 5.10. A player may place a wager on one or more betting areas in accordance with Rule 5.4 and 5.5.
 - 5.10.1. Players may only place a wager on more than one betting area providing that no other player(s) is excluded from participating in the game and there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand; and
 - 5.10.2. Where a player places a wager on more than one betting area, they will only be permitted to view one hand and that hand will be the one dealt to the area at which the player was seated when the cards were dealt. Any additional hands must be played 'blind', i.e. no person, including the player who placed the wager or the Dealer, will be permitted to view the cards until the hand is settled in accordance with Rule 8.

6. PERMISSIBLE WAGERS

- 6.1. In respect of the game, the Dealer must ensure the display of the notices and signs for which the Casino Operator is responsible under section 66 of the *Casino Control Act 1991*¹.
- 6.2. If—
 - 6.2.1. A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet,

¹ Section 66 of the Casino Control Act 1991 states:

66. *Assistance to patrons*

- (1) A Casino Operator must—

...

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

Penalty: 25 penalty units.

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

Penalty: 50 penalty units.

the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; and

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

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

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

7. DEALING THE GAME

7.1. All cards used in the game of Caribbean Stud Poker will be dealt from a dealing shoe specifically designed for such purpose.

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

7.3. If a hand held dealing shoe is used, the Dealer will, commencing from their left and continuing clockwise around the table, deal the cards in the following manner:-

7.3.1. One card, face-down, to each betting area containing an Ante wager;

7.3.2. One card, face-down, to their self; and

7.3.3. In sequence, deal a second, third, fourth and fifth card, face-down to each betting area containing an Ante wager and to him/her self. The Dealer's last card will be dealt face-up.

7.4. If a Single Deck Card Shuffling Shoe is used, the Dealer will, commencing from their left and continuing clockwise around the table, deal the cards in the following manner:-

A set of five cards dispensed by the Single Deck Card Shuffling Shoe, face-down to each playing area containing a wager;

7.4.1. A set of five cards dispensed by the Single Deck Card Shuffling Shoe, face-down to him/her self; and

7.4.2. The top card of the set dealt to the Dealer will be turned face-upwards.

7.5. Betting Round

7.5.1. Once the Dealer's top card has been dealt face-upwards, they will announce to the players that they may Bet or Fold. The players may then pick up their cards and make a decision.

(a) Players will not exchange cards, or exchange information, or communicate to cause to exchange or communicate information regarding their hand. Any violation may result in the player forfeiting their Ante and Bet wager.

7.5.2. A player who decides to Fold must place their cards, face-down, on the table, next to the area marked Ante.

(a) A player is responsible for declaring their whole poker hand.

(b) The Dealer will collect the Ante wager from each player who elects to Fold.

(c) Before the cards are removed from a player's betting area and placed in the discard rack, the cards will be spread face-down to ensure that five cards are present.

7.5.3. A player who decides to Bet must place their cards face-down in the area marked Bet and place a bet equal to twice the amount of the Ante wager on top of the cards.

7.5.4. The Dealer will then turn all their cards face-up and declare their best possible poker hand.

7.6. For a round of play, the Dealer must clear any losing wagers from the table layout and pay any winning wagers in accordance with Rule 8 and Rule 10.

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

7.6.2. If the Dealer's hand does not qualify, announce that the hand does not qualify and:

- (a) Pay all the Ante wagers;
- (b) Where the player has placed a Jackpot wager, check each hand in turn, to establish if that hand is eligible for a Jackpot payment.
 - (i) For non-eligible hands, count the cards and place them in the discard rack;
 - (ii) For eligible hands, leave the cards displayed face-up on the table layout and after all hands have been checked, pay the hands in accordance with Rule 10.
 - (iii) Bet wagers will be void.

7.6.3. If the Dealer's hand qualifies, the Dealer will, commencing from their right, compare their hand to each player's hand in turn and:-

- (a) Pay the Ante and the Bet wagers for those hands with a higher poker value than the Dealer's in accordance with Rule 8;
- (b) Collect the Ante and the Bet wagers for those hands with a lower poker value than the Dealer's;
- (c) Where the Dealer's hand and the player's hand have an equal poker value the Ante and the Bet wagers stand-off.
- (d) Where the player has placed a Jackpot wager and the hand is eligible for a Jackpot payout,

leave the cards displayed face-up on the table layout and after all hands have been checked, pay the hand in accordance with Rule 10.

- (e) After appropriately acting on each hand, count the cards and place them in the discard rack.

8. SETTLEMENT

8.1. The bets which can be placed in respect of an individual round of play and the odds payable for winning wagers placed on them as described in Rule 5.7 and 5.9 are:

Table 1 Caribbean Stud Poker Payout Odds

Bet	Payout	Maximum Payout*
Ante	1 to 1 (even money)	
Bet		
One pair or less	1 to 1 (even money)	up to maximum payout
Two pairs	2 to 1	up to maximum payout
Three of a kind	3 to 1	up to maximum payout
Straight	4 to 1	up to maximum payout
Flush	5 to 1	up to maximum payout
Full House	7 to 1	up to maximum payout
Four of a kind	20 to 1	up to maximum payout
Straight Flush	50 to 1	up to maximum payout
Royal Flush	250 to 1	up to maximum payout
*Maximum payouts per table, with the exception of Jackpot payouts, will be displayed on a notice at the table.		

9. JACKPOTS

9.1. Prize meter and wagers

9.1.1. The Casino Operator may operate one or more prize meter systems in accordance with the following provisions-

- (a) A prize meter system must operate in respect of one table or a group of tables;
- (b) With respect to a prize meter system, a participating table must be a table which, as approved in the Rules for the game in play at the table, is operating with:
 - (i) the same qualifying jackpot hands as all other participating tables; and
 - (ii) the same jackpot payout table as all other participating tables; and
 - (iii) contributes to a jackpot prize pool at the same jackpot increment rate and seed values as all other participating tables.
- (c) A table may only be part of one group of tables in respect of which a prize meter system operates;
- (d) At each table within a group of tables in respect of which a prize meter system operates, the cost of the Jackpot wager must be the same;
- (e) If more than one prize meter system is operating, the cost of the Jackpot wager must be different for each prize meter system;
- (f) If more than one prize meter system is operating, the seed value and jackpot increment rate as described in Rule 9.3 and the associated prize payouts as described in Rule 10.1.2 must be the same for each prize meter system, i.e. all Option 1 or all Option 2;
- (g) Where a decision is made to change the seed value and jackpot increment rate as described in Rule 9.3.3 and the associated prize payouts as described in Rule 10.1.2 from Option 1 to Option 2 or vice versa, a notice conveying the change must be displayed for a reasonable period of time prior to the change taking place;

- (h) A table may be added to or removed from a prize meter system or transferred between one prize meter system and another no sooner than 20 minutes after a table sign giving notice of the addition, removal or transfer is displayed;
- (i) A prize meter system may be closed at any time no sooner than 20 minutes after a table sign giving notice of the closure is displayed at every table in respect of which system is operating;
- (j) If a prize meter system is closed, at the time of closure an amount equal to the value recorded on the meter less the initial seed value as described in Rule 9.3 (Table 2 or Table 3 depending on the option in use) multiplied by the cost of the Jackpot wager for the system must be transferred to the meter of one or more other prize meter systems;
- (k) Each table in respect of which a prize meter system operates must be fitted with a prize meter display designed, and (apart from when adequate alternative manual arrangements are in place) operating, to show the value of the prize recorded from time to time on the meter of the system;
- (l) The value of the prize recorded on the meter of a prize meter system may be displayed on one or more electronic promotional displays in the casino, whether or not in conjunction with the value of the prize recorded on one or more other meters.

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

9.2.1. The Dealer must ensure that the electronic equipment for the prize meter system is operating properly, or that adequate alternative manual arrangements are in place, before calling for, and at all times during which the Dealer is accepting, Jackpot wagers;

9.2.2. In each round of play, a player may place only one Jackpot wager for each hand he/she is playing;

9.2.3. A player must ensure that a Jackpot wager he or she wishes to place is placed on the correct part of the table layout and for the cost of the Jackpot wager only.

9.3. The Casino Operator must ensure that the meter for a prize meter system from time to time records a monetary value no less than-

9.3.1. The initial seed value (as described in Table 2 or Table 3 depending on the option in use) multiplied by the cost of the Jackpot wager for the prize meter system; plus

9.3.2. The percentage increment rate (as described in Table 2 or Table 3 depending on the option in use) of the amount wagered as Jackpot wagers at all relevant tables from time to time, in the group of tables in respect of which the prize meter system operates, since the meter was last reset under Rule 9.4; less

9.3.3. The value of any prizes (other than bonus prizes) paid in accordance with Rule 10.

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

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

Table 3 Option 2 - Seed Values and Increment Rates (to be used in conjunction with Table 5 only)

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

9.4. If, in respect of a round of play:

- 9.4.1. By operation of Rule 9.3, the value recorded on the meter on a prize meter system would fall below the initial seed value (as described in Table 2 or Table 3 depending on the option in use) multiplied by the cost of the Jackpot wager for the system; or
 - 9.4.2. Simultaneous Royal Flushes have been paid under Rule 10.3, the Casino Operator must cause the meter for the prize meter system to be reset to an amount no less than the initial seed value (as described in Table 2 or Table 3 depending on the option in use) multiplied by the value of the Jackpot wager for the system.
- 9.5. For the purposes of Rule 9.2.1, the electronic equipment for a prize meter system is operating properly if:
- 9.5.1. The meter of the system is capable of recording the amounts required to be recorded by this Rule;
 - 9.5.2. The system is capable of recording the time for settlement for each round of play at each table in respect of which the system is operating;
 - 9.5.3. The manner in which the system operates allows a TG Area Manager (or above) to read the value recorded on the meter as at any time for settlement.

10. WINNING JACKPOT WAGER PRIZE PAYOUTS

- 10.1. Prize payouts for winning Jackpot wager outcomes must be determined:
- 10.1.1. For Royal Flush and Straight Flush outcomes, by a TG Assistant Casino Manager (or above), subject to Rule 10.3; and
 - 10.1.2. Otherwise, by the Dealer in accordance with Table 4 or Table 5, depending on the option in use.

Table 4 Option 1 - Jackpot Payouts (to be used in conjunction with Table 2 only)

Outcome	Payout
Royal Flush	100%* of the rounded meter value
Straight Flush	10%* of the rounded meter value

Four of a Kind	\$500 for each \$1 of Jackpot wager (bonus payout)
Full House	\$150 for each \$1 of Jackpot wager (bonus payout)
Flush	\$100 for each \$1 of Jackpot wager (bonus payout)
* Subject to Rules 10.2 and 10.3	

Table 5 Option 2 - Jackpot Payouts (to be used in conjunction with Table 3 only)

Outcome	Payout
Royal Flush	100%* of the rounded meter value
Straight Flush	10%* of the rounded meter value
Four of a Kind	\$600 for each \$1 of Jackpot wager (bonus payout)
Full House	\$100 for each \$1 of Jackpot wager (bonus payout)
Flush	\$60 for each \$1 of Jackpot wager (bonus payout)
Straight	\$40 for each \$1 of Jackpot wager (bonus payout)
* Subject to Rules 10.2 and 10.3	

10.2. For the purposes of Rule 9 and this Rule:

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

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

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

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

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

j = jackpot rounded meter value

r = jackpot reseed value

R = Number of Royal Flushes

S = Number of Straight Flushes

10.3.1. Where one or more Royal Flushes occur, prior to any payments being made, the total prize pool must be calculated using the formula below:

Table 6 Prize Pool Calculation

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

10.3.2. Where one or more Royal Flushes combined with one or more Straight Flushes occur:

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

Table 7 Royal Flush Payments

Royal Flush Payments (% of Prize Pool)				
R \ S	1	2	3	4
0	100.000%	50.000%	33.333%	25.000%
1	90.909%	47.619%	32.258%	24.390%
2	83.333%	45.455%	31.250%	23.810%
3	76.923%	43.478%	30.303%	23.256%

4	71.429%	41.667%	29.412%	22.727%
5	66.667%	40.000%	28.571%	22.222%
6	62.500%	38.462%	27.778%	21.739%
7	58.824%	37.037%	27.027%	21.277%
Percentages in this table calculated in accordance with the following formula: Royal Flush Payment = $10 / (10R + S)$				

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

Table 8 **Straight Flush Payments (where one or more Royal Flush occurs)**

S \ R	1	2	3	4
1	9.091%	4.762%	3.226%	2.439%
2	8.333%	4.545%	3.125%	2.381%
3	7.692%	4.348%	3.030%	2.326%
4	7.143%	4.167%	2.941%	2.273%
5	6.667%	4.000%	2.857%	2.222%
6	6.250%	3.846%	2.778%	2.174%
7	5.882%	3.704%	2.703%	2.128%
Percentages in this table calculated in accordance with the following formula: Straight Flush Payment (inc Royal Flush) = $1 / (10R + S)$				

10.3.3. Where two or more simultaneous Straight Flushes, but no Royal Flushes occur:

- (a) Calculate the Straight Flush Payment(s) by referring to the table below, which will indicate the percentage of the prize pool to be allocated to each Straight Flush.

Table 9 **Straight Flush Payments (Straight Flush Only)**

S \ R	0
1	$10.000\%j + 0.000\%r$
2	$9.500\%j + 0.500\%r$
3	$9.033\%j + 0.967\%r$

4	8.598%j + 1.403%r
5	8.190%j + 1.810%r
6	7.809%j + 2.191%r
7	7.453%j + 2.547%r
Percentages in this table calculated in accordance with the following formula: Straight Flush Payment (ex Royal Flush) = $(j-r) \times \sum(9^{S-1} / 10^S) / S + 10\%r$	

11. IRREGULARITIES

- 11.1. One exposed card dealt will not constitute a misdeal and the Dealer will turn the card over and continue to deal the game, except as described in Rule 11.3.
- 11.2. One or two exposed cards will not constitute a misdeal. Three or more cards incorrectly exposed by the Dealer will constitute a misdeal. However, if one of these cards is dealt to the Dealer's hand and is consequently used as the Dealer's face-up card, then that card will not count as one of the incorrectly exposed cards.
- 11.3. If a card is exposed in error to the Dealer's hand, the exposed card will be the Dealer's face-up card and the Dealer's fifth card will be dealt face-down.
- 11.4. If no cards or an incorrect number of cards is dealt to any betting area containing a wager or the Dealer, and the error is discovered prior to the Dealer announcing that the player(s) may Bet or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that the round of play be declared a misdeal. All Jackpot wagers will be dealt with according to Rule 11.14.
- 11.5. If no cards, or an incorrect number of cards is dealt to any betting area containing a wager and the error is not noticed until after the Dealer has announced that the player(s) may Bet or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above). The TG Higher Duties Dealer (or above) will notify the TG Area Manager (or above) who will direct that the Dealer count all the cards to verify the correct number.
- 11.5.1. If there is a discrepancy in the number of cards, that round of play will be declared a misdeal. All Jackpot wagers will be dealt with according to Rule 11.14.
- 11.5.2. If the correct number of cards is found to be present, the wager placed by a player(s) that has not been dealt any

cards or has been dealt an incorrect number of cards will be void and will be returned to that player(s). Each player at the table will then be given the option of retracting his/her Ante wager and Bet wager, as applicable.

- (a) Where a player(s) retracts his/her wager and they have placed a Jackpot wager for that round of play, the Jackpot wager will be returned to the player and the current jackpot game will be cancelled. Remaining Jackpot wagers will be re-registered for the round of play in progress.

11.6. If no cards, or an incorrect number of cards is dealt to the Dealer and the error is not noticed until after the Dealer has announced that the player/s may Bet or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that the Dealer count all the cards to verify the correct number.

11.6.1. If there is a discrepancy in the number of cards, that round of play will be declared a misdeal. All Jackpot wagers will be dealt with according to Rule 11.14.

11.6.2. If the correct number of cards is found to be present, the Dealer's hand will be declared void.

- (a) The Ante wager of any player who has folded will be re-instated and all Ante wagers paid even money.
- (b) All Jackpot wagers will remain valid for this round of play and all hands will be checked for Jackpots. Where a player has a qualifying Jackpot hand, that player will be paid the appropriate bonus payment.

11.7. Where cards are dealt to any area where there is no Ante wager and the error is discovered prior to the Dealer announcing that the player(s) may Bet or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that the round of play be declared a misdeal. All Jackpot wagers will be dealt with according to Rule 11.14

11.8. Where cards are dealt to an area where there is no Ante and the error is not discovered until the Dealer has announced that the player(s) may Bet or Fold, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will direct that the

incorrectly dealt cards be burnt and player(s) will be given the option to retract their Ante wager.

11.8.1. Where a player(s) retracts their wager and they have placed a Jackpot wager for that round of play, the Jackpot wager will be returned to the player and the current jackpot game will be cancelled. Remaining Jackpot wagers will be re-registered for the round of play in progress.

11.9. In the event that a player has looked at their cards and the cards are mistakenly taken by the Dealer:

11.9.1. Where the player is able to nominate the exact value of the five cards and the cards nominated agree with the top five cards in the discard rack, the cards can be returned to the player; or

11.9.2. The cards will remain in the discard rack, except where the cards are the only cards in the discard rack.

11.9.3. Any wagers taken in error will be returned to the player.

11.10. Where a player has placed an additional wager(s) in accordance with Rule 5.10 and they contravene the provisions of this Rule by viewing a hand other than, or in addition to, the hand dealt to the area at which they were seated, the Dealer will immediately notify the TG Higher Duties Dealer (or above), who will:

11.10.1. Where the player has viewed one hand only, deem that particular hand to be the hand dealt to the area at which they were seated and continue the game; or

11.10.2. Where the player has viewed more than one hand, deem the particular hand dealt to the area where he/she is seated to be their valid hand and any other hands viewed by the player will be considered void.

(a) All other players wagering at the table will then be given the option of retracting their Ante wager and Bet wager as applicable, as described in 11.5.2.

11.11. If it is discovered that the deck in use does not contain 52 cards, the round of play will be void. All Jackpot wagers will be dealt with according to Rule 11.14

11.12. If, during play, a player cannot Bet exactly twice the Ante, then that player's hand is void and the Ante returned. The player will be informed any further instances will result in forfeiture of the Ante and removal of cards. All Jackpot wagers will be dealt with according to Rule 11.14.

11.13. If, during settlement, the Dealer becomes aware that a Bet is:

11.13.1. More than twice the Ante; the Dealer will return the excess amount to the player and then take or pay accordingly.

11.13.2. Less than twice the Ante; the Dealer will take or pay according to the amount wagered and inform the player of the amount to be wagered on subsequent rounds.

11.14. If a complete hand is declared a misdeal, all Jackpot wagers placed for that round of play will remain valid for the next round of play and:

11.14.1. Where a player who has participated in the jackpot game wishes to leave, their Jackpot wager will be returned and the current jackpot game will be cancelled. Remaining Jackpot wagers will be re-registered for the next round of play.

11.14.2. Where a new player wishes to participate in the Jackpot game, the current jackpot game will be cancelled. The new player(s) will be invited to place their Jackpot wager(s) and remaining Jackpot wagers will be re-registered for the next round of play.

11.15. If a Dealer incorrectly commences a new jackpot game, the Dealer will immediately notify the TG Higher Duties Dealer (or above) who will cancel the current jackpot game and then ensure that all players are given an opportunity to place a Jackpot wager for the next round of play.

11.16. In the event that a Single Deck Card Shuffling Shoe jams, stops shuffling or fails to complete a shuffle cycle; the cards will be reshuffled.

11.17. In the event that a Single Deck Card Shuffling Shoe does not verify that the correct number of cards is available for play; the

Dealer will count all the cards. If the count proves to have too few or too many cards, that round of play will be void.

12. WILD ARUBA STUD POKER

12.1. Where the game in play is Wild Aruba Stud Poker, the approved Rules of Caribbean Stud Poker will apply, except where the Rules are inconsistent with the Rules of Wild Aruba Stud Poker, in which case the Rules of Wild Aruba Stud Poker will prevail.

12.2. Additional Definitions

12.2.1. With respect to the game of Wild Aruba Stud Poker, the following meanings apply:

'Qualify' means that the Dealer has a poker hand of a pair of 8s or higher.

'Wild' means a poker hand containing one or more 2s.

'Wild Card' means a card that can substitute for any rank or suit in a poker hand. In Wild Aruba Stud Poker the wild card is a 2.

12.3. Equipment

12.3.1. The table cloth will be marked in a manner similar to that shown in Diagram A with:

12.3.2. The table layout:

(a) Will:

(i) Contain the elements of the design set out in Diagram A and may or may not have printed on it the name and/or logo of the casino;

(ii) Contain any additional elements necessarily required by these Rules; and

(iii) Be of a similar appearance to Diagram A.

(b) May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these Rules.

12.4. Card Values

12.4.1. In a round of play, where a player and the Dealer both have equal ranking hands, wild hands and natural hands have the same value and are not used in determining if the player or the Dealer has a better hand.

12.5. Order and Meaning of Poker Hands

12.5.1. In Wild Aruba Stud Poker all poker hands have the same meaning as in Rule 3.6 with the addition of Five-of-a-Kind.

- (a) Five-of-a-Kind means five cards with one or more cards of the same value, combined with one or more 2s.

12.5.2. The order of winning poker hands in Wild Aruba Stud Poker is described in Table 10.

12.6. Dealing the Game

12.6.1. If the Dealer's hand does not qualify, he/she will announce that they have no hand and settle all wagers according to the procedures described in Rule 7.6 and in accordance with Rule 12.7.1 (Table 10).

12.6.2. If the Dealer's hand does qualify, the Dealer will compare their hand to each player's hand in turn and settle all wagers according to the procedures described in Rule 7.6 and in accordance with Rule 12.7.1 (Table 10) as follows:

- (a) Pay the Ante and the Bet for those hands with a higher poker value than the Dealer's; or
- (b) Collect the Ante and the Bet for hands with a lower poker value than the Dealers; or
- (c) Void the Ante and the Bet for hands with an equal poker value to that of the Dealer.

12.6.3. In line with Rule 7.6.2, the optimum value of each player's hand will be declared with respect to the player's Ante and Bet wagers and, where the player has placed a Jackpot wager, the Jackpot wager.

- (a) A Straight Flush, in which a 2 is used in its natural form, is considered a natural Straight

Flush. For example, a hand of 2 3, 4, 5, 6 (all hearts) is considered a natural Straight Flush for the purposes of the Jackpot wager. However it may also be used to form a 7-high Straight Flush hand for the purposes of the player's Ante and Bet wagers.

12.6.4. A player utilising the Instant Winner feature as described in Rule 12.8 remains eligible for Jackpot payouts where that player has placed a qualifying Jackpot wager.

12.7. Settlement

12.7.1. The bets which can be placed in respect of an individual round of play and the odds payable for winning wagers placed on them as described in Rule 5.7 and 5.9 are:

Table 10 Wild Aruba Stud Payout Odds

Bet	Payout	Maximum Payout*
Ante	1 to 1 (even money)	
Bet		
One pair (9's or higher)	1 to 1 (even money)	up to maximum payout
Two pairs	1 to 1 (even money)	up to maximum payout
Three-of-a-kind	1 to 1 (even money)	up to maximum payout
Straight	2 to 1	up to maximum payout
Flush	2 to 1	up to maximum payout
Full House	3 to 1	up to maximum payout
Four-of-a-kind	3 to 1	up to maximum payout
Straight Flush	10 to 1	up to maximum payout
Five-of-a-Kind	30 to 1	up to maximum payout
Royal Flush (Wild)	50 to 1	up to maximum payout
Royal Flush	250 to 1	up to maximum payout
*Maximum payouts per table, with the exception of Jackpot payouts, will be displayed on a notice at the table. Wild hands will be paid to the highest poker value that can be made with the cards constituting that hand.		

12.8. The 'Instant Winner'

12.8.1. The player, upon being dealt a Straight Flush or higher, can elect to utilise the Instant Winner feature instead of waiting until the Dealer plays out their hand for qualification.

12.8.2. A player electing to utilise the Instant Winner feature will forfeit the right for their Bet to be paid at the payout odds described in Table 10.

12.8.3. When a player elects to utilise the Instant Winner feature, the Ante will be paid at odds of 1 to 1 (even money) and then an additional payment will be made based on the amount of the Ante. The additional payment will be made according to the odds described in Table 11.

Table 11 Instant Winner Odds

Outcome	Ante Payout	Maximum Payout*
Straight Flush	10 to 1	up to a maximum payout
Five-of-a-Kind	30 to 1	up to a maximum payout
Royal Flush (Wild)	50 to 1	up to a maximum payout
Royal Flush	100 to 1	up to a maximum payout
*Maximum payouts per table, with the exception of Jackpot payouts, will be displayed on a notice at the table.		

12.9. Prize Meter and Wagers

12.9.1. The operation of all prize meters and the placement of Jackpot wagers in respect of the game of Wild Aruba Stud Poker will be conducted subject to the conditions described in Rule 9, except that:

- (a) 53% of the amount wagered as Jackpot wagers at all Wild Aruba Stud Poker tables will comprise the amount that will be recorded on the meter for the prize meter system in operation.

12.10. Jackpot Payouts

12.10.1. Subject to Rule 10, wagers qualifying for a Jackpot payout are eligible to be paid according to Table 12.

Table 12 **Jackpot Payouts**

Outcome	Payout
Royal Flush	100% of the rounded meter value
Straight Flush	10% of the rounded meter value
Royal Flush (Wild)	\$250 for each \$1 of Jackpot wager (bonus payout)
Five-of-a-Kind	\$100 for each \$1 of Jackpot wager (bonus payout)
Straight Flush (Wild)	\$50 for each \$1 of Jackpot wager (bonus payout)
Four-of-a-Kind (10 through Ace)	\$25 for each \$1 of Jackpot wager (bonus payout)

13. CARIBBEAN STUD POKER TOURNAMENT PLAY

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

13.2. For each tournament conducted by the Casino Operator, the Casino Operator must:

13.2.1. In accordance with clause 13.4, document relevant Terms and Conditions;

13.2.2. 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.

13.2.3. Appoint a Tournament Director who must be present for the duration of the tournament.

- (a) The Tournament Director may, at their discretion, appoint one or more Deputies whom may act as designees of the Tournament Director and be present in their place.

13.2.4. Designate the gaming tables to be used in the conduct of the tournament.

13.2.5. Ensure that, during the conduct of a tournament, a gaming table designated under Rule 13.2.4 is used exclusively for tournament play.

13.3. Prior to the commencement of play in a tournament:

13.3.1. The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

13.3.2. 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.

13.4. The Tournament Terms and Conditions referred to in Rule 13.2.1 must include the following information at a minimum:

13.4.1. 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.

13.4.2. Conditions of Entry

- (a) In respect of eligibility for entry:
 - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
 - (iii) If the Casino Operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
 - (iv) If the Casino Operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
 - (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive

Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.

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

13.4.3. Tournament Format

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

active in each round or session will be determined;

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

13.4.4. 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.

13.4.5. Elimination

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

13.4.6. Winners

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

13.4.7. 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.

13.4.8. 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 Caribbean Stud Poker and that in the event of any inconsistency, the Rules of the relevant variation of Caribbean Stud Poker prevail.

- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - (i) If the tournament player(s) to progress to the next round or session have been determined; or

 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.

- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.

- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.

- (g) A statement to the effect that the tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Caribbean Stud Poker.

- (h) A statement to the effect that in the event of a dispute relating to any tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the Fair Trading Act 1999 (Vic) and the Competition and Consumer Act 2010 (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Caribbean Stud Poker.

14. GENERAL PROVISIONS

- 14.1. A person will not, with respect to a game of Caribbean Stud Poker (or variation) or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 14.2. Where a player has contravened any provision of the Rules, a TG Assistant Casino Manager (or above) may:
 - 14.2.1. Declare that any wager made by the player(s) will be void;
 - 14.2.2. Direct that the player(s) will be excluded from further participation in the game;
 - 14.2.3. Withhold payable winnings from the player(s) if reasonably suspected to have been won while the player(s) were in possession of a prohibited device until the Casino Operator has completed an investigation and made a determination; and
 - 14.2.4. Detain the person(s) in a suitable place in or near the casino and, in any event, not contrary to section 81(3) of the Casino Control Act 1991, until the arrival of a police

officer, if reasonably suspected to be in possession of a device prohibited under section 80 of the Casino Control Act 1991 or to be contravening or attempting to contravene section 81, 82, 83 or 83A of the Crimes Act 1958 or a prescribed provision of the Casino Control Act 1991.

- 14.3. A TG Higher Duties Dealer (or above) may invalidate the outcome of a game if:
 - 14.3.1. The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 14.3.2. Any fraudulent act that affects the outcome of the game is perpetrated by any person.
- 14.4. Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 14.5. A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.
- 14.6. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 14.7. The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three hands' notice is given to the players.
- 14.8. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 14.9. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an inspector appointed under the *Gambling Regulation Act (Vic) 2003*.
- 14.10. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the TG Area Manager (or above) will be final.
- 14.11. A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Caribbean Stud Poker.

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

14.13. A copy of these Rules will be made available, upon request.

DIAGRAM A

