



# Crown Melbourne Limited Blackjack Rules

Version 26



## Table of Contents

1.	DEFINITIONS	3
2.	EQUIPMENT	4
3.	THE CARDS	5
4.	SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT	6
5.	PLACEMENT OF WAGERS	8
6.	PERMISSIBLE WAGERS	11
7.	DEALING THE GAME	12
8.	SETTLEMENT	17
9.	IRREGULARITIES	17
10.	CROWN PONTOON	19
11.	PONTOON PANDEMONIUM	25
12.	VEGAS BLACKJACK	31
13.	MAGNIFICENT SEVENS	32
14.	CROWN BLACKJACK	39
15.	PERFECT PAIRS	40
16.	CROWN SUITS	41
17.	PREMIER BLACKJACK	43
18.	PREMIUM DOUBLING BLACKJACK	44
19.	SPORTS BLACKJACK	45
20.	6 to 5 PONTOON	46
21.	BLACKJACK JACKPOTS	46
22.	BLACKJACK PLUS	55
23.	BLACKPOT	57
24.	SUPERNOVA	61
25.	SPANISH BLACKJACK	68
26.	BUSTER BLACKJACK	68
27.	BLACKJACK SELECT	70
28.	SPREAD BET BLACKJACK	71
29.	FREEBET BLACKJACK	73
30.	POT OF GOLD	75
31.	BLACKJACK TOURNAMENT PLAY	77
32.	GENERAL PROVISIONS	83



33. DIAGRAM A\* \_\_\_\_\_ 85

## 1. DEFINITIONS

### 1.1. In these Rules:

**'Blackjack'** means an Ace and any card having a value of ten (10) dealt as the initial two (2) cards to a player or a Dealer.

**'Blackjack Wager'** means the original wager placed by a player prior to any cards being dealt for a Round of Play.

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

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

**'Dealer'** means the person responsible for the operation of the game.

**'Dealing Shoe'** means a device from which cards are dealt. This may include a Continuous Shuffling Machine.

**'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 Blackjack table. Each object will be distinctly designed and marked to denote its purpose.

**'Hard Total'** means the total of a hand which contains no aces or which contains Aces that are each counted as one (1) in value.

**'Insurance Wager'** means a wager which may be placed in addition to the player's original Blackjack wager when the Dealer's first card is an Ace. The wager must be equivalent to not more than half the amount placed as the player's initial Blackjack Wager(s).

**'Round of Play'** means from when the Dealer announces that no more bets may be placed, until the time all wagers have been settled and cards returned to the discard rack (if applicable) or the Continuous Shuffling Machine.

**'Side Wager'** means a betting option which is an accessory to the main game and on which a player may place a wager in addition to, or instead of, a Blackjack wager. For example: Perfect Pairs, Pontoon Pandemonium.

**'Stand-off'** means neither the player's hand nor Dealer's hand wins or loses.

**‘Soft Total’** means the total of a hand containing an ace when the Ace is counted as eleven (11) in value.

**‘TG Area Manager’** means the person responsible for the on-floor supervision of Table Games operations, service and Dealers within an allocated area.

**‘TG Assistant Casino Manager’** means a senior manager responsible for the 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 may be required from time to time.

**‘Tournament’** means a competition conducted in accordance with Rule 31.

**‘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 31.

**‘VGCCC’** means Victorian Gambling and Casino Control Commission and its successors from time to time.

**‘Void’** means an invalid hand with no result.

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

## 2. EQUIPMENT

- 2.1. Blackjack (or variation) will be played on a table having places for nine (9) or less seated players.
- 2.2. A Blackjack (or variation) table:
  - 2.2.1. Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A;
  - 2.2.2. Will contain any additional elements necessarily required by these Rules; and
  - 2.2.3. May include features in addition to those shown in Diagram A (including areas for Side Wagers), if those features are not inconsistent with Diagram A or these Rules.
- 2.3. A Dealing Shoe will be used, from which all cards will be dealt.

### 3. THE CARDS

- 3.1. Blackjack will be played with four (4) to eight (8) decks, each deck having fifty-two (52) cards without jokers, with backs of the same colour and design and one (1) cutting card.
  - 3.1.1. Where a continuous shuffling machine is in use, no cutting card will be used.
- 3.2. The value of cards is as follows:
  - 3.2.1. An Ace has the value of eleven (11) except when that would give a player or the Dealer a score of more than twenty-one (21), in which case it will have a value of one (1).
    - (a) The Dealer may announce the separate cumulative total of each hand as it progresses, counting the ace as one (1) or eleven (11) until such time as the player stands or has reached a total where to count the ace as eleven (11) the hand would exceed a score of twenty-one (21). The cumulative result of any further cards drawn to that hand will then be announced.
    - (b) The first ace dealt to the Dealer's hand must count as eleven (11) if this gives the Dealer a total between seventeen (17) and twenty-one (21), inclusive, in which case the Dealer must stand.



## Table Games Blackjack Rules

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- 3.2.2. Cards from two (2) to ten (10) inclusive have the value that appears on the face of the card.
- 3.2.3. Jacks, Queens and Kings will have a value of ten (10).
- 3.2.4. Each player wagering at the table will be responsible for correctly computing the total of their hand and no player will be entitled to rely on the total announced by the Dealer.
- 3.2.5. The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.

### 4. SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT

#### 4.1. The Shuffle

- 4.1.1. The cards will be shuffled so that they are randomly intermixed:
  - (a) Prior to the start of play;
  - (b) When the cut card is exposed or drawn as the first card of a new round;
  - (c) At the completion of the Round of Play in which the cutting card is exposed;
  - (d) Immediately if, in the opinion of a TG Higher Duties Dealer (or above), the cards are dealt in a sequence which is abnormal.
  - (e) At other times (including where the cards have been dropped or otherwise mishandled) when in the opinion of a TG Higher Duties Dealer (or above) there is reasonable cause to believe that a shuffle is warranted; and
  - (f) Continuously where a Continuous Shuffling Machine is in use on the table.
- 4.1.2. Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

#### 4.2. The Cut



## Table Games Blackjack Rules

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- 4.2.1. After the cards have been shuffled, the Dealer may offer the stack of cards, with backs facing away from the Dealer to be cut. The person to cut the cards will be:
- (a) One (1) of the players at the table; or
  - (b) A TG Higher Duties Dealer (or above).
- 4.2.2. Where one of the players cuts the cards in accordance with Rule 4.2.14.2.1(a) above, the player to cut the cards will be:
- (a) The first player to arrive at the table if the game is just beginning; or
  - (b) The player on whose betting area the cutting card was dealt during the last Round of Play; or
  - (c) The player furthestmost to the right of the Dealer if the cutting card was dealt to the Dealer's hand during the last Round of Play; or
  - (d) The player furthestmost to the right of the Dealer if the cards are replaced in accordance with these Rules.
- 4.2.3. If the player designated in Rule 4.2.2 refuses the cut, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a TG Higher Duties Dealer (or above) will cut the cards.
- 4.2.4. The person designated in Rule 4.2.2 of these Rules will cut the cards by placing the cutting card in the stack approximately one (1) deck in from either end of the stack.
- 4.2.5. Once the person designated in this rule has inserted the cutting card the Dealer will:
- (a) Take all cards in front of the cutting card and place them to the back of the stack;
  - (b) Insert the cutting card in a position no more than approximately half way and no less than approximately one and a half (1 ½) decks from the back of the stack; and



- (c) Insert the cards into the Dealing Shoe ready for the commencement of play.

#### 4.3. Burning a Card

- 4.3.1. Before the start of play, following each shuffle and cut of the cards; the Dealer may remove the first card from the Dealing Shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard holder.

#### 4.4. Card Replacement

- 4.4.1. At the discretion of the TG Higher Duties Dealer (or above) at the completion of the final Round of Play and prior to a shuffle, the cards may be removed from the table and checked and replaced with new cards.
- 4.4.2. Where a TG Higher Duties Dealer (or above) forms the opinion that any or all of the cards have become unfit for further use and provided no hand is in progress, the TG Area Manager (or above) will direct that the cards be replaced.
- 4.4.3. Where all the cards are replaced, the new cards will be shuffled, cut and a card(s) burned in accordance with Rules 4.1, 4.2 and 4.3 respectively.

### 5. PLACEMENT OF WAGERS

- 5.1. Wagers will be accepted only in chips.
- 5.2. Wagers may be placed on the appropriate areas 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. Except as provided in Rules 5.5.2, 7.5.5 and/or 7.5.6 or until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.
- 5.5. Players may place wagers on betting areas prescribed for:
  - 5.5.1. Blackjack Wagers: and



## Table Games Blackjack Rules

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- 5.5.2. Insurance Wagers.
- 5.6. A Blackjack wager placed by a player will:
  - 5.6.1. Win if the player's hand has achieved Blackjack and the Dealer's hand has not achieved Blackjack; or
  - 5.6.2. Win if the total of the player's hand is less than or equal to twenty-one (21) and that of the Dealer's hand is in excess of twenty-one (21); or
  - 5.6.3. Win if the total of the player's hand exceeds the total of the Dealer's hand without either exceeding twenty-one (21); or
  - 5.6.4. Stand-off if the total of player's hand is the same as the Dealer's hand (including where both the player and the Dealer have achieved Blackjack); or
  - 5.6.5. Lose if the total of the player's hand is in excess of twenty-one (21); or
  - 5.6.6. Lose if the total of the Dealer's hand exceeds that of the player's hand without either exceeding twenty-one (21).
- 5.7. An Insurance Wager placed by a player will:
  - 5.7.1. Win if the second card dealt to the Dealer has a value of ten (10); and
  - 5.7.2. Lose if the second card dealt to the Dealer does not have a value of ten (10).
- 5.8. Up to five (5) players may wager on any one (1) betting area, however at the discretion of the TG Area Manager (or above), that number may be restricted to less than five (5).
- 5.9. Where more than one (1) player has placed a wager on a betting area the decisions with regard to the cards dealt to that area will be called by the player whose wager is nearest the Dealer.
  - 5.9.1. Prior to the commencement of a Round of Play, the Dealer will:
    - (a) Ascertain the player who will call the decisions with respect to each particular betting area;

- (b) Ensure that within a particular betting area, the player calling the decisions places their wager nearest to the Dealer's side of the table;
  - (c) Ensure that all other players wagering on the betting area place their wagers in a vertical line with the wager referred to in Rule 5.9.1(b); and
  - (d) Ensure that the wagers are placed in accordance with Rule 6.5 and where it is stated on the table limit sign that the maximum wager applies to a betting area:
    - (i) The player identified in accordance with Rule 5.9.1(a) above will have first entitlement to place a wager equal to the maximum; and
    - (ii) Where the player places a wager less than the maximum, subject to Rule 5.8, second and subsequent entitlement will go to the remaining players until the maximum is reached.
- 5.10. At the discretion of a TG Higher Duties Dealer (or above), a player may wager on more than one (1) betting area at a Blackjack table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand.
- 5.10.1. In the case of full patronage, a player may wager on more than one (1) betting area, but may only call the decisions with respect to the betting area at which they are seated or is otherwise entitled to control.
- 5.11. A TG Assistant Casino Manager (or above) may limit a player to wagering on only one (1) betting area and placing the minimum wager for that betting area as displayed on the table limit sign at the particular Blackjack table.
- 5.11.1. A VCGLR Inspector must be notified prior to a player being limited to a table minimum wager.
- 5.12. A TG Assistant Casino Manager (or above) may, where a player has not wagered on all Rounds of Play dealt since the commencement of a particular shoe, restrict that player to wagering at the table minimum until the completion of the shoe and/or the cards are re-shuffled.

- 5.13. A wager may be refused prior to the initial deal if in the event of the player winning; it would not be possible to pay the wager exactly in chips.
- 5.14. At the settlement of wagers for a Round of Play, the Dealer must:
- 5.14.1. Clear any losing wagers from the table layout; and
  - 5.14.2. Pay any winning wagers.

## 6. PERMISSIBLE 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)<sup>1</sup>.
- 6.2. If:
- 6.2.1. A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; or
  - 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; or

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

**66. Assistance to patrons**

(1) A casino operator must—

...

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

Penalty: 25 penalty units

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

Penalty: 50 penalty units.

- 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. Where a personal limit is agreed to for a particular player:
- 6.3.1. The betting area at which the player is seated will be denoted by a distinctive marker;
- 6.3.2. The player may be permitted to wager on more than one (1) betting area;
- 6.3.3. Other players wagering at the table may do so in accordance with the table limits applicable to that table; and
- 6.3.4. Having consideration for the provisions of Rule 6.3.3, the total value of wagers placed in any betting area must not exceed the value of the player's personal limit.
- 6.4. A TG Area Manager (or above) may alter the limits on a gaming table at any time, except for a minimum wager which can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least twenty (20) minutes before the time of the proposed change.
- 6.5. The minimum and maximum wagers permitted per betting area will be shown on a notice at the table. Unless stated on this notice, wagers do not have to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum and whether the wagers are per betting area or per player.

## 7. DEALING THE GAME

- 7.1. All cards used in the game of Blackjack will be dealt from a Dealing Shoe specifically designed for such purpose and located on the table to the left of the Dealer. All cards will be dealt:
- 7.1.1. Face-upwards; or
- 7.1.2. The first two (2) cards to each player may be dealt face-downwards.

- (a) A player may handle only the first two (2) cards dealt to them; and
  - (b) Where the game is to be dealt in this style the VGCCC On-Site Inspectorate and Surveillance will be notified.
- 7.2. No person will handle, remove or alter any cards used in the game of Blackjack other than as provided for in Rule 7.1.2 above.
- 7.3. Initial Deal:
  - 7.3.1. The Dealer will:
    - (a) Announce that no more bets may be placed; and
    - (b) Commencing from the left and continuing clockwise around the table deal one (1) card in sequence to each betting area where a wager(s) has been placed; then
    - (c) Deal one (1) card to the Dealer's position; and
    - (d) In a like manner then deal a second card to each of the betting areas where a wager(s) has been placed.
  - 7.3.2. Where the Dealer's first card is an ace, all players who have placed an initial Blackjack wager may place an Insurance Wager.
    - (a) All Insurance Wagers must be placed before the commencement of the subsequent deal and will be placed on the insurance line.
- 7.4. Interim Settlement
  - 7.4.1. On completion of the initial deal and prior to the subsequent deal:
    - (a) Where a player has been dealt a Blackjack and the Dealer's first card does not have a value of ten (10) or is not an ace, the Dealer will pay the wager(s) on that hand in accordance with rule 8.1; or
    - (b) Where a player has been dealt a Blackjack and the Dealer's first card is an ace, the player may request to be paid an amount equal to their initial wager.



## Table Games Blackjack Rules

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### 7.5. Subsequent Deal

- 7.5.1. Commencing from the left, the Dealer will announce the total of the player's hand. The player will indicate their decision to:
- (a) Double in accordance with Rule 7.5.5 or
  - (b) Split in accordance with Rule 7.5.6; or
  - (c) Stand – i.e. take no further cards; or
    - (i) A horizontal movement of the hand by the player indicates their intention to stand.
  - (d) Draw additional cards whenever the total of their hand is less than twenty-one (21). No additional cards may be drawn when the player has Blackjack or a hard or soft total of twenty-one (21).
    - (i) The player scratching the table layout towards the player indicates their intention to draw.
- 7.5.2. Notwithstanding Rule 7.5.1 and except where Blackjack is being played in accordance with Rules 10, 11 and 18, where the total of the player's hand is less than twelve (12), and the player cannot double in accordance with Rule 7.5.5 or split in accordance with Rule 7.5.6, the Dealer may deal additional cards to the player's hand until a hard total of twelve (12) or a soft total of seventeen (17) is reached. The player will then indicate their decision in accordance with Rule 7.5.1.
- (a) This Rule can be applied as directed by a TG Area Manager (or above) to any variation of Blackjack in play (other than those being played in accordance with Rules 10, 11 and 18 stated above), providing the relevant information is displayed on a sign at the table.
- 7.5.3. As each player indicates their decision(s), the Dealer will deal face-up the additional cards required by the player and will announce the total of the player's hand after each additional card is dealt.
- 7.5.4. If, the Dealer has asked the players to act on their hands, and a player:

- (a) Refuses or fails to act; or
- (b) Is not present:

a TG Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- (c) If the player's hand, has a soft total of seventeen (17) or more or a hard total of twelve (12) or more, to regard the player as having elected to stand; or
- (d) If the total of the player's hand is a soft total of less than seventeen (17), or a hard total of less than twelve (12), draw further cards to that hand until a soft total of seventeen (17) or more, or a hard total of twelve (12) or more is reached.

#### 7.5.5. Doubling:

- (a) A player may elect to double when the first two (2) cards dealt to the player or the first two (2) cards of any split hand have a hard total of nine (9), ten (10) or eleven (11).
  - (i) To double, the player must make an additional wager up to the amount of their original wager on the condition that only one (1) additional card will be dealt to that hand.
- (b) If the Dealer achieves Blackjack after a player doubles, the player will only lose an amount equivalent to their original wager.
- (c) A player is not permitted to double if the first two (2) cards dealt to the player constitute a Blackjack.

#### 7.5.6. Splitting:

- (a) When the initial two (2) cards dealt to a betting area are identical in value, the player may elect to split the hand into two (2) separate hands.
  - (i) The wager placed on any split hand must be of an amount equal to the player's original wager.



- (b) When a player splits their hand, the Dealer will deal a second card to the first of the hands so formed and that hand will then be completed before any further cards are dealt to the second hand.
- (c) After a second card is dealt to the first split hand, the Dealer will announce the total of the hand and the player will indicate their decision to:
  - (i) Stand,
  - (ii) Draw;
  - (iii) Double in accordance with Rule 7.5.5; or
  - (iv) Split again to form a third hand where the second card dealt is of the same value as the first except when splitting aces. Aces may be split only once to form two (2) hands and only one (1) additional card will be dealt to each ace. The player may not elect to receive additional cards or split again.
- (d) A player may not split to form more than three (3) hands per betting area in any Round of Play;
- (e) Where a player elects not to split any hand they may not split any further hands of equal value so formed.
- (f) Where aces or ten (10) value cards are split, the split hands so formed cannot achieve Blackjack.
- (g) A player who splits hands and subsequently exceeds twenty-one (21) in any of the hands so formed will lose the wager on that hand regardless of the result of the Dealer's hand.
- (h) If the Dealer achieves Blackjack after a player splits their hand (including aces), the player will lose only an amount equivalent to their original wager.

**7.5.7. Additional Cards to the Dealer's Hand:**

- (a) Except as provided in Rule 7.5.77.5.6(c), the Dealer will draw additional cards to their hand until a hard or soft total of seventeen (17), eighteen (18), nineteen (19), twenty (20) or twenty-one (21) is reached at which point no additional cards will be drawn.
- (b) Where the Dealer's first card is an ace and the second card dealt to the Dealer's hand does not have a value of ten (10), any Insurance wager(s) will lose. The losing wagers will be collected by the Dealer immediately upon the drawing of the second card.
- (c) No additional cards will be drawn to the Dealer's hand, regardless of the count total of the hand, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the Round of Play.

**7.5.8. Conclusion of a Round of Play**

- (a) At the conclusion of a Round of Play, the Dealer will pick up all cards still remaining on the table layout so that the cards can be readily reconstructed to indicate each player's hand in the case of a dispute.

**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 Rules 5.6 and 5.7 are:

<b>Name</b>	<b>Odds</b>
Blackjack	3 to 2
Insurance	2 to 1
All other winning wagers	1 to 1

**9. IRREGULARITIES**

- 9.1. Where the Dealer fails to burn a card as described in Rule 4.3, the results of Rounds of Play previously played in that shoe will stand and play in that shoe will continue.

- 9.1.1. Where the first Round of Play has not been completed, that Round of Play may be reconstructed and the shoe recommenced, ensuring compliance with Rule 4.3.

- 9.2. A card found face-up in the Dealing Shoe will be discarded.
- 9.3. A card drawn in excess from the Dealing Shoe will be treated as undisclosed and, subject to Rule 9.3.1 below, will be used as though it were the next card from the Dealing Shoe.
- 9.3.1. A card drawn in excess to a Dealer's completed hand will be discarded if the card has been disclosed.
- 9.4. If in a Round of Play, despite no wagers being placed, the Dealer deals one (1) or more cards to one (1) or more betting areas, the TG Higher Duties Dealer (or above) will declare the Round of Play Void and instruct the Dealer to burn the card(s) dealt in excess from the Dealing Shoe.
- 9.5. Except if it is the first Round of Play as described in Rule 9.1.1; if, after the initial deal and prior to:
- 9.5.1. Any interim settlement of wagers, including Side Wagers; or
- 9.5.2. Any cards being drawn in the subsequent deal, where no interim settlement of winning wagers is required.
- an error of card placement has occurred, the TG Higher Duties Dealer (or above) may reconstruct the hand. The player(s) will be given the option to retract their wager(s) from the betting area before a full reconstruction takes place.
- 9.6. If, during the subsequent deal, it is noticed that a hand has been dealt to a betting area without a wager, the cards constituting that hand will be discarded.
- 9.7. If, during the subsequent deal, it is noticed that the Dealer has not taken a first card, the player with the hand being decided at the time may:
- 9.7.1. Complete their hand prior to the Dealer taking a first card; or
- 9.7.2. Instruct the Dealer to take a first card prior to making further decisions.
- 9.8. If, during the subsequent deal, it is noticed that cards have not been dealt to a player's betting area containing a wager, that wager is Void.
- 9.8.1. If only one (1) card is dealt to a player's betting area containing a wager, the player will have the option of retracting their wager or receiving a second card when called upon to make a decision on that betting area.

- 9.9. If a player is not given the option of drawing additional cards or the Dealer fails to correctly act on a player's decision, any subsequent cards dealt in the same Round of Play will be considered to be drawn in excess from the Dealing Shoe and according to Rule 9.3 will be treated as undisclosed.
- 9.9.1. An error that is not disclosed until after all wagers have been settled for a particular Round of Play will have no effect on the result of that Round of Play or further rounds of play.
- 9.10. In the event that the cards are not shuffled following the exposure of the cutting card in accordance with Rules 4.1.14.1.1(b) and 4.1.1(c), a shuffle will take place immediately at the completion of the Round of Play.
- 9.11. If there are insufficient cards remaining in the Dealing Shoe to complete a Round of Play, all of the cards in the discard holder will be shuffled and cut in accordance with Rules 4.1 and 4.2 and the Dealer will then complete the Round of Play and the game will continue in accordance with these Rules.
- 9.12. If, during a Round of Play, the continuous shuffling machine malfunctions, or two (2) or more cards are dealt from the continuous shuffling machine simultaneously such that the order of the cards cannot be determined and the Round of Play cannot be completed, that Round of Play will be Void.
- 9.12.1. Where any interim settlement of wagers, including the settlement of Side Wagers has occurred, the results of such settlement will stand.
- 9.13. If, during the course of play, it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for the particular variation of Blackjack in play:
- 9.14. The result of any Rounds of Play previously completed will stand;
- 9.15. The Round of Play where the error is discovered will be declared Void and all monies returned for that Round of Play; and
- 9.16. The remainder of the shoe will be declared Void and the cards removed from play.

## **10. CROWN PONTOON**

- 10.1. Where the variation of Blackjack in play is Crown Pontoon the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Crown Pontoon, in which case the Rules of Crown Pontoon will prevail.
- 10.2. Additional Definitions.

**'Pontoon'** means an ace and any card having a value of ten (10), dealt as the initial two (2) cards to a player or a Dealer.

**'Surrender'** means that the Dealer offers the player the option to forfeit half their original wager, after the interim settlement and prior to any further cards being dealt where the Dealer has a Jack, Queen, King or Ace as their first card.

### 10.3. The Cards

10.3.1. Crown Pontoon will be played with four (4) to eight (8) decks of forty-eight (48) cards having had the four (4) tens (10s) removed i.e. ten (10) of Hearts, Diamonds, Clubs and Spades.

### 10.4. Placement of Wagers

A wager placed on a Crown Pontoon betting area by the player will:

10.4.1. Win if the total of the player's hand is less than twenty-one (21) and that of the Dealer is in excess of twenty-one (21); or

10.4.2. Win if the total of the player's hand exceeds that of the Dealer without either exceeding twenty-one (21); or

10.4.3. Win if the player has a Pontoon; or

10.4.4. Win if the total of the player's hand is twenty-one (21); or

10.4.5. Except as provided in Rules 10.4.3 and 10.4.4, Stand-Off if the total of the player's hand is the same as the Dealer; or

10.4.6. Lose if the total of the player's hand is in excess of twenty-one (21); or

10.4.7. Lose if the total of the Dealer's hand exceeds that of the player without either exceeding twenty-one (21).

### 10.5. Dealing the Game

#### 10.5.1. Interim Settlement

- (a) Where Perfect Pairs is offered, all Perfect Pairs wagers placed will be settled in accordance with Rule 15 during the interim settlement, and prior to any winning Pontoon wagers being paid.



## Table Games Blackjack Rules

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- (b) When a player has Pontoon the Dealer will announce and pay the Pontoon at odds of 3 to 2 and remove the player's cards before any player receives a third card regardless of the value of the Dealer's first card.
  - (i) Where the Dealer's first card is an Ace, a player who has achieved Pontoon will not be eligible to place an insurance wager.
- (c) When a player hand has a total of twenty-one (21) the Dealer will announce the hand, pay the wager at the appropriate odds outlined in Rule 10.6, and remove the player's cards, except in the case of a Super Bonus win, before any further cards are dealt.

10.5.2. Doubling

- (a) A player may elect to double as described in Rule 7.5.5 on:
  - (i) Their original two (2) cards (excluding Pontoon); or
  - (ii) The first two (2) cards of any split pair (except when splitting aces); or
  - (iii) Any hand with a total of less than twenty-one (21) formed with a third or subsequent card.
- (b) Any ace in the first two (2) cards of any double will have a value of one (1) not eleven (11).
- (c) Subject to Rule 10.4.4, if the Dealer obtains Pontoon after a player doubles, the Dealer will collect only an amount equivalent to the original wager and will not collect the additional amount wagered in doubling.
- (d) All winning doubled hands will be paid at odds of 1 to 1 and will not be eligible for payout odds and Super Bonus odds as set out in Rule 10.6.
  - (i) Where a player elects not to double in line with the player controlling the box, that player's winning hand is paid at odds of 1 to 1, and is not eligible to be paid at other payout odds as described in Rule 10.6.
- (e) If the total of a hand on which a player has doubled is not more than twenty-one (21), the player may elect to withdraw the doubled portion of the wager. Where the player elects to withdraw the doubled portion, the Dealer will remove the original wager.
  - (i) Each player wagering on a betting area may make the decision to play or forfeit their wager irrespective of the decision made by the player controlling the box.

**10.5.3. Splitting**

- (a) If the initial two (2) cards dealt to a player are suited sevens (7s) and the player splits to form two (2) separate hands the 'Super Bonus' payout will not apply in the event that additional sevens (7s) are drawn to any of the split hands.

**10.5.4. Surrender**

- (a) Subject to rule 10.5.4(c), where the Dealer has a Jack, Queen, King or Ace as their first card, all players who have a total of less than twenty-one (21), may elect to surrender half their original wager when called upon to act on their hand.
- (b) If the player surrenders, a marker button will be placed on the top of the surrendered wager and no further cards will be dealt to that hand.
- (c) Where the Dealer obtains Pontoon, the surrender will be Void and the player will lose their entire wager.
- (d) Where the Dealer does not achieve Pontoon the Dealer will complete the Round of Play and collect all surrenders in the final settlement.
- (e) Where the player controlling the box decides not to surrender other players wagering on that box may not choose to surrender.

**10.5.5. If, the Dealer has asked the players to act on their hands, and a player:**

- (a) Refuses or fails to act; or
- (b) Is not present;

a TG Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- (c) If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or



- (d) If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

**10.5.6. Additional Cards to the Dealer's Hand**

- (a) Except as provided by Rule 7.5.77.5.6(c) a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or greater or a soft total of eighteen (18), or greater is achieved, at which point no additional cards will be drawn.

**10.6. Settlement**

The odds payable for winning wagers placed on Crown Pontoon are:

<b>Winning Hand</b>	<b>Description</b>	<b>Odds</b>
Pontoon	The initial two cards dealt to either a player hand or the Dealer hand comprises an ace and any card having a value of 10.	3 to 2
5 cards totalling 21	The first five cards dealt to a player hand total 21.	3 to 2
6,7,8 mixed suits	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are not of the same suit.	3 to 2
7,7,7 mixed suits	The first three cards dealt to a player hand have a value of 7 and not all three cards are of the same suit.	3 to 2
6 cards totalling 21	The first six cards dealt to a player hand total 21.	2 to 1
6,7,8 same suits (except spades)	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are of the same suit except spades.	2 to 1
7,7,7 same suits (except spades)	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit except spades.	2 to 1
7 or more cards totalling 21	The first seven or more cards dealt to a player hand total 21	3 to 1
6,7,8 all spades	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are of the suit of spades.	3 to 1
7,7,7 all spades	The first three cards dealt to a player hand have a value of 7 and all three cards are of the suit of spades	3 to 1
All other winning wagers		1 to 1



**Table Games  
Blackjack Rules**

<b>Super Bonus</b>	A player hand comprising three sevens of the same suit and the Dealer's first card has a value of 7.	<p>\$1,000* if bet \$2 to \$24 \$5,000* if bet \$25 or greater</p> <p>All other original wagers, (other than those placed in the winning betting area), winning or losing on the Round of Play in which there is a Super Bonus winner will be eligible to receive a Bonus payment of \$50.</p>
<p>Super Bonus payouts are made in addition to the odds displayed above and will be paid at the completion of the hand and before the cards are collected. * Where there is more than one wager in a betting area which is dealt a Super Bonus hand, all wagers in that betting area will be paid at the applicable Super Bonus Odds.</p>		

**11. PONTOON PANDEMONIUM**

11.1. Where the variation of Blackjack in play is Crown Pontoon or 6 to 5 Pontoon and incorporates Pontoon Pandemonium Side Wagers, the approved Rules of Crown Pontoon or 6 to 5 Pontoon, as applicable, will apply, except where the Rules are inconsistent with the Rules of Pontoon Pandemonium, in which case the Rules of Pontoon Pandemonium will prevail.

11.2. Additional Definitions

**'Pontoon Pandemonium wager'** means a Side Wager which once placed, entitles the player to a bonus prize when dealt Pontoon.

**'Jackpot button'** means a device offered to each player with a winning Pontoon Pandemonium wager which, when activated randomly selects a bonus prize.

**'Pontoon Pandemonium Bonus Meter'** means an electronic meter display used to display bonus prizes.

11.3. Additional Equipment

In addition to the equipment described in Rule 2.2, the variation of Blackjack incorporating Pontoon Pandemonium will have:

11.3.1. A Jackpot Button; and

11.3.2. A Pontoon Pandemonium Bonus Meter.

11.4. Placement of Wagers



## Table Games Blackjack Rules

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- 11.4.1. Prior to the first card being dealt for each Round of Play players will be given the opportunity to place a Pontoon Pandemonium wager by placing a chip on the appropriate area of the table layout.
- 11.4.2. A player may only place a Pontoon Pandemonium wager if they have already placed a Crown Pontoon wager. The Pontoon Pandemonium wager must be placed in the betting area provided for Pontoon Pandemonium wagers corresponding to the area where the player has placed their Crown Pontoon wager.
- 11.4.3. A player may wager on more than one (1) Crown Pontoon betting area and will be entitled to place a Pontoon Pandemonium wager for each Crown Pontoon wager in each corresponding betting area provided for Pontoon Pandemonium wagers.
- 11.4.4. A Pontoon Pandemonium wager will:
- (a) Win if the player(s) hand is Pontoon as defined in Rule 10.2; or
  - (b) Win where the Dealer and the player both achieve Pontoon.
  - (c) Lose if the player(s) hand is not Pontoon as defined in Rule 10.2.
- 11.5. Settlement
- 11.5.1. Where Perfect Pairs is also offered, all Perfect Pairs wagers will be settled in accordance with Rule 15.4.2 during the Interim Settlement, and prior to any winning Pontoon Pandemonium and/or Pontoon wagers being paid.
- 11.5.2. The Bonus Prize for a winning 'Pontoon Pandemonium' wager is determined by the random selection by the jackpot button of one (1) prize outcome from among the prize possibilities shown in the selected pay table.
- 11.5.3. Pontoon Pandemonium may be played in accordance with one (1) of the pay tables listed in Rule 11.5.4.
- 11.5.4. The odds payable for winning wagers placed on Pontoon Pandemonium are:



## Table Games Blackjack Rules

(a) **Table 1 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$250,000
30	\$7,500
300	\$750
750	\$250
1,500	\$50
7,050	\$25
17,370	\$20
23,250	\$15
29,250	\$10
33,000	\$5

(b) **Table 2 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$100,000
50	\$1,000
70	\$500
345	\$100
5,000	\$50
12,100	\$20
34,000	\$10

(c) **Table 3 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$50,000
50	\$1,000
80	\$500
400	\$100
5,000	\$50
14,000	\$20
30,000	\$10

(d) **Table 4 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$25,000
50	\$1,000
80	\$500
400	\$100



**Table Games  
Blackjack Rules**

4,000	\$50
8,000	\$20
24,970	\$10

(e) **Table 5 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$10,000
50	\$1,000
75	\$500
400	\$100
3,900	\$50
8,400	\$20
23,000	\$10

(f) **Table 6 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$25,000
2	\$1,000
10	\$500
87	\$100
100	\$50
250	\$40
250	\$35
500	\$30
750	\$25
750	\$20
1500	\$15
1500	\$14
1500	\$12
1500	\$11
1329	\$10

(g) **Table 7 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$25,000
6	\$1,000
30	\$500
250	\$100
300	\$50
600	\$40
600	\$35
1200	\$30
1600	\$25
1600	\$20



## Table Games Blackjack Rules

3050	\$15
2850	\$14
2850	\$12
2850	\$11
2650	\$10

(h) **Table 8 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
1	\$25,000
12	\$1,000
60	\$500
500	\$100
600	\$50
1200	\$40
1200	\$35
2400	\$30
3200	\$25
3200	\$20
5300	\$15
5060	\$14
5000	\$12
5000	\$11
4900	\$10

(i) **Table 9 – Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
3	\$100
9	\$50
18	\$25
28	\$20
18	\$10
15	\$5
6	\$3
3	\$2

(j) **Table 10 - Prize Possibilities**

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on 'Pontoon Pandemonium'</i>
3	\$100
9	\$50
10	\$30
31	\$20
27	\$10
20	\$5

11.5.5. When more than one (1) player wagers on a Crown Pontoon betting area, each player having a valid Pontoon Pandemonium wager will have the opportunity to press the jackpot button.

- (a) The player who controls the betting area according to Rule 5.9.15.9.1(a) will have the right to press the jackpot button first. All other players will then activate the jackpot button in the order in which their wagers are placed in the betting area.
- (b) If a player declines the jackpot button they may nominate another person without a winning Pontoon Pandemonium wager to press the jackpot button.
- (c) If no decision can be reached the Dealer or above will activate the button.
- (d) Once a player or their nominee has activated the jackpot button and a prize has been established the prize amount will be paid to the player before the jackpot button is offered to the next player with a valid Pontoon Pandemonium wager in that betting area.

11.5.6. In a Round of Play a player who has achieved Pontoon but has not placed a valid Pontoon Pandemonium wager may request to push the jackpot button or may be offered the jackpot button by the Dealer. If, in such an instance the player pushes the jackpot button, the result is Void.

## 11.6. Irregularities

11.6.1. Where, in the course of offering the jackpot button to a player with a valid Pontoon Pandemonium wager the jackpot button is activated other than by being pushed by the player entitled to do so or their nominee, that player must be given the option of either accepting the result that has eventuated or pressing the jackpot button again.

11.6.2. In instances where the jackpot button is activated at a time other than in the course of offering the button to a player with a valid Pontoon Pandemonium wager or their nominee, the result is Void.

- 11.6.3. If during a Round of Play, after the jackpot button has been pressed, there is a discrepancy between the bonus prize showing on the bonus meter and the bonus prize showing on the Central Control Panel:
- (a) The amount showing on the Central Control Panel will be deemed to be the winning amount; and
  - (b) A malfunction may be declared.
- 11.6.4. Where a malfunction is declared:
- (a) The wager being actioned at the time will be paid the amount showing on the Central Control Panel in accordance with Rule 11.6.3, multiplied by the amount of the Pontoon Pandemonium wager;
  - (b) Any winning Pontoon Pandemonium wagers which have not as yet been settled will be paid an amount of \$20 multiplied by the amount of the Pontoon Pandemonium wager as appropriate.
  - (c) The Pontoon Pandemonium wager will not be offered to patrons and a regular Crown Pontoon game will be conducted until the malfunction is rectified and the Pontoon Pandemonium wager can be re-introduced to the game.

## 12. VEGAS BLACKJACK

12.1. Where the variation of Blackjack in play is Vegas Blackjack, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Vegas Blackjack, in which case the Rules of Vegas Blackjack will prevail.

### 12.2. Additional Definitions

In these Rules:

**‘Surrender’** means that the Dealer offers the player the option to forfeit half their original wager, after the interim settlement and prior to any further cards being dealt where the Dealer has a ten, jack, queen, king or ace as their first card.

### 12.3. The Cards



12.3.1. Vegas Blackjack will be played with four (4) decks, each deck having fifty-two (52) cards without jokers, with backs of the same colour and design and one (1) cutting card.

#### 12.4. Dealing the Game

##### 12.4.1. Surrender

- (a) Subject to Rule 12.4.1(c) where the Dealer has a Ten (10), Jack, Queen, King or Ace as their first card, the Dealer will, after the initial deal and before any further cards have been dealt, offer all players who have a total of less than twenty-one (21) the option to surrender half their original wager.
- (b) If the player surrenders, a marker button will be placed on top of the surrendered wager and no further cards will be dealt to that hand.
- (c) Where the Dealer obtains Blackjack, the surrender will be Void and the player will lose their entire wager.
- (d) Where the Dealer does not achieve Blackjack the Dealer will complete the Round of Play and collect all surrenders in the final settlement.
- (e) When the player controlling the box decides not to surrender other players wagering on that box may not choose to surrender.

##### 12.4.2. Doubling

- (a) Players may elect to double (i.e. make an additional wager up to the amount of the original wager), on the player's original two (2) cards (excluding Blackjack), and the first two (2) cards of any split pair with a total of less than twenty-one (21) (except when splitting aces) provided that only one (1) additional card will be dealt to any hand on which a player has elected to double.

### 13. MAGNIFICENT SEVENS

13.1. Where the variation of Blackjack in play incorporates Magnificent Sevens, the approved Rules of Blackjack or variation of Blackjack in play will apply except where the Rules are inconsistent with the Rules of Magnificent Sevens, in which case the Rules of Magnificent Sevens will prevail.

13.2. Additional Definitions

**‘Magnificent Sevens wager’** means a Side Wager that may be made in addition to a players original Blackjack or Crown Blackjack wager in the space provided for Magnificent Sevens wagers.

**‘Magnificent Sevens Tournament’** means a tournament where eligible players are those who have played Magnificent Sevens and been dealt three (3) sevens (7s) of the same suit while having a valid Magnificent Sevens wager.

13.3. Placement of Wagers

13.3.1. A Magnificent Sevens wager will win if:

- (a) The first, second and third cards dealt to a betting area with a Magnificent Sevens wager are all sevens (7s).
- (b) The first and second cards dealt to a betting area with a Magnificent Sevens wager are both sevens (7s) but the wager has not won according to Rule 13.3.1(a).

13.3.2. A Magnificent Sevens wager will lose if:

- (a) The first card dealt to the player placing the wager is not a seven (7).
- (b) The first card dealt to the player placing the wager is a seven (7) but the second card dealt to the player is not a seven (7).

13.4. Placement of Wagers

13.4.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Magnificent Sevens wager by placing a chip in the appropriate area of the table layout.

13.4.2. A player may only place a Magnificent Sevens wager if they have already placed a Blackjack (or variation) wager. The Magnificent Sevens wager must be placed in the betting area provided for Magnificent Sevens wagers corresponding to the area where the player has placed their Blackjack (or variation) wager.

13.4.3. A player may wager on more than one (1) betting area and will be entitled to place a Magnificent Sevens wager for each original Blackjack (or variation) wager placed in each corresponding betting area provided for Magnificent Sevens wagers.

### 13.5. Dealing the Game

#### 13.5.1. Splitting

(a) If the first two (2) cards dealt to a player with a Magnificent Sevens wager are sevens (7s) and that player splits to form two (2) separate hands, the Magnificent Sevens result is determined by these two (2) cards and the next card dealt to the player.

(i) The hand is settled according to the payout odds stated in Table 1 immediately there is a result. The hand is then completed according to the Rules of the applicable variation of Blackjack.

### 13.6. Versions of Play

13.6.1. Magnificent Sevens may be played according to one of two versions:

(a) Version 1 utilising the payout schedule described in Rule 13.7 - Table 1; or

(b) Version 2 utilising the payout schedule described in Rule 13.7 - Table 2.

13.6.2. Where a version of Magnificent Sevens as described in Rule 13.6.1 is in play, all Magnificent Sevens tables must offer that particular version.

13.6.3. Where a decision has been made to change the version of Magnificent Sevens played, a notice conveying the change must be displayed for a reasonable period of time prior to changing from version 1 to version 2 or vice versa.

- (a) Where version 1 is in play, notice must be given to the players that Magnificent Sevens will be played according to version 2. Where no tournament entries have as yet been decided or when the final tournament entry has been determined all operational Magnificent Sevens games will be closed down for a reasonable period of time prior to re-opening as version 2.
- (b) Where version 2 is in play and notice has been given that Magnificent Sevens will be played according to version 1, a time and date will be nominated at which point all operational Magnificent Sevens games will be closed down for a reasonable period of time prior to re-opening as version 1.

13.7. Settlement

13.7.1. The odds payable for winning wagers placed on Magnificent Sevens are paid according to Table 1 where version 1 is in play or Table 2 where version 2 is in play.

**TABLE 1: MAGNIFICENT SEVENS PAYOUT ODDS VERSION 1**

Qualifying Hands	Description	Payout Odds Number of Decks in Use				
		4	5	6	7	8
Three Sevens same suit	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit.	7770 to 1*	7770 to 1*	7770 to 1*	7770 to 1*	7770 to 1*
Three Sevens mixed suits	The first three cards dealt to a player hand have a value of 7 and all three cards not of the same suit	950 to 1	750 to 1	650 to 1	550 to 1	500 to 1
Two sevens same suit	The first two cards dealt to a player hand have a value of 7 and all three cards are of the same suit	150 to 1	150 to 1	150 to 1	150 to 1	150 to 1
Two sevens mixed suit	The first two cards dealt to a player hand have a value of 7 and all three cards not of the same suit	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1



**Table Games  
Blackjack Rules**

\* In addition to payout odds players receive a free entry to a subsequent Magnificent Sevens Tournament.

**TABLE 2: MAGNIFICENT SEVENS PAYOUT ODDS VERSION 2**

Qualifying Hands	Description	Payout Odds Number of Decks in Use				
		4	5	6	7	8
Three Sevens same suit	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit.	16,000 to 1	16,000 to 1	16,000 to 1	16,000 to 1	16,000 to 1
Three Sevens mixed suits	The first three cards dealt to a player hand have a value of 7 and all three cards not of the same suit	950 to 1	750 to 1	650 to 1	550 to 1	500 to 1
Two sevens same suit	The first two cards dealt to a player hand have a value of 7 and all three cards are of the same suit	150 to 1	150 to 1	150 to 1	150 to 1	150 to 1
Two sevens mixed suit	The first two cards dealt to a player hand have a value of 7 and all three cards not of the same suit	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1

**13.8. Magnificent Sevens Tournament**

- 13.8.1. The tournament Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of the Magnificent Sevens tournament Rules, in which case the Rules of the Magnificent Sevens tournament will prevail.
- 13.8.2. The game to be played in a Magnificent Sevens tournament will be Magnificent Sevens.
- 13.8.3. The eligible entrants as described in Rule 13.7 - Table 1 will participate in a tournament with the respective prize pools as set out in Rule 13.8.6 - Table 3.
- 13.8.4. Tournament heats and the tournament final will be conducted approximately every 100 days or at a later time if insufficient entries exist at that time.

- 13.8.5. By a process of elimination, tournament heats will be reduced to tournament heat winners who will participate in the Magnificent Sevens tournament final.
- (a) At the commencement of each tournament each eligible entrant will receive a bonus payment with a cash equivalent of \$770.
  - (b) At the commencement of each heat or final each player will be allocated an equal amount of tournament chips.
  - (c) The winner(s) on each table(s) will be the entrant(s) with the highest chip count(s) at the end of the specified number of shoes.
  - (d) In the event of a tie for any of the heats, the winner will be determined by dealing additional hands until the tie is broken. Only those players who are tied will continue the contest and they will continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum, each of the players will be allocated the same amount of tournament chips to play the additional hands.
  - (e) In the event of a tie in the final, the first placegetter will be determined by a 'play-off' over one shoe. Only those players who are tied will continue the contest and they will continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum, each of the players will be allocated the same amount of tournament chips to play the additional shoe. Should the tie remain unbroken at the end of the shoe, Rule 13.8.5(d) will be applied.
  - (f) If a tie results for second, third place etc. Rule 13.8.5(d) will be applied.
  - (g) All heats will consist of seven (7) players at the respective number of tables each playing three (3) shoes to determine the winner(s) from each table.
- 13.8.6. The tournament schedules and total prize pools for the Magnificent Sevens Tournaments will be as described in Table 3 below.



**TABLE 3: MAGNIFICENT SEVENS TOURNAMENT SCHEDULE AND PRIZE POOL**

<b>Magnificent Sevens Tournament Schedule</b>				
Eligible entrants	49	98	147	196
Tables	7	14	21	28
Heats	1	2	3	4
Progress/table	1	3	4	5
Other top chip holders to progress	0	7	14	7
Entrants in subsequent round	7	49	98	147
Tables	1	7	14	21
Heats	complete	1	2	3
Progress/table		1	3	4
Other top chip holders to progress		0	7	14
Entrants in subsequent round		7	49	98
Tables		1	7	14
Heats		complete	1	2
Progress/table			1	3
Other top chip holders to progress			0	7
Entrants in subsequent round			7	49
Tables			1	7
Heats			complete	1
Progress/table				1
Entrants in subsequent round				7
Tables				1
Progress/table				complete

<b>Magnificent Sevens Prize Pool</b>				
Prize pool	\$ 370,000	\$ 740,000	\$ 1,110,000	\$ 1,480,000
First	\$ 250,000	\$ 500,000	\$ 750,000	\$ 1,000,000
Second	\$ 50,000	\$ 100,000	\$ 150,000	\$ 200,000
Third	\$ 25,000	\$ 50,000	\$ 75,000	\$ 100,000
Fourth	\$ 15,000	\$ 30,000	\$ 45,000	\$ 60,000
Fifth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Sixth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Seventh	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000

13.8.7. Substitution

- (a) Where a player is eligible to receive multiple entries into a Magnificent Sevens tournament heat as described in Rule 13.7 - Table 1, that player may nominate a substitute(s).



- (b) Details of such substitution(s) will be stated in the Magnificent Sevens tournament terms and conditions.

#### **14. CROWN BLACKJACK**

14.1. Where the variation of Blackjack in play is Crown Blackjack the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Crown Blackjack in which case the Rules of Crown Blackjack will prevail.

#### **14.2. Dealing the Game**

14.2.1. If, the Dealer has asked the players to act on their hands, and a player:

- (a) Refuses or fails to act; or
- (b) Is not present;

a TG Higher Duties Dealer (or above) may after a reasonable time has passed direct the Dealer:

- (c) If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or
- (d) If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

#### **14.2.2. Additional Cards to the Dealer's Hand**

- (a) Except as provided by Rule 7.5.77.5.7(c), a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or greater, or a soft total of eighteen (18) or greater is achieved, at which point no additional cards will be drawn.



## 15. PERFECT PAIRS

15.1. Where the variation of Blackjack in play incorporates Perfect Pairs Side Wagers, the approved Rules of the variation of Blackjack will apply, except where the Rules are inconsistent with the Rules of Perfect Pairs, in which case the Rules of Perfect Pairs will prevail.

15.2. Additional Definitions

In these Rules:

**'Mixed pair'** means two (2) cards that are exactly alike except for suit and colour.

**'Coloured pair'** means two (2) cards that are exactly alike (including colour) except for suit.

**'Perfect pair'** means two (2) cards that are exactly alike including colour and suit.

15.3. Placement of Wagers:

15.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Perfect Pairs Side Wager by placing a chip(s) on the appropriate area of the table layout.

15.3.2. A TG Assistant Casino Manager (or above) may permit a player to place a Perfect Pairs wager(s) on any Perfect Pairs betting area provided that there is a valid Blackjack (or variation) wager placed in the betting area corresponding to the Perfect Pairs wager.

15.3.3. A Perfect Pairs betting area may contain no more than five (5) Perfect Pairs wagers. A player(s) that has placed a valid Blackjack (or variation) wager on a specific betting area will have first entitlement to place a Perfect Pairs wager in the corresponding area for Perfect Pairs wagers.

(a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.

15.3.4. A Perfect Pairs wager will:



## Table Games Blackjack Rules

- (a) Win if the initial two (2) cards dealt to a betting area are a pair as described in Rule 15.2.
- (b) Lose if the initial two (2) cards dealt to a betting area do not comprise a pair as described in Rule 15.2.

### 15.4. Settlement

- 15.4.1. The odds payable for winning wagers placed on Perfect Pairs are:

Perfect Pairs Payout Table									
Name	Blackjack and all approved variations of Blackjack, except Pontoon and its variations							Crown Pontoon and all approved variations of Pontoon	
	Number of Decks								
	4		5	6		7	8	6	8
	Option A	Option B		Option A	Option B				
Perfect Pair	25:1	30:1	25:1	25:1	30:1	25:1	25:1	25:1	25:1
Coloured Pair	15:1	12:1	14:1	13:1	10:1	12:1	12:1	10:1	10:1
Mixed Pair	6:1	5:1	6:1	6:1	5:1	6:1	6:1	5:1	5:1

- 15.4.2. All Perfect Pairs wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 7.4.1.

## 16. CROWN SUITS

- 16.1. Where the variation of Blackjack in play incorporates Crown Suits Side Wagers, the approved Rules of the variation of Blackjack in play will apply, except where the Rules are inconsistent with the Rules of Crown Suits, in which case the Rules of Crown Suits will prevail.

### 16.2. Additional Definitions

**‘Crown Suits wager’** means a Side Wager that may be made in addition to a player's original Blackjack, Crown Pontoon or Crown Blackjack wager in the corresponding space provided for Crown Suits wagers.



## Table Games Blackjack Rules

**'Matching suit'** means that the first two (2) cards dealt to a player are of the same suit.

**'Super Suit'** means the first two (2) cards dealt to a player and the Dealer's first card are of the same suit.

### 16.3. Placement of Wagers

16.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Crown Suits wager by placing a chip(s) on the appropriate area of the table layout.

16.3.2. A player may place one (1) Crown Suits wager for each valid Blackjack, Crown Pontoon or Crown Blackjack wager that they have placed. The Crown Suits wager must be placed in the betting area provided for Crown Suits wagers corresponding to the area where the player has placed their Blackjack, Crown Pontoon or Crown Blackjack wager.

16.3.3. A player may wager on more than one (1) Blackjack, Crown Pontoon or Crown Blackjack betting area and will be entitled to place one (1) Crown Suits wager for each valid Blackjack, Crown Pontoon or Crown Blackjack wager in each corresponding betting area provided for Crown Suits wagers.

16.3.4. A Crown Suits wager will:

- (a) Win if the first two (2) cards dealt to a player(s) are of the same suit as described in Rule 16.2.
- (b) Win if the first two cards (2) dealt to a player(s) and the Dealer's first card are of the same suit as described in Rule 16.2.
- (c) Lose if the first two (2) cards dealt to a player(s) hand are not of the same suit as described in Rule 16.2.

### 16.4. Settlement

16.4.1. The odds payable for winning wagers placed on Crown Suits are:

Crown Suits Payout Table			
Name	4 Decks	6 Decks	8 Decks
Matching Suit	2 to 1	2 to 1	2 to 1



## Table Games Blackjack Rules

Super Suit	5 to 1	5 to 1	5 to 1
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- 16.4.2. All Crown Suit wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 7.4.1.

### 17. PREMIER BLACKJACK

- 17.1. Where the variation of Blackjack in play is Premier Blackjack, the approved Rules of Blackjack will apply except where the Rules are inconsistent with the Rules of Premier Blackjack, in which case the Rules of Premier Blackjack will prevail.

#### 17.2. Dealing the Game

##### 17.2.1. Doubling

A player may elect to double as described in Rule 7.5.5(a)(i) on:

- (a) Their original two (2) cards (excluding Blackjack); or
- (b) The first two (2) cards of any split hand (except when splitting Aces).

- 17.2.2. If the Dealer has asked the players to act on their hands, and a player:

- (a) Refuses or fails to act; or
- (b) Is not present:

a TG Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- 17.2.3. If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or

- 17.2.4. If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

- 17.2.5. Additional Cards to the Dealer's Hand

- (a) Except as provided by Rule 7.5.77.5.6(c), a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or more, or a soft total of eighteen (18) or more is achieved, at which point no additional cards will be drawn.

## **18. PREMIUM DOUBLING BLACKJACK**

18.1. Where the variation of Blackjack in play is Premium Doubling Blackjack, the approved Rules of Blackjack will apply except where the Rules are inconsistent with the Rules of Premium Doubling Blackjack, in which case the Rules of Premium Doubling Blackjack will prevail.

### **18.2. Dealing the Game**

#### **18.2.1. Doubling**

A player may elect to double as described Rule 7.5.57.5.5(a)7.5.5(a)(i) on:

- (a) Their original two (2) cards (excluding Blackjack); or
- (b) The first two (2) cards of any split hand (except when splitting aces); or
- (c) Any hand with a total of less than twenty-one (21) formed with a third or subsequent card.

18.2.2. If the Dealer has asked the players to act on their hands, and a player:

- (a) Refuses or fails to act; or
- (b) Is not present:

a TG Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- (c) If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or
- (d) If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

18.2.3. Additional Cards to the Dealer's Hand

- (a) Except as provided by Rule 7.5.77.5.6(c), a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or more, or a soft total of eighteen (18) or more is achieved, at which point no additional cards will be drawn.

**19. SPORTS BLACKJACK**

19.1. Where the variation of Blackjack in play is Sports Blackjack, the approved Rules of Blackjack will apply except where the Rules are inconsistent with the Rules of Sports Blackjack, in which case the Rules of Sports Blackjack will prevail.

19.2. Dealing the Game

19.2.1. Interim Settlement

- (a) Where a player has been dealt a Blackjack and the Dealer's first card is an Ace, the player may not request to be paid an amount equal to their initial wager.

19.2.2. If, the Dealer has asked the players to act on their hands, and a player:

- (a) Refuses or fails to act; or
- (b) Is not present:

a TG Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- (c) If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or
- (d) If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

19.2.3. Additional Cards to the Dealer's Hand

- (a) Except as provided by Rule 7.5.77.5.6(c), a Dealer will draw additional cards to the Dealer’s hand until a hard total of seventeen (17) or more or a soft total of eighteen (18) or more is achieved, at which point no additional cards will be drawn.

19.3. Settlement

<b>Name</b>	<b>Odds</b>
Blackjack	6 to 5
Insurance	2 to 1
All other winning wagers	1 to 1

**20. 6 to 5 PONTOON**

- 20.1. Where the variation of Blackjack in play is 6 to 5 Pontoon, the approved Rules of Crown Pontoon will apply except where the Rules are inconsistent with the Rules of 6 to 5 Pontoon, in which case the Rules of 6 to 5 Pontoon will prevail.

20.2. Dealing the Game

20.2.1. Interim Settlement

- (a) When a player has Pontoon the Dealer will announce and pay the Pontoon at odds of 6 to 5 and remove the player’s cards before any player receives a third card regardless of the value of the Dealer’s first card.
- (b) Where the Dealer’s first card is an ace, a player who has achieved Pontoon will not be eligible to place an insurance wager.

20.3. Settlement

- 20.3.1. The odds payable for winning wagers placed on Crown Pontoon are:

<b>Name</b>	<b>Odds</b>
Pontoon	6 to 5

**21. BLACKJACK JACKPOTS**

- 21.1. Where the variation of Blackjack in play incorporates Blackjack Jackpots Side Wagers, the approved Rules of the Blackjack variation in play, will apply, except where the Rules are inconsistent with the Rules of Blackjack Jackpots, in which case the Rules of Blackjack Jackpots will prevail.

21.2. Additional Definitions

**'Game Controller Keypad'** means the device which is designed to enable the Dealer to enter information required for the operation of the game, including player buy-in amounts, player cash-outs and confirm winning jackpot hands.

**'Personal Bet Manager'** means the device used by a player to place jackpot wagers and receive payment for all winning jackpot wagers.

**'Jackpot wager'** means a wager placed in accordance with Rule 21.

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

**'Jackpot system'** means the configuration of software and game hardware:

- (a) Necessary to conduct one (1) 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 meter display.



21.3. Additional Equipment

A Blackjack table incorporating Blackjack Jackpots Side Wagers must be fitted with;

- 21.3.1. A Game Controller Keypad;
- 21.3.2. A Personal Bet Manager;
- 21.3.3. A Jackpot meter display; and
- 21.3.4. A Jackpot system.

21.4. The Cards

- 21.4.1. Where the variation of Blackjack in play incorporates Blackjack Jackpots, the game will be played with six (6) decks, each deck having fifty-two (52) cards without jokers, with backs of the same colour and design.

21.5. Prize meter and wagers

- 21.5.1. Crown may operate one (1) or more prize meter systems in accordance with the following provisions:
  - (a) A prize meter system must operate in respect of one (1) table or a group of tables;
  - (b) With respect to a prize meter system, a table may be a Blackjack table or any other variation of Blackjack covered by these Rules;
  - (c) A table may only be part of one (1) group of tables in respect of which a prize meter system operates;
  - (d) At each table within a group of tables in respect of which a prize meter system operates, the cost of the jackpot wager must be the same;
  - (e) A table may be added to or removed from a prize meter system or transferred between one prize meter system and another no sooner than twenty (20) minutes after a table sign giving notice of the addition, removal or transfer is displayed;

- (f) A prize meter system may be closed at any time no sooner than twenty (20) minutes after a table sign giving notice of the closure is displayed at every table in respect of which system is operating;
- (g) 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, must be transferred to the meter of one or more other prize meter systems;
- (h) Each table in respect of which a prize meter system operates must be fitted with a prize meter display designed, and operating, to show the value of the prize recorded from time to time on the meter of the system; and
- (i) 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.

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

- (a) The initial seed value plus the percentage increment rate of the amount wagered as jackpot wagers at all 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 21.5.3 less
- (b) The value of any jackpot prizes paid in accordance with Rule 21.10.1.

21.5.3. If, in respect of a Round of Play, by operation of Rule 21.5.2, if the value recorded on the meter on a prize meter system would fall below the initial seed value, Crown must cause the meter for the prize meter system to be reset to an amount no less than the initial seed value.

21.5.4. For the purposes of Rule 21.7.121.7.1(a) the electronic equipment for a prize meter system is operating properly if:

- (a) The Personal Bet Manager is capable of recording jackpot buy-ins and cash-outs, facilitating the placement of jackpot wagers, accepting payment for winning wagers and displaying the players balance;
- (b) The meter of the system is capable of recording the amounts required to be recorded by this rule; and
- (c) The system is capable of recording the time for settlement for each Round of Play at each table in respect of which the system is operating; and
- (d) The manner in which the system operates allows a TG Higher Duties Dealer (or above) to read the value recorded on the meter as at any time for settlement.

#### 21.6. Personal Bet Manager

21.6.1. To create a positive balance on their Personal Bet Manager, the player will tender to the Dealer, an amount of cash, vouchers, authorised tokens or chips which will be credited to their Personal Bet Manager.

- (a) Information relating to jackpot wagers will be displayed in accordance with Rule 6.1.

21.6.2. If the Dealer accepts an amount tendered under Rule 21.6.1, the Dealer must:

- (a) Subject to Rule 21.7.321.7.3(a), give the player control of a Personal Bet Manager; and
- (b) Credit the amount tendered (in units which can be accepted) to the Personal Bet Manager, thereby causing credits to appear.

21.6.3. In accordance with Rule 21.6.1, the person in control of a Personal Bet Manager may at any time tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as practicable, credit the amount tendered to the player's Personal Bet Manager.

21.6.4. A player may request the full value (or part thereof), of the amount displayed on their Personal Bet Manager to be paid to them in chips.

- (a) If a player leaves the game, a Dealer must pay out the full value displayed on the player's Personal Bet Manager in chips.

#### 21.7. Placement of Wagers

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

- (a) The Dealer must ensure that the electronic equipment for the prize meter system is operating properly; and
- (b) A player must ensure that a jackpot wager is placed correctly, using the Personal Bet Manager.

21.7.2. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a jackpot wager.

21.7.3. To place a jackpot wager, a player must:

- (a) Have placed a Blackjack (or variation) wager in the appropriate betting area;
- (b) Have control of the betting area in accordance with Rule 5.9.15.9.1(a);
- (c) Have a positive balance registered on their Personal Bet Manager; and
- (d) Select the bet button from the Personal Bet Manager.

21.7.4. A player may place a wager on one (1) or more betting areas in accordance with Rule 21.7.3:

- (a) Players may only place a wager on more than one (1) betting area providing that no other player(s) is excluded from participating in the game and there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand; and
- (b) Players may only make decisions in accordance with Rule 5.9.



## Table Games Blackjack Rules

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### 21.8. Dealing the Game

#### Interim Settlement

21.8.1. Where the player has placed a jackpot wager and has been dealt a qualifying hand in accordance with Rule 21.10.1, the Dealer will enter the hand into the Game Controller Keypad.

- (a) The jackpot system will automatically award the jackpot payout to the player's Personal Bet Manager.

21.8.2. All other Side Wagers will be settled in accordance with the applicable Rules for the game variation or Side Wager being played.



## Table Games Blackjack Rules

### 21.9. Winning Jackpot Wager Prize Payouts

Prize payouts for winning jackpot wager outcomes must be determined:

- 21.9.1. For Suited Aces of Spades and Suited Aces – Not Spades, a TG Area Manager (or above), subject to Rule 21.10.3; and
- 21.9.2. Otherwise, by the Dealer in accordance with Rule 21.10.1.

### 21.10. Settlement

- 21.10.1. The odds paid for winning wagers placed on Blackjack Jackpot are:

Outcome	Description	Payout *
Suited Aces - Spades	Initial two (2) cards dealt to the player are both an Ace of Spades and the first card dealt to the Dealer is also an Ace of Spades.	100% of the rounded meter value
Suited Aces – Not Spades	Initial two (2) cards dealt to the player are both Aces of the same suit (excluding spades) and the first card dealt to the Dealer is an Ace of the same suit as that dealt to the player.	10% of the rounded meter value
Three Aces, not suited	Initial two (2) cards dealt to the player and the first card dealt to the Dealer are Aces, but they are not all the same suit.	150 to 1
Suited Blackjack	Initial two (2) cards dealt to the player constitute a Blackjack and both of these cards are of the same suit.	12 to 1
Unsuited Blackjack	Initial two (2) cards dealt to the player constitute a Blackjack and both of these cards are of the different suits.	5 to 1
Lucky Player	A jackpot wager which is randomly selected by the jackpot system as the Lucky Player and paid to the applicable Personal Bet Manager.	6 to 1

\* must be played with six (6) decks

- 21.10.2. For the purposes of Rule 21.4 and this Rule:

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

- (i) Dealer records the outcome of the relevant Round of Play on the prize meter system; or
  - (ii) Jackpot system awards the Lucky Player to a particular jackpot betting area.
- (c) All outcomes in a Round of Play at a particular table are simultaneous, with the exception of the Lucky Player;
- (d) 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.

21.10.3. If, in a Round of Play there is simultaneous Suited Aces – Spades or simultaneous Suited Aces – Not Spades, the payouts for each will be determined as described below. For the purposes of this Rule the following applies:

$J_1$  = First Jackpot Prize Value

$J_2$  = Second Jackpot Prize Value

$T$  = Total Jackpot Prize Pool

$P$  = Player Payout Amount

- (a) Prior to any payments being made, the total prize pool must be calculated. The TG Area Manager (or above) will:
- (i) Enter the first qualifying hand into the Game Controller Keypad and note the value of the payout amount. The value of this prize will be denoted as  $J_1$ ; then
  - (ii) Enter the second qualifying hand into the Game Controller Keypad and note the value of the payout amount. The value of this prize will be denoted as  $J_2$ .
- (b) The total prize pool is then determined using the following equation:

$$T = J_1 + J_2$$

- (c) Each winning player will be paid the appropriate payout amount as determined by the following equation:

$$P = T / 2$$

#### 21.11. Irregularities

- 21.11.1. In the event that the electronic equipment is not working properly, the jackpot will not be offered.
- (a) If the electronic equipment malfunctions during a Round of Play, the Dealer must seek to confirm what wagers were placed through the analysis of available records and as appropriate, facilitate the payment of any winning jackpot wagers.
- 21.11.2. If a Round of Play is declared Void, where any interim settlement of wagers, including jackpot wagers has occurred, the results of the settlement will stand.
- 21.11.3. In a Round of Play, if the Dealer fails to enter the jackpot wagers into the jackpot system prior to the card being dealt, the player(s) will be given the option of retracting their jackpot wagers.

## 22. BLACKJACK PLUS

- 22.1. Where the variation of Blackjack is Blackjack Plus, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Blackjack Plus, in which case the Rules of Blackjack Plus will prevail.

- 22.2. Additional Definitions:

**'Five and Under'** means any player hand that consists of five (5) cards totalling less than twenty-one (21).

- 22.3. Placement of Wagers

A Blackjack Plus wager placed by a player will:

- 22.3.1. Win if:
- (a) The total of the player's hand is twenty-one (21); or
- (b) The player achieves a Five and Under; or



- (c) The score of the player's hand exceeds that of the Dealer's hand without either exceeding twenty-one (21); or
- (d) The player has achieved a Blackjack; or
- (e) The total of the player's hand is less than twenty-one (21) and that of the Dealer's hand is in excess of twenty-two (22).

22.3.2. Lose if:

- (a) The score of the player's hand is in excess of twenty-one (21); or
- (b) The score of the Dealer's hand exceeds that of the player's hand without either exceeding twenty-one (21).

22.3.3. Stand-off if:

- (a) The score of the Dealer's hand and player's hands are equal; or
- (b) The score of the Dealer's hand is twenty-two (22) for all wagers remaining on the layout.

22.4. Dealing the Game

22.4.1. Initial Deal

- (a) Where the Dealer's first card is an ace, a player who is dealt a Blackjack may not place an insurance wager.

22.4.2. Interim Settlement

- (a) When a player has been dealt a Blackjack, the Dealer will announce and pay the Blackjack irrespective of the value of the first card dealt to the Dealer's hand. The player's cards will be removed before any player receives a third card.

22.4.3. Subsequent Deal

- (a) A player cannot draw additional cards to their hand, once that hand has five (5) cards.

22.4.4. Doubling

A player may elect to double on:

- (a) The first two (2) cards dealt to them;
- (b) The first three (3) cards dealt to them with a point count total of less than twenty-one (21); or
- (c) The first two (2) cards of any hand formed by splitting, except when splitting Aces; or
- (d) The first three (3) cards of any hand formed by splitting with a total of less than twenty-one (21).

### 23. BLACKPOT

23.1. Where the variation of Blackjack in play incorporates Blackpot Side Wagers, the approved Rules of the Blackjack variation in play, will apply, except where the Rules are inconsistent with the Rules of Blackpot, in which case the Rules of Blackpot will prevail.

23.2. Additional Definitions

**'Blackpot wager'** means a Side Wager which, once placed, entitles the player to a bonus payout when dealt a qualifying hand.

**'Qualifying hand' (in the initial deal)** means a combination of:

- (a) Six (6) and Seven (7); or
- (b) Six (6) and Eight (8); or
- (c) Seven (7) and Eight (8)

dealt as the first two (2) cards to a betting area.

**'Qualifying hand'** (in the subsequent deal) means a six (6), a seven (7) and an eight (8) dealt as the only three (3) cards to a betting area (in any order).

23.3. Placement of Wagers:

23.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Blackpot Side Wager by placing a chip(s) on the appropriate area of the table layout.



## Table Games Blackjack Rules

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- 23.3.2. A TG Assistant Casino Manager (or above) may permit a player to place a Blackpot wager(s) on any Blackpot betting area provided that there is a valid Blackjack (or variation thereof) wager placed in the betting area corresponding to the Blackpot wager.
- 23.3.3. A Blackpot betting area may contain no more than five (5) Blackpot wagers, however at the discretion of the TG Area Manager (or above), that number may be restricted to less than five (5).
- 23.3.4. A player(s) that has placed a valid Blackjack (or variation thereof) wager on a specific betting area will have first entitlement to place a Blackpot wager in the corresponding area for Blackpot wagers.
- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.
  - (b) If the number of Blackpot wagers that may be placed in a betting area has been restricted to one (1), first entitlement will lie with the player controlling the betting area as described in Rule 5.9.15.9.1(a).
- 23.3.5. A Blackpot wager will:
- (a) In the initial deal:
    - (i) Win if the initial two (2) cards dealt to a particular betting area constitute a qualifying hand as described in Rule 23.2.
    - (ii) Lose if the initial two (2) cards dealt to a particular betting area do not constitute a qualifying hand as described in Rule 23.2.
  - (b) In the subsequent deal:
    - (i) Win if, after having already won in accordance with Rule 23.3.5(a)(a)(i), the third card dealt to that particular betting area completes a qualifying hand, as described in Rule 23.2.

- (ii) Lose if, after having already won in accordance with 23.3.5(a)(a)(i), the third card dealt to that particular betting area does not complete a qualifying hand, as described in Rule 23.2.
  - (iii) Lose if no further cards are dealt to that particular betting area, i.e. the player controlling the betting area, when called upon to make a decision, elects to stand.
- (c) Remain active for one (1) ensuing Round of Play when the wager has won in accordance with Rule 23.3.5(b)(b)(i).
- (i) A distinctive marker will be placed on top of a Blackpot wager which remains active for the ensuing Round of Play.
  - (ii) A player may elect to remove their Blackpot wager if they do not wish for the wager to remain active for the ensuing Round of Play.
  - (iii) A player may elect to reduce their Blackpot wager in accordance with the table limit sign after it has been paid as described in Rule 23.4.3 and prior to the commencement of the ensuing Round of Play.
  - (iv) A player may not increase their Blackpot wager at any time while it is active after having been paid in accordance with 23.3.5(a)(a)(i).

#### 23.4. Settlement

- 23.4.1. The odds payable for each winning wager placed on Blackpot are:

<b>Outcome</b>	<b>Description</b>	<b>Payout odds</b>	<b>Maximum Payout *</b>
Blackpot (initial deal)	Initial two cards dealt to the player are 6 & 7, 6 & 8, or 7 & 8.	10 to 1	up to maximum payout



## Table Games Blackjack Rules

Blackpot (subsequent deal)	Having already been dealt a 6 & 7, 6 & 8, or 7 & 8 in the initial deal, the third card dealt to the player completes a hand comprising 6, 7 & 8 (in any order).	100 to 1	up to maximum payout
Blackpot (initial deal of the ensuing Round of Play)	Having already been dealt a 6, 7 & 8, the player elects to have their Blackpot wager continue on to the ensuing Round of Play and is dealt a 6 & 7, 6 & 8, or 7 & 8 in the initial deal of that ensuing Round of Play.	1,000 to 1	up to maximum payout
Blackpot (subsequent deal of the ensuing Round of Play)	Having already been dealt a 6 & 7, 6 & 8, or 7 & 8 in the initial deal of the ensuing Round of Play, the third card dealt to the player completes a hand comprising 6, 7 & 8 (in any order).	20,000 to 1	up to maximum payout
* Maximum payouts will be displayed on a notice at the table.			

23.4.2. Blackpot wagers will be settled during the Interim Settlement, prior to any winning Blackjack wagers being paid in accordance with Rule 7.4.1.

23.4.3. Winning Blackpot wagers, as described in Rule 23.3.523.3.5(a)23.3.5(a)(i) once settled in the Interim Settlement, will remain on the layout and be active during the Subsequent deal.

23.4.4. Winning Blackpot wagers, as described in Rule 23.3.523.3.5(b)23.3.5(b)(i) will be paid during final settlement.

### 23.5. Irregularities

23.5.1. Where a Blackpot wager(s) has qualified to remain active as described in Rule 23.3.5(c), there must be a valid Blackjack (or variation thereof) wager placed in the betting area corresponding to the Blackpot wager.

(a) Where there is no valid Blackjack (or variation thereof) wager, the Blackpot wager will be removed from the table layout and returned to the player.

23.5.2. Where a Blackpot wager(s) remains active as described in Rule 23.3.5(c), that wager will have first entitlement for the ensuing Round of Play, in advance of the entitlements described in Rule 23.3.4.



## Table Games Blackjack Rules

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- 23.5.3. If the last three (3) hands have been announced in accordance with Rule 32.8 and a Blackpot wager qualifies to remain active in accordance with Rule 23.3.5(c) on the very last hand, one (1) additional hand will be dealt, but no new Blackpot wagers may be placed.

### 24. SUPERNOVA

- 24.1. Where the variation of Blackjack in play incorporates Supernova Side Wagers, the approved Rules of the Blackjack variation in play, will apply, except where the Rules are inconsistent with the Rules of Supernova, in which case the Rules of Supernova will prevail.

- 24.2. Additional Definitions

**'Game Controller Keypad'** means the device which is designed to enable the Dealer (or above) to enter information required for the operation of the game and confirm winning jackpot hands.

**'Jackpot wager'** means a wager placed in accordance with Rule 24.

**'Jackpot meter display'** means a device designed to display on a screen visible to all players at the gaming table 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 (1) 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 meter display.

**'Major Jackpot'** means a jackpot payable when a player has placed a Supernova jackpot wager and the first two (2) cards dealt to **their** betting area form a Blackjack and are an Ace of Spades and a Jack of Spades.

**'Minor Jackpot'** means a jackpot payable when a player has placed a Supernova jackpot wager and the first two (2) cards dealt to their betting area form a Blackjack and are of the same suit, except where the cards are an Ace of Spades and a Jack of Spades.

**'Mystery Jackpot'** means a jackpot payable when the jackpot system randomly selects a betting area which has an active jackpot wager to win a jackpot prize.

**‘Supernova’** means a jackpot bonus group that comprises three (3) jackpots as described in Rule 24.9.1.

24.3. Additional Equipment

A Blackjack table incorporating Supernova Side Wagers must be fitted with;

- 24.3.1. A Game Controller Keypad;
- 24.3.2. A Jackpot meter display; and
- 24.3.3. A Jackpot system.

24.4. The Cards

- 24.4.1. Where the variation of Blackjack in play incorporates Supernova, the game will be played with six (6) decks, each deck having fifty-two (52) cards without jokers, with backs of the same colour and design.

24.5. Prize meter and wagers

- 24.5.1. Crown may operate one (1) or more prize meter systems in accordance with the following provisions:
  - (a) A prize meter system must operate in respect of one (1) table or a group of tables;
  - (b) With respect to a prize meter system, a table may be a Blackjack table or any other variation of Blackjack covered by these Rules;
  - (c) A table may only be part of one (1) group of tables in respect of which a prize meter system operates;
  - (d) At each table within a group of tables in respect of which a prize meter system operates, the cost of the jackpot wager must be the same;
  - (e) A table may be added to or removed from a prize meter system or transferred between one prize meter system and another no sooner than twenty (20) minutes after a table sign giving notice of the addition, removal or transfer is displayed;

- (f) A prize meter system may be closed at any time no sooner than twenty (20) minutes after a table sign giving notice of the closure is displayed at every table in respect of which system is operating;
- (g) 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, must be transferred to the meter of one (1) or more other prize meter systems;
- (h) Each table in respect of which a prize meter system operates must be fitted with a prize meter display designed, and operating to show the value of the prize recorded from time to time on the meter of the system; and
- (i) The value of the prize recorded on the meter of a prize meter system may be displayed on one (1) 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.

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

- (a) The initial seed value plus the percentage increment rate of the amount wagered as jackpot wagers at all 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 24.5.3; less
- (b) The value of any jackpot prizes paid in accordance with Rule 24.9.

24.5.3. If, in respect of a Round of Play, by operation of rule 24.5.2, the value recorded on the meter on a prize meter system would fall below the initial seed value, Crown must cause the meter for the prize meter system to be reset to an amount no less than the initial seed value.

24.5.4. For the purposes of Rule 24.6.124.7.1(a) the electronic equipment for a prize meter system is operating properly if:

- (a) The meter of the system is capable of recording the amounts required to be recorded by this rule; and



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

#### 24.6. Placement of Wagers

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

- (a) The Dealer must ensure that the electronic equipment for the prize meter system is operating properly; and
- (b) A player must ensure that a Supernova jackpot wager is placed correctly.

24.6.2. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Supernova jackpot wager.

24.6.3. To place a Supernova jackpot wager, a player must:

- (a) Have placed a Blackjack (or variation of Blackjack) wager in the appropriate betting area;
- (b) Have control of the betting area in accordance with Rule 5.9.15.9.1(a).
- (c) Where a player has control of a betting area as described in Rule 5.9.15.9.1(a) and does not wish to place a Supernova jackpot wager, at the discretion of a TG Area Manager (or above), another player with a wager in that betting area may be permitted to place a Supernova jackpot wager.

24.6.4. A player may place a wager on one (1) or more betting areas in accordance with Rule 24.6.3.

- (a) Players may only place a wager on more than one (1) betting area providing that no other player(s) is excluded from participating in the game and there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand; and
- (b) Players may only make decisions in accordance with Rule 5.9.

## 24.7. Dealing the Game

### 24.7.1. Interim Settlement

- (a) Where a player has placed a Supernova jackpot wager and has been dealt a qualifying hand in accordance with Rule 24.9.1, the Dealer will record the appropriate jackpot into the Game Controller Keypad.
  - (i) The Game Controller Keypad will then automatically display the jackpot amount payable to the player.
  - (ii) The Dealer will pay the jackpot amount to the player in accordance with the Generic Standard Operating Procedures.
- (b) Where a player has placed a Supernova jackpot wager and has been randomly selected by the jackpot system as the winner of the Mystery Jackpot, the jackpot prize will be paid to the player upon verification by the TG Assistant Casino Manager (or above).
- (c) All other Side Wagers will be settled in accordance with the applicable Rules for the game variation or Side Wager being played.

## 24.8. Winning Jackpot Wager Prize Payouts

Prize payouts for winning Supernova jackpot wager outcomes must be determined:

- 24.8.1. Minor Jackpot - by the Dealer (or above) in accordance with the Generic Standard Operating Procedures.



## Table Games Blackjack Rules

24.8.2. Major Jackpot - by the Dealer (or above) in accordance with the Generic Standard Operating Procedures.

24.8.3. Mystery Jackpot – by the TG Assistant Casino Manager (or above).

### 24.9. Settlement

24.9.1. The payouts for winning wagers placed on Supernova are:

Outcome	Payout
Major Jackpot	100% of the rounded Major Jackpot meter value
Minor Jackpot	100% of the rounded Minor Jackpot meter value
Mystery Jackpot	100% of the rounded Mystery Jackpot meter value

24.9.2. For the purposes of Rule 24.5 and this Rule:

- (a) The rounded meter value is the value recorded on the meter of a prize meter system at the time for settlement, rounded up to the nearest payable amount;
- (b) All outcomes in a Round of Play at a particular table are simultaneous, with the exception of the Mystery Jackpot;
- (c) 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.

24.9.3. If, in a Round of Play there are simultaneous Major Jackpots or simultaneous Minor Jackpots, the payouts for each will be determined as described below. For the purposes of this rule the following applies:

$J_1$  = First Jackpot Prize Value



## Table Games Blackjack Rules

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$J_2$  = Second Jackpot Prize Value and so on through to  $J_9$   
(as applicable)

$T$  = Total Jackpot Prize Pool

$Ma$  = Number of Major Jackpots

$Mi$  = Number of Minor Jackpots

$P$  = Player Payout Amount

- (a) Prior to any payments being made, the total prize pool must be calculated. The Dealer (or above) will:
- (i) Enter the first qualifying hand into the Game Controller Keypad and note the value of the payout amount. The value of this prize will be denoted as  $J_1$ ; then
  - (ii) Enter the second and any further qualifying hand(s) into the Game Controller Keypad and note the value of the payout amount(s). The value of this prize(s) will be denoted as  $J_2 - J_9$  respectively.
- (b) The total prize pool is then determined using the following equation:

**$T = J_1 + J_2 + \text{up to and including } J_9 \text{ (as applicable)}$**

- (c) Each winning player will be paid the appropriate payout amount as determined by one of the following equations:

$$P = T / Ma; \text{ or}$$

$$P = T / Mi.$$

### 24.10. Irregularities

- 24.10.1. In the event that any of the electronic equipment is not working properly, Supernova will not be offered.

- (a) If the electronic equipment malfunctions during a Round of Play, the Dealer (or above) must seek to confirm which wagers were placed through the analysis of available records and as appropriate, facilitate the payment of any winning jackpot wagers.
- 24.10.2. If a Round of Play is declared Void, where any interim settlement of wagers, including Supernova jackpot wagers has occurred, the results of the settlement will stand.
- 24.10.3. In a Round of Play, if the Dealer fails to enter the Supernova jackpot wagers into the jackpot system prior to the cards being dealt, the player(s) will be given the option of retracting their Supernova jackpot wagers.

## 25. SPANISH BLACKJACK

- 25.1. Where the variation of Blackjack in play is Spanish Blackjack, the approved Rules of Crown Pontoon will apply.
- 25.2. To interpret the Rules, the game being played will be the game of Spanish Blackjack and any reference to the game of 'Crown Pontoon' will be substituted with 'Spanish Blackjack'.

## 26. BUSTER BLACKJACK

- 26.1. Where the variation of Blackjack in play incorporates Buster Blackjack Side Wagers, the approved Rules of the Blackjack variation in play, will apply, except where the Rules are inconsistent with the Rules of Buster Blackjack, in which case the Rules of Buster Blackjack will prevail.
- 26.2. Additional Definitions
  - '**Buster Blackjack**' means a Side Wager which will win when the Dealer's completed hand exceeds a total of twenty-one (21).
- 26.3. Placement of Wagers
  - 26.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Buster Blackjack Side Wager by placing a chip(s) on the appropriate area of the table layout.
  - 26.3.2. A TG Assistant Casino Manager (or above) may permit a player to place a Buster Blackjack wager(s) on a Buster Blackjack betting area:



## Table Games Blackjack Rules

- (a) Provided a valid Blackjack (or variation) wager has been placed on one (1) or more of the Blackjack (or variation) betting areas; and
- (b) There is space available to do so. Rule 5.8 does not apply to the placement of Buster Blackjack wagers.

26.3.3. Players that have placed a valid Blackjack (or variation) wager will have first entitlement to place a Buster Blackjack wager.

- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.

26.3.4. A Buster Blackjack wager will:

- (a) Win if the Dealer's hand total exceeds twenty-one (21); and
- (b) Lose if the Dealer's hand does not exceed twenty-one (21).

26.3.5. Where the variation of Blackjack being played is Blackjack Plus, for the purpose of settling Buster Blackjack wagers, if the total of the Dealer's hand is twenty-two (22), Blackjack Buster wagers will win in accordance with Rule 26.3.426.3.4(a) above.

### 26.4. Settlement

26.4.1. Buster Blackjack may be played in accordance with one of the pay tables listed in Rule 26.4.2.

26.4.2. The odds payable for winning wagers placed on Buster Blackjack are:

Number of Cards in the Dealers hand when Total Exceeds 21	PAY TABLES AND PAYOUT ODDS				
	Pay Table A	Pay Table B	Pay Table C	Pay Table D	Pay Table E
8 or more cards	250 to 1	200 to 1	250 to 1	200 to 1	250 to 1
7 cards	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
6 cards	15 to 1	15 to 1	12 to 1	12 to 1	12 to 1



## Table Games Blackjack Rules

5 cards	4 to 1	4 to 1	4 to 1	4 to 1	3 to 1
4 cards	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
3 cards	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1

26.4.3. All Buster Blackjack wagers will be settled during final settlement, after the Dealer's hand is completed.

- (a) If all player hands have exceeded twenty-one (21) and/or have achieved Blackjack, the Dealer will complete the Dealer's hand by drawing additional cards in accordance with the applicable Rules for the variation of Blackjack in play.

### 27. BLACKJACK SELECT

27.1. Where the variation of Blackjack in play is Blackjack Select, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Blackjack Select, in which case the Rules of Blackjack Select will prevail.

27.2. Dealing the Game:

27.2.1. If, after the initial deal, the player has;

- (a) A Soft Total less than seventeen (17); or
- (b) A Hard Total less than twelve (12)

the Dealer will draw additional cards until the player has a Soft Total of seventeen (17) or more, or a Hard Total of twelve (12) or more.

27.2.2. If a player has:

- (a) A Soft Total greater than seventeen (17) but less than twenty-one (21); or
- (b) A Hard Total greater than twelve (12) but less than twenty-one (21), the player will be given the option to:
  - (i) In accordance with Rule 7.5.17.5.1(c), Stand; or
  - (ii) In accordance with Rule 7.5.17.5.1(d), Draw.

- 27.2.3. Players do not have the option of Splitting or Doubling.
- 27.2.4. In accordance with Rule 27.2.2, the player will continue to be given the option to either Draw or Stand until:
- (a) The player has a total that equals twenty-one (21); or
  - (b) The player has a Hard Total that exceeds twenty-one (21); or
  - (c) In accordance with Rule 7.5.17.5.1(c), has chosen to Stand.
- 27.2.5. Additional cards to the Dealer's hand:
- (a) The Dealer will draw additional cards to their hand until a Hard total of seventeen (17) or greater, or a Soft Total of eighteen (18) or greater is reached at which point no additional cards will be drawn.
  - (b) No additional cards will be drawn to the Dealer's hand, regardless of the count total of the hand, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the Round of Play.
- 27.3. Settlement
- 27.3.1. All bets will be settled in accordance with the Rules of Blackjack.

## 28. SPREAD BET BLACKJACK

- 28.1. Where the variation of Blackjack in play incorporates Spread Bet Blackjack Wagers, the approved Rules of the Blackjack variation in play, will apply, except where the Rules are inconsistent with the Rules of Spread Bet Blackjack, in which case the Rules of Spread Bet Blackjack will prevail.
- 28.2. Additional Definitions
- 'Spread Bet Blackjack wager'** means a Side Wager which wins if the sum of the initial two (2) cards dealt to a player's hand is equal to a value between two (2) and nine (9) inclusive. For the purposes of Spread Bet Blackjack, an Ace has a value of one (1).
- 28.3. Placement of Wagers:



- 28.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Spread Bet Blackjack wager by placing a chip(s) on the appropriate area of the table layout.
- 28.3.2. A TG Assistant Casino Manager (or above) may permit a player to place a Spread Bet Blackjack wager(s) on any Spread Bet Blackjack betting area provided that there is a valid Blackjack (or variation) wager placed in the betting area corresponding to a Spread Bet Blackjack wager.
- 28.3.3. A Spread Bet Blackjack betting area may contain no more than five (5) Spread Bet Blackjack wagers. A player(s) that has placed a valid Blackjack (or variation) wager on a specific betting area will have first entitlement to place a Spread Bet Blackjack wager in the corresponding betting area(s) for Spread Bet Blackjack Side wagers.
- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.
- 28.3.4. A Spread Bet Blackjack wager will:
- (a) Win if the sum of the initial two (2) cards dealt to a player's hand is between two (2) and nine (9) inclusive as defined in Rule 28.2; or
- (b) Lose if the sum of the initial two (2) cards dealt to a player's hand exceeds nine (9) as described in Rule 28.2.

**28.4. Settlement**

- 28.4.1. The odds payable for winning wagers placed on Spread Bet Blackjack are (applicable for 4, 6 or 8 decks):

<b>The sum of the initial two (2) cards dealt to a player's hand is:</b>	<b>Option 1</b>	<b>Option 2</b>	<b>Option 3</b>
<b>Two (2)-Three (3)</b>	<b>5 to 1</b>	<b>12 to 1</b>	<b>15 to 1</b>
<b>Four (4)-Five (5)</b>	<b>4 to 1</b>	<b>5 to 1</b>	<b>4 to 1</b>

<b>Six (6)-Nine (9)</b>	<b>3 to 1</b>	<b>2 to 1</b>	<b>2 to 1</b>
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28.4.2. All Spread Bet Blackjack wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 7.4.1.

## 29. FREE BET BLACKJACK

29.1. Where the variation of Blackjack is Free Bet Blackjack, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Free Bet Blackjack, in which case the Rules of Free Bet Blackjack will prevail.

29.2. Additional Definitions

**'Free Bet Token'** means a gaming token carrying no individual value. When placed for a qualifying player double or split, the token carries the value of the player's original wager.

29.3. Placement of Wagers

**A Free Bet Blackjack Wager placed by a player will:**

29.3.1. Win if:

- (a) The score of the player's hand exceeds that of the Dealer's hand without either exceeding twenty-one (21); or
- (b) The player has achieved a Blackjack and the Dealer's hand has not; or
- (c) The total of the player's hand is twenty-one (21) or less and that of the Dealer's hand is in excess of twenty-two (22).

29.3.2. Lose if:

- (a) The score of the player's hand is in excess of twenty-one (21); or
- (b) The score of the Dealer's hand exceeds that of the player's hand without either exceeding twenty-one (21).

29.3.3. Stand off if:

- (a) The score of the Dealer's hand and player's hands are equal; or
- (b) The score of the Dealer's hand is twenty-two (22) for all wagers remaining on the layout except where the player's hand constitutes Blackjack.

#### 29.4. Dealing the Game

#### 29.5. If, the Dealer has asked the players to act on their hands, and a player:

- 29.5.1. Refuses or fails to act; or
- 29.5.2. Is not present;

a TG Higher Duties Dealer (or above) may after a reasonable time has passed direct the Dealer:

- (a) If the player's hand, has a soft total of eighteen (18) or more, or a hard total of twelve (12) or more, to regard the player as having elected to stand; or
- (b) If the total of the player's hand has a soft total of seventeen (17) or less, or a hard total of less than twelve (12), draw further cards to that hand until a soft total of eighteen (18) or more, or a hard total of twelve (12) or more is reached.

#### 29.6. Additional Cards to the Dealer's Hand

- 29.6.1. Except as provided by Rule 7.5.7(c)7.5.7(c), a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or greater, or a soft total of eighteen (18) or greater is achieved, at which point no additional cards will be drawn.

#### 29.7. Doubling

- 29.7.1. A player may elect to double as per 7.5.5 but in lieu of 7.5.5(a)(i),
  - (a) A Free Bet token shall be placed on the layout next to the original wager. This token represents the value of the original wager.
  - (b) Only one additional card will be dealt to that hand.

#### 29.8. Splitting



## Table Games Blackjack Rules

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29.8.1. A player may elect to split as per 7.5.6 but, except where the value of the cards to be split is a pair of ten value cards, in lieu of 7.5.6(a)(i)

(a) A Free Bet token shall be placed on the layout in lieu of the additional wager required for the split hand. This token represents the value of your original wager.

(b) Where the value of the hand to be split is a pair of 10 value cards, 7.5.6(a)(i) remains in force.

### 29.9. Settlement

29.9.1. Free Bet tokens have no individual or separate value but on settlement of a winning hand carry the same value as the original player wager.

29.9.2. Free Bet tokens are only valid for the hand in which they are used. Winning Free Bet tokens, once paid and any side wagers settled, are collected and returned to the float. Free Bet tokens that result in losing wagers and Stand-offs are collected and returned to the float after any applicable side wagers have been settled.

## 30. POT OF GOLD

30.1. Where the variation of Blackjack in play is Free Bet Blackjack, and incorporates the Pot of Gold Side Wager, the approved Rules of Free Bet Blackjack will apply, except where the Rules are inconsistent with the Rules of Pot of Gold, in which case the Rules of Pot of Gold will prevail.

### 30.2. Additional Definitions

In these Rules:

‘Pot of Gold Wager’ means a Side Wager that may be made in addition to a player’s original Free Bet Blackjack wager in the corresponding space provided for Pot of Gold wagers.

‘Free Bet Token’ is a gaming chip carrying no individual value. When placed for a qualifying player double or split, the token carries the value of the player’s original wager.

### 30.3. Placement of Wagers



## Table Games Blackjack Rules

- 30.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Pot of Gold Side Wager by placing a chip(s) on the appropriate area of the table layout.
- 30.3.2. A TG Assistant Casino Manager (or above) may permit a player to place a Pot of Gold wager(s) on any Pot of Gold betting area provided that there is a valid Free Bet Blackjack wager placed in the betting area corresponding to the Pot of Gold wager.
- 30.3.3. A Pot of Gold betting area may contain no more than five (5) Pot of Gold wagers. A player(s) that has placed a valid Free Bet Blackjack wager on a specific betting area will have first entitlement to place a Pot of Gold wager in the corresponding area for Pot of Gold wagers.
- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.
- 30.4. A Pot of Gold wager will:
- 30.4.1. Win where the number of Free Bet Tokens played adjacent to where the Pot of Gold wager is placed is one (1) or more.
- 30.4.2. Lose where zero Free Bet Tokens are played adjacent to where the Pot of Gold wager is placed.
- 30.5. Settlement
- 30.5.1. The odds payable for winning wagers placed on Pot of Gold are (applicable for 6 or 8 decks) as outlined below. These are dependent on the version in play as stipulated on the Table Sign:

Version 1		Version 2	
Free Bet Tokens	Payout	Free Bet Tokens	Payout
5	100 to 1	5	100 to 1
4	60 to 1	4	50 to 1
3	30 to 1	3	25 to 1
2	10 to 1	2	10 to 1
1	3 to 1	1	3 to 1

### 31. BLACKJACK TOURNAMENT PLAY

- 31.1. Crown may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Blackjack being offered with an equal chance.
- 31.2. For each Tournament conducted by Crown, Crown must:
- 31.2.1. In accordance with Rule 31.4, document relevant Terms and Conditions;
  - 31.2.2. 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 VGCCC on-site inspectorate of the intention to conduct the Tournament.
  - 31.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.
    - (a) The Tournament Director may, at their discretion, appoint one (1) or more Deputies whom may act as designees of the Tournament Director.
  - 31.2.4. Designate the gaming tables to be used in the conduct of the Tournament.
  - 31.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 31.2.4 is used exclusively for Tournament play.
- 31.3. Prior to the commencement of play in a Tournament:
- 31.3.1. The Tournament Director must brief the Tournament players on the Terms and Conditions of the Tournament and be satisfied that they understand.
  - 31.3.2. 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'.
- 31.4. The Tournament Terms and Conditions referred to in Rule 31.2.1 must include the following information at a minimum:

31.4.1. 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 VGCCC will be notified of any change to the Tournament details prior to the Tournament.

31.4.2. Conditions of Entry

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



- (v) Where a Tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown, 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).

#### 31.4.3. 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.

#### 31.4.4. 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.

#### 31.4.5. Elimination

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

31.4.6. Winners

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

31.4.7. 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.

31.4.8. 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.



## Table Games Blackjack Rules

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- (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 Blackjack and that in the event of any inconsistency, the Rules of the relevant variation of Blackjack 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 likeness 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 Blackjack.
- (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 VGCCC, pursuant to legislative requirements and the Rules of Blackjack.

### 32. GENERAL PROVISIONS

- 32.1. A person will not, with respect to a game of Blackjack (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.
- 32.2. Where a player has contravened any provision of these Rules, a TG Assistant Casino Manager (or above) may:
  - 32.2.1. Declare that any wager made by the player(s) will be Void;
  - 32.2.2. Direct that the player(s) will be excluded from further participation in the game;
  - 32.2.3. 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
  - 32.2.4. 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*.

- 32.3. A TG Assistant Casino Manager (or above) may declare the outcome of a Round of Play or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 32.4. A TG Higher Duties Dealer (or above) may declare Void the outcome of a Round of Play if the Round of Play is disrupted by circumstances outside Crown's reasonable control, including (but not limited to): forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 32.5. Where the outcome of a Round of Play is declared Void, all wagers made by the players for that particular result will be refunded.
- 32.6. A player will not be advised by an employee of Crown on how to play, except to ensure compliance with these Rules.
- 32.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 32.8. A TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Rounds of Play notice is given to the players.
- 32.9. A seated player who abstains from wagering for three (3) consecutive Rounds of Play whilst all other seats at that table are in use may be required to vacate that seat.
- 32.10. 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.
- 32.11. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VGCCC Inspector.
- 32.12. 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 VGCCC pursuant to legislative requirements and the Rules of Blackjack.
- 32.13. Players are not permitted to have side bets against each other.
- 32.14. A copy of these Rules will be made available upon request.

### 33. DIAGRAM A\*

\*Indicative only – subject to change depending on the applicable variation of Blackjack.

