



# Crown Melbourne Limited Semi-Automated Table Games Rules

Version 17.0

## **TABLE OF CONTENTS**

1. DEFINITIONS.....	1
2. EQUIPMENT .....	3
3. PLACEMENT OF WAGERS .....	5
4. PERMISSIBLE WAGERS .....	6
5. PLAYER CHIP ACCOUNTS .....	7
6. DEALING THE GAME.....	8
7. JACKPOT SYSTEMS .....	9
8. IRREGULARITIES .....	11
9. ELECTRONIC AND RAPID BACCARAT.....	12
10. RAPID ROULETTE .....	15
11. RAPID SIC BO .....	16
12. TRIPLE CHASE .....	18
13. RAPID BLACKJACK .....	26
14. RAPID BIG WHEEL .....	29
15. LUCKY SIC BO .....	30
16. MINISTAR AND DIAMOND ROULETTE.....	32
17. RAPID CASINO WAR .....	34
18. RAPID THREE CARD POKER.....	35
19. SEMI-AUTOMATED TABLE GAMES TOURNAMENT PLAY.....	37
20. GENERAL PROVISIONS.....	42
21. VERSION CONTROL TABLE .....	44

## 1. DEFINITIONS

### 1.1 In these Rules:

**‘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 a 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.**

**‘Dealer Terminal’** means a device:

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

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

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

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

but does not include a WND.

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

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

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

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

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

but does not include a jackpot meter display.

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

**‘Player’** means a person who has placed a wager, or their nominee.

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

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

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

**‘Round of Play’** means one (1) complete cycle of play which begins when the Wagering Period commences and concludes when all wagers placed have been settled.

**‘Semi-Automated Table Game’** means a table game (that is approved from time to time under section 60 of the *Casino Control Act 1991 (Vic)*) which comprises Player Terminals that access and have connectivity with one or more Dealer Terminals, but which still deliver the game using any mechanical or manual device.

**‘Syndicate Play’** means when two (2) or more persons act in concert to affect the chance of any person or persons winning a jackpot.

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

**‘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 19.

**‘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 19.

**‘VGCCC’** means Victorian Gambling and Casino Control Commission.

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

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

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

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

## **2. EQUIPMENT**

- 2.1 The display of the touch screen monitor of an open Player Terminal may:
  - 2.1.1 Be of similar appearance to Diagram A;

- 2.1.2 Contain any additional elements necessarily required by these Rules; and
- 2.1.3 Where a jackpot is offered, provide an area to allow players to place a jackpot wager.
- 2.1.4 Provide betting areas to allow players to place wagers on any of those betting areas described in the Rules of the particular game in play;
- 2.1.5 Provide betting areas to allow players to place wagers on any additional wagers allowed for by these Rules; and
- 2.1.6 Include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A, approval of equipment by the VGCCC or these Rules.
- 2.2 A Semi-Automated Table Game is made up of the following equipment:
  - 2.2.1 One (1) or more Player Terminals (on the condition that no more than the maximum allowable limit as approved by the VGCCC are in operation at any time); and
  - 2.2.2 A mechanical or manual device designed to deliver the result of the game; and
  - 2.2.3 A Game System (other than a Dealer Terminal and one or more Player Terminals); and
  - 2.2.4 A WND; and
  - 2.2.5 As appropriate to the particular Semi-Automated Table Game, a Dealer Terminal.
- 2.3 Where the Semi-Automated Table Game has a jackpot component, equipment forming a jackpot system includes as applicable to the particular jackpot:
  - 2.3.1 A jackpot server;
  - 2.3.2 A jackpot terminal or back of house monitoring system;
  - 2.3.3 A jackpot meter display;
  - 2.3.4 A jackpot client viewer;
  - 2.3.5 An image content server;
  - 2.3.6 Software required to run the jackpot system; andis integrated with the Player Terminals and where the game is Dealer activated, with the Dealer Terminal.

### **3. PLACEMENT OF WAGERS**

- 3.1 A wager in respect of an individual Round of Play is placed by a person appropriating money standing to the credit of their player chip account to a particular bet prior to the end of the Wagering Period for that Round of Play.
  - 3.1.1 Where a Player Terminal has connectivity to more than one (1) Semi-Automated Table Game, a player may select the table(s) they wish to wager on for each individual Round of Play, by selecting the relevant table(s) from their Player Terminal. Unless otherwise approved by the VGCCC, a player may only wager on one (1) table at a time.
- 3.2 The method by which a player appropriates money standing to the credit of their Player Chip Account is by touching the display of the Player Terminal so as-
  - 3.2.1 To make one (1) or more chips appear to move from one part of the display to another; or
  - 3.2.2 To make one (1) or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of their Player Chip Account.
- 3.3 The player whom has control of a Player Terminal is solely responsible for:
  - 3.3.1 The placement of the chips appearing on the Player Terminal; and
  - 3.3.2 Where a Player Terminal has connectivity to more than one (1) Semi-Automated Gaming Table, selecting the table(s) they wish to wager on from the Player Terminal.
- 3.4 A person may not occupy a place at a Semi-Automated Table Game without actively placing wagers on a Player Terminal, or occupy an area so that they restrict another player from gaining access to play the Semi-Automated Table Game.
- 3.5 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of a Semi-Automated Table Game, or with any employee of Crown performing duties related to a Semi-Automated Table Game.
- 3.6 Subject to Rule 8, the wager or wagers placed on a Player Terminal may only be settled in accordance with the position in which they are displayed on the Player Terminal at the time a Wagering Period expires.
- 3.7 A Player Terminal must not allow a wager to be placed, changed or withdrawn after the expiry of the Wagering Period.
- 3.8 At the settlement of wagers for a Round of Play, each open Player Terminal must-
  - 3.8.1 Display the outcome of a Round of Play;

- 3.8.2 Clear any losing wager(s), by causing the chips representing that wager(s) to disappear from the screen;
- 3.8.3 Automatically calculate and display any winnings; and
- 3.8.4 Automatically calculate and display the balance of the Player Chip Account as a result of the outcome.
- 3.9 A person must not engage or participate in Syndicate Play.
- 3.10 A person must not induce a player to vacate a Player Terminal at a Semi-Automated Table Game or to engage in syndicate play, whether by threats, unpleasant behaviour, financial offer or any other method.
- 3.11 A person must not solicit or accept an inducement to engage in Syndicate Play.

#### **4. PERMISSIBLE WAGERS**

- 4.1 In respect of a game, Crown must ensure the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991* (Vic)<sup>1</sup> are displayed.
- 4.2 Each Player Terminal is a location within the casino for the purposes of section 66 of the *Casino Control Act 1991* (Vic).
- 4.3 If:
  - 4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the Player Terminal must not display any chips in respect of that wager.
  - 4.3.2 A player attempts to place an individual wager-
    - (a) In a multiple over the minimum which is not permitted; or

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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.



(b) Which is greater than the permitted maximum wager;

the Player Terminal must display only so many chips or such denomination of chips as is the next lowest permitted wager.

4.3.3 By the end of the Wagering Period for a Round of Play, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the Player Terminal or the game system for the Round of Play.

## **5. PLAYER CHIP ACCOUNTS**

5.1 A person wishing to play the game may buy-in as follows:

5.1.1 Where there is provision for a Dealer initiated buy-in, by tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips and may at any time tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as is practicable, credit the amount tendered to the player's Player Chip Account; or

5.1.2 By inserting an amount of cash into the Player Terminal note acceptor and may at any time insert a further amount of cash into the Player Terminal note acceptor; or

5.1.3 By inserting a ticket into the Player Terminal note acceptor which has been fitted with a bar code reader, and may at any time insert further tickets into the Player Terminal note acceptor.

5.2 If the Dealer (or above) accepts an amount tendered under Rule 5.1.1, the Dealer (or above):

5.2.1 Must give the player control of a Player Terminal; and

5.2.2 Must activate a Player Chip Account in respect of the Player Terminal by crediting it with the amount tendered, thereby causing chips to appear on the display of the Player Terminal or that amount to be shown as standing to the credit of the Player Chip Account.

5.3 Where a player inserts cash or a valid ticket into a Player Terminal note acceptor, the value of the cash or ticket will automatically be credited to the Player Chip Account in respect of that Player Terminal, thereby causing chips to appear on the display of the Player Terminal or that amount to be shown as standing to the credit of the Player Chip Account.

5.4 An open Player Terminal must display the active Player Chip Account for the Player Terminal.

5.5 A player:

5.5.1 May leave the game at any time; and

- 5.5.2 Must leave the game if a TG Area Manager (or above), having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 5.6 If a player leaves the game:
- 5.6.1 Where the player is playing at a Player Terminal that is equipped with a ticket printer, they will be required to select the appropriate 'cash-out' option, whereupon a ticket will be issued for the full value of their Player Chip Account. The player's account will then be closed. The ticket may be exchanged for cash or cash equivalent at a Casino Cage or for cash at a Ticket Redemption Terminal.
- (a) Once the ticket is printed, the player is responsible for presenting the ticket for redemption.
  - (b) If, at the time the player elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may make a manual payment to the player.
  - (c) Crown accepts no liability for any lost or stolen tickets or tickets which become illegible after printing.
- 5.6.2 Where available, a Dealer (or above) may:
- (a) Pay out the full value of the player's Player Chip Account balance by tendering chips; and
  - (b) Close the Player Chip Account.

## **6. DEALING THE GAME**

- 6.1 With the exception of Rule 13.6 (Rapid Blackjack) and Rule 17.4 (Rapid Casino War), the Wagering Period applying to all Semi-Automated Table Games will be determined by:
- 6.1.1 Crown; or
  - 6.1.2 If Crown has not made a determination, the Wagering Period is thirty (30) seconds; or
  - 6.1.3 Where the Dealer has commenced a Round of Play prior to the expiry of the nominated Wagering Period as described in Rules 6.1.1 or 6.1.2 above, the end of the Wagering Period will be indicated to the players and the amount of time available for wagering will automatically be reduced to zero (0).
- 6.2 Each Player Terminal must clearly display a countdown of the remaining portion of the Wagering Period for the next Round of Play.
- 6.3 A TG Higher Duties Dealer (or above) may direct the Dealer to deal additional

or continuous rounds of play (coups, spins, hands):

- 6.3.1 At the commencement of a new shoe;
- 6.3.2 At any time during the course of a shoe; and
- 6.3.3 Continuously until a player places a wager at the table.

## **7. JACKPOT SYSTEMS**

- 7.1 Crown may operate one (1) or more approved Jackpot Systems with respect to Semi-Automated Table Games and utilise a variety of jackpot styles, including, by way of example and not limitation, Mystery Jackpots, Stand Alone Progressive Jackpots, Linked Progressive Jackpots and Bonus Jackpots. For the purposes of these Rules, the generic term 'jackpot' will be used for all jackpot styles.
- 7.2 Where a jackpot is offered, software required to run the jackpot will be approved as gaming equipment.
- 7.3 The following provisions apply to the operation of a Jackpot System:
  - 7.3.1 One or more particular tables may constitute a jackpot group;
  - 7.3.2 A jackpot system must operate in respect of one or more jackpot groups;
  - 7.3.3 A jackpot group may have one or more jackpots operate in respect of it;
  - 7.3.4 A jackpot group may be added to or removed from a jackpot or transferred between one jackpot and another provided that, prior to the change, a sign giving notice of the addition, removal or transfer is displayed;
  - 7.3.5 A jackpot may be closed at any time provided that a sign giving notice of the closure is displayed at every table in respect of which system is operating;
  - 7.3.6 Where a jackpot pool comprises player contributions and that jackpot is closed, an amount equal to the player contributions must be transferred to the jackpot meter of one or more other jackpots;
  - 7.3.7 Where a jackpot pool is made up of player contributions:
    - (a) Each table or location related to the playing of a game in respect of which a jackpot operates, must show the value of the jackpot prize amount and/or any goods or services constituting a jackpot prize; and.
    - (b) The value of a jackpot may be displayed on one or more electronic promotional displays in the casino.

- 7.3.8 Where a jackpot pool is funded by Crown, the jackpot prize amount and/or any goods or services constituting a jackpot prize may be displayed on one or more electronic promotional displays in the casino.
- 7.3.9 In a Round of Play where there is a jackpot winner, jackpot wins may be paid in accordance with (a), (b) or (c) below:
- (a) The jackpot prize and the winning Player Terminal number will be displayed on the Dealer terminal. Once confirmed by the TG Higher Duties Dealer (or above):
    - (i) Where the jackpot prize is cash, the jackpot amount will be credited directly to the respective Player Chip Account.
    - (ii) All jackpot prizes in the form of goods and/or services will be awarded to the player at a convenient time thereafter.
  - (b) The player's Player Chip Account balance may, automatically, be incremented in accordance with Rule 3.8.
  - (c) A redeemable ticket or payout voucher may be issued.
- 7.4 As applicable to the jackpot in operation, Crown must ensure that the jackpot meter for a jackpot from time to time records:
- 7.4.1 A monetary value no less than the minimum jackpot value; plus any amount wagered at participating Semi-Automated Table Games which has incremented to the jackpot meter at the rate specified in the approved jackpot system software; or
- 7.4.2 Where the jackpot prize is cash, goods or services either the monetary amount or a description of the prize.
- 7.5 As applicable to the type of jackpot being offered, if, in respect of a Round of Play, the value recorded on the jackpot meter of a jackpot would fall below the minimum jackpot value, Crown must cause the jackpot meter for the jackpot system to be reset to an amount no less than this amount.
- 7.6 The electronic equipment for a Jackpot is operating properly if-
- 7.6.1 As applicable to the type of jackpot being offered, the jackpot server of the system is capable of posting contributions from patron wagers at the specified increment rate, calculating random jackpot seed values and recording winning jackpot records; and/or
- 7.6.2 The TG Higher Duties Dealer (or above) can read the value of the jackpot prize at the time for settlement.
- 7.7 Where a jackpot is in operation at a table, if, at any time it is deemed that the jackpot system is not operating properly, the jackpot prize(s) offered with



respect to that particular jackpot will not be offered to players and a regular Semi-Automated Table Game will be conducted.

- 7.8 Subject to Rule 7.3.6 and Rule 8.9, if a Round of Play in which a jackpot prize has been won is Void, the amount of the jackpot prize as displayed on the meter of the jackpot must be returned to the meter of that particular jackpot, or must be transferred to the meter of one or more other jackpots.

## **8. IRREGULARITIES**

- 8.1 If, during a Round of Play, an error occurs that is not disclosed until after the commencement of a subsequent Round of Play, that error will not have any effect on the outcome of subsequent rounds of play.
- 8.2 Unless covered by the situations described in Rules 8.7 and 8.8 below, the TG Higher Duties Dealer (or above) may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.
- 8.3 If it appears reasonable that an incorrect outcome has been entered into the Dealer terminal or recorded by the game system, all Player Chip Accounts must be frozen and the result recalculated based on the actual outcome.
- 8.4 If a player claims that an incorrect outcome has been recorded for a Round of Play or that any part of the game system has malfunctioned, the claim must be considered and whatever reasonable action is permitted by this Rule must be taken.
- 8.5 If during a Round of Play, it is reasonably assumed that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, that Round of Play will be treated as Void.
- 8.6 The WND must be disregarded if the WND displays a result other than the actual outcome.
- 8.7 If either a Player Terminal or the game system experiences a malfunction (including by reason of physical damage):-
- 8.7.1 Prior to the expiry of the Wagering Period, all wagers placed on the Player Terminal for the relevant Round of Play must be treated as Void; and
- 8.7.2 On, or after the expiry of the Wagering Period, an analysis of available records must be completed so as to confirm what wagers were placed and to cause the appropriate adjustments to be made.
- 8.8 If, for the purposes of Rule 8.7.2 the relevant wagers placed are unable to be confirmed through the analysis of available records, those wagers must be Void.
- 8.9 Once a Jackpot has been confirmed, it cannot be voided. In the event that a Round of Play is declared Void after a Jackpot has been confirmed, payment of that Jackpot stands and the declaration of a Void game will have no effect

on the result/s of any prior or subsequent Rounds of Play.

## **9. ELECTRONIC AND RAPID BACCARAT**

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

### **9.2 Additional Definitions**

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

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

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

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

### **9.3 Additional Equipment**

9.3.1 In addition to the equipment described in Rule 2, an Electronic and Rapid Baccarat table will have:

- (a) A Dealing Shoe; and/or
- (b) An approved Automatic Shuffling Machine.

### **9.4 Cards**

9.4.1 Where a continuous shuffling machine is in use, no cutting card will be used.

9.4.2 After the cards have been shuffled the Dealer will cut the cards by placing the cutting card in the stack a minimum of approximately one (1) deck in from either end of the stack. Once they have inserted the cutting card, the Dealer will:

- (a) Take all cards in front of the cutting card, and place them to the back of the stack, after which, they will insert the cutting card approximately twenty (20) cards (or more for the purpose of integrity, at the discretion of a TG Area Manager (or above)) in from the back of the stack and then place the cards in the dealing shoe ready for the commencement of play; or
- (b) Take all cards in front of the cutting card, and place them to the back of the stack, after which they will fan thirteen (13) cards from the end, and insert the cutting card and then place the cards in the dealing shoe ready for the commencement of play.

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

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

## 9.5 Placement of Wagers

9.5.1 Crown may offer wagers described in the approved Rules of Baccarat and also these additional wagers:

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

9.5.2 On a game where a side wager is offered:

- (a) Unless specifically permitted otherwise by a Casino Manager (or above), a player may only place a side wager when they have a valid Player and/or Banker wager.
- (b) Subject to Rule 9.5.1, a player may place simultaneous side wagers. For example: In any one coup, a player may place a wager on both Player Dragon Bonus and Banker Dragon Bonus.

## 9.6 Dealing the Game

### 9.6.1 The Initial Deal

- (a) The Dealer will retain the dealing shoe and deal two (2) hands - the Player hand and the Banker hand.

### 9.6.2 The Play

- (a) After the initial deal the point count of each hand will be displayed, and if required, further cards will be dealt in accordance with the Table of Play as described in the Rules of Baccarat. Under no circumstances will more than one (1) additional card be dealt to either hand.
- (b) The result of the hand will be communicated to the player(s).

## 9.7 Settlement

- 9.7.1 Having consideration for Rule 9.5.1, where offered, the bets which may be placed in respect of a coup and the odds payable for them are:

Natural Win		
Name	Definition	Odds
Player Natural Win	The Player wins the coup with a natural.	4 to 1
Banker Natural Win	The Banker Wins the coup with a natural.	4 to 1
* In the event of a Tie, all wagers placed on Natural Win will be Void.		
Winning Hand Total		
Name	Definition	Odds
Total score of 1, 2, 3 or 4	Either the Player or the Banker wins with a total score of 1, 2, 3 or 4.	7 to 1
Total score of 5 or 6	Either the Player or the Banker wins with a total score of 5 or 6.	7 to 2
Total score of 7	Either the Player or the Banker wins with a total score of 7.	9 to 2



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

## 9.8 Irregularities

- 9.8.1 If, despite no wagers being placed, the Wagering Period as described in Rule 6.1 has elapsed, the Dealer may deal the next coup in accordance with Rule 6.3.
- 9.8.2 If in a coup, despite no wagers being placed, the Wagering Period as described in Rule 6 has elapsed and the Dealer has:
- (a) Burned a card; or
  - (b) With or without burning a card, dealt one (1) or more cards to the Player hand or the Banker hand, the Dealer must complete the coup in which:
    - (i) If a card had been burned, that card is treated as a burned card; and
    - (ii) The first of any cards so dealt becomes the first card of the coup.

## 10. RAPID ROULETTE

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

### 10.2 Additional Definitions

**'Ball'** means Roulette ball.

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

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

**‘Wheel’** means Roulette wheel.

### 10.3 Additional Equipment

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

### 10.4 Dealing the Game

10.4.1 The ball may be spun at any time after the start of the Wagering Period.

10.4.2 If the ball has not been spun before the end of the Wagering Period, it must be spun as soon as is practicable after the Wagering Period expires.

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

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

### 10.5 Settlement

10.5.1 Depending on the Wheel in use as described in Rule 10.3.1, the bets which may be placed in respect of a Round of Play and, the odds payable for them will be in accordance with the Approved Rules for Roulette.

### 10.6 Irregularities

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

## 11. RAPID SIC BO

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

## 11.2 Additional Definitions

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

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

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

## 11.3 Additional Equipment

11.3.1 The display of the touch screen monitor of an open Player Terminal, must in addition to those elements described in Rule 2, provide betting areas to allow players to place wagers on:

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

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

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

11.3.3 In accordance with the wagers described in the approved Sic Bo Rules, ‘3 of 4 Dice’ may also be referred to as ‘4 number combo’.

- (c)

## 11.4 Dealing the Game

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

- (a) At the commencement of a new game; or
- (b) At end of the Wagering Period.

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

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

## 11.5 Irregularities

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

## 12. TRIPLE CHASE

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

### 12.2 Additional Definitions

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

- (a) **'Coloured Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of the same colour, but different suits.
- (b) **'Mixed Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of different colours.
- (c) **'Suited Blackjack'** means the first and third cards dealt in a hand form a Blackjack and are of the same suit.

**'Hand'** means a Round of Play.

**'Pair'** means two cards of the same rank as described in Rule 12.4.

- (a) **'Coloured pair'** means two (2) cards of the same rank and colour, but not suit.
- (b) **'Mixed pair'** means two (2) cards of the same rank, but not colour.
- (c) **'Suited pair'** means two (2) cards of the same rank and suit.

**'Poker Pursuit'** means all three (3) cards dealt in a hand form a Flush, or a Straight, or a Three of a Kind, or a Straight Flush as described below:

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

(c) **'Straight Flush'** means that all three (3) cards are of the same suit and in numerical sequence.

(d) **'Three of a kind'** means that all three (3) cards are of the same rank.

### 12.3 Additional Equipment

12.3.1 A Continuous Shuffling Machine will be used, from which the cards are dealt.

12.3.2 In respect of the display of the touch screen monitor of an open Player Terminal, betting areas will be provided for available options as listed in Rule 12.6.1

### 12.4 The Cards

12.4.1 Semi-Automated Triple Chase will be played with six (6) decks, each deck having fifty two (52) cards without jokers, with backs of the same colour and design.

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

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

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

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

12.4.5 An Ace has a value of one.

### 12.5 Shuffling, Burning and Card Replacement

#### 12.5.1 The Shuffle

(a) The cards will be loaded into the Continuous Shuffling Machine and shuffled so that they are randomly intermixed:-

(i) Prior to the cards being used for play;

(ii) Immediately, if in the opinion of a TG Area Manager (or above) the cards are dealt in a sequence which is abnormal;

(iii) At other times (including where the cards have been dropped or otherwise mishandled) when in the opinion of a TG Area Manager (or above) there is reasonable cause to believe that a shuffle is warranted; and

(iv) Continuously, throughout play.

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

#### 12.5.2 Burning a Card

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

(b) Once the first card has been burned as described in Rule 12.5.2(a) above, the Dealer will:

(i) Open betting for the first Round of Play; and

(ii) When the betting period has expired, communicate to the player(s) that no more bets may be placed and commence the game.

#### 12.5.3 Card Replacement

(a) At the discretion of the TG Higher Duties Dealer (or above), the cards may be removed from the table, checked and replaced by new cards.

(b) Where a TG Area Manager (or above) forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the TG Area Manager (or above) will direct that any or all of the cards be replaced.

(i) Where all the cards are replaced, the new cards will be loaded into the Continuous Shuffling Machine, shuffled, and a card burned in accordance with Rule 12.5.1 and 12.5.2 respectively.

### 12.6 Placement of Wagers

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

(a) Two-card wagers (first and third cards dealt)

(i) Crown Pairs;

(ii) Blackjack Bounty;

(iii) Total 13;

(iv) Under 13; and

- (v) Over 13.
- (vi) Three-card wagers
- (vii) Lucky 8s;
- (viii) Extra Chance Pairs;
- (ix) Total 20;
- (x) Under 20;
- (xi) Over 20; and
- (xii) Poker Pursuit.
- (b) A player's Crown Pairs wager will:
  - (i) Win if the first and third cards dealt are a Pair, as described in Rule 12.2; and
  - (ii) Lose if the first and third cards dealt are not a Pair, as described in Rule 12.2.
- (c) A player's Blackjack Bounty wager will:
  - (i) Win if a Blackjack as described in Rule 12.2 is dealt; and
  - (ii) Lose if a Blackjack as described in Rule 12.2 is not dealt.
- (d) A player's Total 13 wager will:
  - (i) Win if the sum of the first and third cards dealt in a hand is 13; and
  - (ii) Lose if the sum of the first and third cards dealt in a hand is not 13.
- (e) A player's Under 13 wager will:
  - (i) Win if the sum of the first and third cards dealt in a hand is less than 13; and
  - (ii) Lose if the sum of the first and third cards dealt in a hand is equal to or greater than 13.
- (f) A player's Over 13 wager will:
  - (i) Win if the sum of the first and third cards dealt in a hand is greater than 13; and

- (ii) Lose if the sum of the first and third cards dealt in a hand is equal to or less than 13.
- (g) A player's Lucky 8s wager will:
  - (i) Win if at least one of the cards dealt in a hand is an 8 (eight); and
  - (ii) Lose if not one of the cards dealt in a hand is an 8 (eight).
- (h) A player's Extra Chance Pairs wager will:
  - (i) Win if the three cards dealt in a hand contain a Pair, as described in Rule 12.2; and
  - (ii) Lose if the three cards dealt in a hand do not contain a Pair, as described in Rule 12.2.
- (i) A player's Total 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is 20<sup>2</sup>; and
  - (ii) Lose if the sum of all three cards dealt in a hand is not 20.
- (j) A player's Under 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is less than 20; and
  - (ii) Lose if the sum of all three cards dealt in a hand is equal to or greater than 20.
- (k) A player's Over 20 wager will:
  - (i) Win if the sum of all three cards dealt in a hand is greater than 20; and
  - (ii) Lose if the sum of all three cards dealt in a hand is equal to or less than 20.
- (l) A player's Poker Pursuit wager will:
  - (i) Win if the three cards dealt in a hand form a:
    - Flush; or
    - Straight; or

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<sup>2</sup> *In accordance with rule Error! Reference source not found. Aces will have a value of 1 (one) for all Total 20, Under 20 and Over 20 bets.*



- Three of a kind; or

- Straight Flush

as described in Rule 12.2; and

(ii) Lose if the three cards dealt in a hand do not form a:

- Flush; nor

- Straight; nor

- Three of a kind; nor

- Straight Flush

as described in Rule 12.2.

## 12.7 Dealing the Game

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

12.7.2 The Dealer will:

(a) At the conclusion of the betting period, deal one (1) card in sequence to each of the three (3) designated positions in front of the Dealer's work area; and

(b) Confirm the result.

(c) Under no circumstances will less or more than three (3) cards be dealt in a hand.

## 12.8 Settlement

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

Crown Pairs		
Name	Definition	Odds
Mixed Pair	The first and third cards dealt in a hand are of the same rank, but not colour.	6 to 1
Coloured Pair	The first and third cards dealt in a hand are of the same rank and colour, but not suit.	13 to 1
Suited Pair	The first and third cards dealt in a hand are of the same rank and suit.	25 to 1
Blackjack Bounty		
Name	Definition	Odds
Mixed Blackjack	The first and third cards dealt in a hand form a Blackjack and are of different colours.	11 to 1

Coloured Blackjack	The first and third cards dealt in a hand form a Blackjack and are of the same colour, but different suits.	22 to 1
Suited Blackjack	The first and third cards dealt in a hand form a Blackjack and are of the same suit.	30 to 1
<b>Total 13, Under 13 and Over 13</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Total 13	The sum of the first and third cards dealt in a hand is 13.	10 to 1
Under 13	The sum of the first and third cards dealt in a hand is less than 13.	1 to 1
Over 13	The sum of the first and third cards dealt in a hand is greater than 13.	1 to 1
<b>Lucky 8s</b>		
<b>Definition</b>		<b>Odds</b>
Only one of the three cards dealt in a hand is an 8 (eight)		2 to 1
Only two of the three cards dealt in a hand are 8s (eights)		15 to 1
All three cards dealt in a hand are 8s (eights)		200 to 1
<b>Extra Chance Pairs *</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Mixed Pair	Two of the three cards dealt in a hand are of the same rank, but not colour.	2 to 1
Coloured Pair	Two of the three cards dealt in a hand are of the same rank and colour, but not suit.	4 to 1
Suited Pair	Two of the three cards dealt in a hand are of the same rank and suit.	6 to 1
<b>Total 20, Under 20 and Over 20</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Total 20	The sum of all three cards dealt in a hand is 20.	13 to 1
Under 20	The sum of all three cards dealt in a hand is less than 20.	1 to 1
Over 20	The sum of all three cards dealt in a hand is greater than 20.	1 to 1
<b>Poker Pursuit</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Flush	All three cards dealt in a hand are of the same suit, but not of the same rank or in numerical sequence.	3 to 1
Straight	All three cards dealt in a hand are in numerical sequence, but not of the same suit.**	6 to 1
Three of a Kind	All three cards dealt in a hand are of the same rank.	50 to 1
Straight Flush	All three cards dealt in a hand are of the same suit and in numerical sequence.**	100 to 1
* Where a hand qualifies for more than one Extra Chance Pairs payout, only the highest payout will be paid.		

<p>** An Ace may count high or low in a Straight or Straight Flush, e.g. Ace, King, Queen, or 3, 2, Ace.</p>
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## 12.9 Triple Chase Irregularities

- 12.9.1 Where the Dealer fails to burn a card(s) as described in Rule 12.5.2(a), play in that shoe will continue.
- (a) Where the first hand of the shoe has not been completed, that hand may be reconstructed and the shoe recommenced, ensuring compliance with Rule 12.5.2(a).
- 12.9.2 If a card is found face-upwards in the dealing shoe:
- (a) If it is the first card of a hand, the card will be discarded; and
- (b) If it is not the first card of a hand, the hand will be dealt as though the card had come from the dealing shoe face-down.
- 12.9.3 If a card is drawn in excess from the dealing shoe and has:
- (a) Not been revealed; it will be treated as undisclosed and used as though it were the next card from the shoe.
- (b) Been revealed; it will be discarded.
- 12.9.4 If in a hand, despite no wagers being placed, the Wagering Period as described in Rule 6 has elapsed and the Dealer has dealt one or more cards, the Dealer must complete the hand.
- 12.9.5 If an error of card placement occurs during the deal, a TG Higher Duties Dealer (or above) may reconstruct the hand.
- 12.9.6 An error that is not disclosed until after all wagers have been settled for a particular Round of Play will have no effect on the result of that Round of Play or further Rounds of Play.
- 12.9.7 If there are insufficient cards remaining in the dealing shoe to complete a hand, all of the cards in the discard holder will be returned to the continuous shuffling machine and the Dealer will then complete the hand and the game will continue in accordance with these rules.
- 12.9.8 If during a hand the continuous shuffling machine malfunctions, or two (2) or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined and that hand cannot be completed, that hand will be Void.
- 12.9.9 If, during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for Semi-Automated Triple Chase;

- (a) The result of any hands previously completed will stand;
- (b) The hand in which the error is discovered will be Void and all monies returned for that hand; and
- (c) The remainder of the shoe will be declared Void and the cards removed from play.

### 13. RAPID BLACKJACK

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

#### 13.2 Additional Definitions

**‘Bet the Set 21’** means a side wager which wins if the first two (2) cards dealt to the player’s position form either:

- (a) A **‘Suited Pair’**, which means two (2) cards that are exactly alike and of the same suit; or
- (b) An **‘Unsuited Pair’**, which means two (2) cards that are exactly alike except for suit.

**‘King’s Bounty’** means a side wager which wins if the first two (2) cards dealt to the player’s position total 20.

**‘Royal Match 21’** means a side wager which wins if the first two (2) cards dealt to the player’s position form:

- (a) A King and Queen of the same suit; or
- (b) Any two (2) cards of the same suit; or
- (c) Where offered, a Blackjack of the same suit.

#### 13.3 Additional Equipment

13.3.1 In addition to the equipment described in Rule 2, a Rapid Blackjack table will have:

- (a) A Dealing Shoe; and/or
- (b) An approved Automatic Shuffling Machine.

#### 13.4 The Cards:

13.4.1 Rapid Blackjack will be played with four (4) to eight (8) decks of cards as described in the Rules of Blackjack. Each deck will have

fifty-two (52) cards without jokers, with backs of the same colour and design.

13.4.2 The rank of the cards is exactly as described in the Rules of Blackjack.

### 13.5 Placement of Wagers

#### 13.5.1 Side Wagers:

In addition to the side wagers offered in the Rules of the applicable variation of Blackjack, players may place bets on the following side wagers (where offered):

- (a) Bet The Set 21;
- (b) King's Bounty; and
- (c) Royal Match 21.

13.5.2 In placing bets on any side wagers, players must first place a valid Blackjack wager.

13.5.3 Crown will offer no more than two (2) side wagers on Rapid Blackjack, unless otherwise approved by the VGCCC.

### 13.6 Dealing the Game

Subject to Rule 6.1, the Wagering Period determined by Crown will be not less than thirteen (13) seconds, unless otherwise approved by the VGCCC.

### 13.7 Initial Deal

#### 13.7.1 The Dealer will:

- (a) Deal one (1) card to the player's position; then
- (b) Deal one (1) card to the Dealer's position; and
- (c) In a like manner then deal a second card to the player's position.

### 13.8 Interim Settlement

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

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

### 13.9 Subsequent Deal

13.9.1 Each player will indicate their decision to:

(a) Draw additional cards;

(b) Double;

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

(c) Split; or

(d) Stand

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

13.9.2 The Dealer will not draw an additional card until a decision has been made on each previous card in accordance with Rule 13.9.1.

(a) After each card is drawn, players will have time as determined by Crown to make a decision on their hands as described in Rule 13.9.1.

(b) Where a decision is required and a player:

(i) Refuses or fails to act; or

(ii) Is not present

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

13.9.3 Where each player's hand(s) has been completed, the Dealer will draw one (1) or more cards, if and as required, to complete their hand in respect of each player's hand.

## 13.10 Settlement

13.10.1 All wagers will be settled simultaneously at the conclusion of each Round of Play.

13.10.2 For the avoidance of doubt, for all outcomes described in Rule 13.10.3, only the highest result wins and wagers will be settled accordingly.

13.10.3 In addition to the bets offered in the Rules of the applicable variation of Blackjack, the odds payable for the wagers described in Rule 13.5.1 are:

(a) **Table 1: King's Bounty payout odds (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
2 Kings of Spades and Dealer Blackjack	1000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1

(b) **Table 2: Bet the Set 21 payout odds (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
Suited Pair	15 to 1
Unsuited Pair	10 to 1

(c) **Table 3: Royal Match 21 payout odds (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
King and Queen Suited	50 to 1
2 Suited Cards	2 to 1

### 13.11 Irregularities

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

13.11.2 An error that is not disclosed until after all wagers have been settled for a particular Round of Play will have no effect on the result of that Round of Play or further Rounds of Play.

## 14. RAPID BIG WHEEL

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

#### 14.2 Additional Equipment

- 14.2.1 In addition to the equipment mentioned in Rule 2, a Rapid Big Wheel Table will include a Big Wheel (either manually or mechanically activated) which will:
- (a) Be approved as gaming equipment under section 62 and 64 of the *Casino Control Act 1991* (Vic); and
  - (b) Have fifty-two (52) equal compartments configured in accordance with the options described in the approved Rules of Big Wheel.

#### 14.3 Dealing the Game

- 14.3.1 The wheel must be spun as soon as is practicable after the Wagering Period expires.
- 14.3.2 After the wheel has been spun, and the indicator comes to rest, the result will be entered either manually by the Dealer or automatically by the game system.

#### 14.4 Irregularities

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

### 15. LUCKY SIC BO

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

#### 15.2 Additional Definitions

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

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

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

#### 15.3 Additional Equipment

- (a)
- 15.3.1 In addition to the equipment described in Rule 2, a Lucky Sic Bo Table will be fitted with a dice tumbler, containing a set of three (3)



dice sealed inside.

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

#### 15.4 Permissible Wagers

- 15.4.1 A minimum wager, that may be a cumulative minimum wager, may be specified as the selection criteria for determining the shooter.
- 15.4.2 In accordance with the wagers described in the approved Sic Bo Rules, '3 of 4 Dice' may also be referred to as '4 number combo'.

#### 15.5 Dealing the Game

- 15.5.1 The dice tumbler will be activated either:

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

by the shooter, or automatically by the game system.

- 15.5.2 The shooter will be:

- (a) If no minimum wager is specified, determined in a clockwise direction around each of the active Player Terminals; or
- (b) If a minimum wager is specified, the player who has wagered that amount (or above); or
- (c) If more than one (1) player has wagered the minimum wager (or above), the player with the highest wager.
  - (i) If there are two (2) or more players who have wagered an equal amount, the shooter will be the player who wagered that amount first.

- 15.5.3 The shooter will have a period, as determined by Crown, from the end of the Wagering Period to press the shooter button; otherwise the dice tumbler will be activated automatically.

- 15.5.4 The result will be determined by the number that appears on the uppermost face of each die, after the dice tumbler has been activated and the dice have come to rest. The total of the three (3) dice may also be displayed.

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

## 15.6 Jackpots

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

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

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

## 15.7 Settlement

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

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

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

## 16. MINISTAR AND DIAMOND ROULETTE

16.1 Where the Semi-Automated Table Game in play is MiniStar or Diamond

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

16.2 In these Rules—

**‘Ball’** means Roulette ball.

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

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

**‘Wheel’** means Roulette wheel.

16.3 Additional Equipment

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

16.4 Dealing the Game

16.4.1 The ball may be spun at any time after the start of the Wagering Period.

16.4.2 If the ball has not been spun before the end of the Wagering Period, it must be spun as soon as is practicable after the Wagering Period expires.

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

16.5 Settlement

16.5.1 Depending on the wheel in use as described in Rule 16.3, the bets which may be placed in respect of a Round of Play and the odds payable for them will be in accordance with the Approved Rules for Roulette.

16.6 MiniStar and Diamond Roulette Jackpots

16.6.1 Where a jackpot is offered on a MiniStar or Diamond Roulette table, information relating to the jackpot will be made available on each

Player Terminal. Such information will include, but not be limited to:

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

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

## **17. RAPID CASINO WAR**

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

17.2 Additional Definitions:

‘**Ante**’ means the original wager placed by a player prior to any cards being dealt for a Round of Play (equivalent to the ‘Casino War wager’ as defined in the Rules of Casino War).

17.3 The Cards

Rapid Casino War will be played with four (4) to eight (8) decks of cards as described in the Rules of Casino War. **Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.**

17.4 Dealing the Game

Subject to Rule 6.1, the Wagering Period determined by Crown will be no less than thirteen (13) seconds, unless otherwise approved by the VGCCC.

17.5 Initial Deal

17.5.1 The Dealer will:

- (a) Deal one (1) card in sequence to each betting area; and
- (b) Deal one (1) card to the Dealer’s position.

17.6 Interim Settlement

17.6.1 Players who have a card of the same rank as the Dealer will be offered the option to either surrender or Go to War:

- (a) If the player elects to surrender; they will surrender half their wager and all wagers will be settled accordingly; or
- (b) If the player elects to Go to War; a wager equivalent to their original Ante wager will be placed automatically in their Go to War betting area.

17.6.2 Players will have time as determined by Crown to make a decision in accordance with Rule 17.6.1. If a player:

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

and the time to make a decision has elapsed; the player will surrender half their Ante wager in accordance with Rule 17.6.1(a).

#### 17.7 Subsequent Deal

17.7.1 Once each player has made their decision in accordance with Rule 17.6.1 (if applicable), the Dealer will:

- (a) Deal one (1) community card, which each betting area will share as their 'Go to War' additional card; and
- (b) Deal one (1) card to the Dealer's position.

#### 17.8 Settlement

17.8.1 All wagers will be settled simultaneously at the conclusion of each Round of Play.

#### 17.9 Irregularities

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

17.9.2 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.

### 18. RAPID THREE CARD POKER

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

18.2 Additional Definitions:

**‘Player’s Cards Matrix’** means the area to which the player’s cards will be dealt, comprising nine (9) positions of which the player must select three (3) positions to form their three (3) card hand.

### 18.3 Additional Equipment

18.3.1 In addition to the equipment described in Rule 2, a Rapid Three Card Poker table will include:

- (a) A Dealing Shoe;
- (b) An approved Automatic Shuffling Machine;
- (c) A Player’s Cards Matrix (depicted in [Diagram D](#)); and
- (d) Betting areas for side wagers that are offered on each column or row of the Player’s Cards Matrix.

### 18.4 The Cards

18.4.1 Rapid Three Card Poker will be played with one (1) deck of cards. The deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.

18.4.2 The rank of cards and order of Poker hands is exactly as described in the Rules of Three Card Poker.

### 18.5 Placement of Wagers

18.5.1 During the Wagering Period, players must select three (3) positions from the nine (9) positions in the Player’s Cards Matrix labelled 1-9. The three (3) selected positions will comprise the player’s hand.

18.5.2 In addition to the bets offered in the Rules of Three Card Poker, players may place wagers on:

- (a) Pairs Plus; and/or
- (b) Six Card Bonus;

on any column or row from the Player’s Cards Matrix as described in Rule 18.3.1(c). The outcome of these wagers is independent of the selected three (3) cards by the player.

### 18.6 Dealing the Game

18.6.1 Commencing from position 1 of the Player’s Cards Matrix, the Dealer will deal one (1) card to each position in the Player’s Cards Matrix numerical order; a total of nine (9) cards dealt to the Player’s Cards Matrix as described in Rule 18.3.1(c).

18.6.2 Players will have time as determined by Crown to make a decision (either Fold or Play) on their hand in accordance with the Rules of

Three Card Poker. If a player:

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

and the time to make a decision has elapsed; the player be deemed as having elected to Fold and will lose their Ante wager.

- 18.6.3 The Dealer will then deal three (3) cards to the Dealer's hand. The cards will be turned face up and the best possible hand will be declared.

## 18.7 Settlement

All wagers will be settled simultaneously at the conclusion of each Round of Play.

## 18.8 Irregularities

- 18.8.1 If an error of card placement occurs during the deal, a TG Higher Duties Dealer (or above) may reconstruct the hand.
- 18.8.2 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.
- 18.8.3 If, during the Wagering Period, a player cannot place a Play wager of exactly the same amount as their Ante wager, and the Wagering Period expires, then the player's hand is Void and the Ante wager will be returned.
- (a) In this instance, the player's hand will remain in play if the player had placed a valid Pair Plus and/or Six Card Bonus wager during the Wagering Period.

## 19. SEMI-AUTOMATED TABLE GAMES TOURNAMENT PLAY

- 19.1 Crown may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Semi-Automated Table Games being offered with an equal chance.
- 19.2 For each tournament conducted by Crown, Crown must:
- 19.2.1 In accordance with clause 19.4, document relevant Terms and Conditions;
  - 19.2.2 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.
- 19.2.3 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.
- 19.2.4 Designate the gaming tables (and/or Player Terminals) to be used in the conduct of the Tournament.
- 19.2.5 Ensure that, during the conduct of a Tournament, a gaming table (and/or Player Terminal) designated under Rule 19.2.4 is used exclusively for Tournament Play.
- 19.3 Prior to the commencement of play in a Tournament:
  - 19.3.1 The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.
  - 19.3.2 Tournament Players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice Rounds of Play'.
- 19.4 The Tournament Terms and Conditions referred to in Rule 19.2 must include the following information at a minimum:
  - 19.4.1 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.
  - 19.4.2 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 Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the Tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a Tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
  - (i) A statement to the effect that all Tournament Players must abide by the Terms and Conditions or risk disqualification.
  - (ii) Information detailing how the Terms and Conditions will be made available to Tournament Players.
  - (iii) If the Tournament Director requires each Tournament Player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

#### 19.4.3 Tournament Format

- (a) Information regarding how the Tournament will be structured including:

- (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables (and/or Player Terminals) to be active in each round or session, or the basis on which the number of gaming tables (and/or Player Terminals) to be active in each round or session will be determined;
  - (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated Tournament Player to buy back into the Tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary round(s) or session(s) is offered, details of how a Tournament Player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary round(s); whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament Players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
- (c) As applicable, the disposition of Tournament chips at the completion of the Tournament.

#### 19.4.4 Wagers

- (a) If there is a minimum or compulsory wager for each Round of Play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (b) If secret wagers are permissible, the number of allowable secret wagers in a session or Round of Play and details of how to make a secret wager.

#### 19.4.5 Elimination

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

#### 19.4.6 Winners

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

#### 19.4.7 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.

#### 19.4.8 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 remaining in the Player's Chip Account; and
  - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Semi-Automated Table Games and that in the event of any inconsistency, the Rules of the relevant version of Semi-Automated Table Games will prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of Rounds of Play or the scheduled completion time:
  - (i) If the Tournament Player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of Tournament chips in cash at the

end of the round or session, if all the players at the gaming table agree.

- (e) A statement to the effect that entrants' personal information collected during the Tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Semi-Automated Table Games;
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *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 Semi-Automated Table Games.

## **20. GENERAL PROVISIONS**

- 20.1 A person will not, with respect to a Semi-Automated Table Game or part thereof, use or intend to use (either alone or in concert with any other person), any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 20.2 Where a player has contravened any provision of the Rules, a Casino Manager (or above) may:
  - 20.2.1 Declare that any wager made by the player(s) will be Void;
  - 20.2.2 Direct that the player(s) will be excluded from further participation in the game;

- 20.2.3 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
- 20.2.4 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.
- 20.3 A Casino Manager (or above) may declare the outcome of a game or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 20.4 A TG Higher Duties Dealer (or above) may declare Void the outcome of a game if the game 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, robber or an Act of God.
- 20.5 Where the outcome of a game is declared Void, all wagers made by the players for that particular result will be refunded.
- 20.6 A player will not be advised by an employee of Crown on how to play, except to ensure compliance with these Rules.
- 20.7 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 20.8 The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided that minimum notice of three (3) Rounds of Play is given to the players.
- 20.9 A seated player who abstains from wagering for three (3) consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 20.10 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.
- 20.11 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VGCCC Inspector.
- 20.12 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 Semi-Automated Table Games.
- 20.13 Players are not permitted to have side bets against each other.
- 20.14 A copy of these Rules will be made available upon request.

## 21. VERSION CONTROL TABLE

Version Number	Date of Crown Revisions	Summary of Revisions
16.0	27 April 2022	
17.0	21 October 2024	<ul style="list-style-type: none"> <li>• “VCGLR” – changed to “VGCCC”</li> <li>• “TG Assistant Casino Manager” – changed to “Casino Manager”</li> <li>• Added clause 9.4.1 to stipulate a cutting card is not used on a continuous shuffler</li> <li>• The inclusion of a version control table.</li> </ul>

**DIAGRAM A**

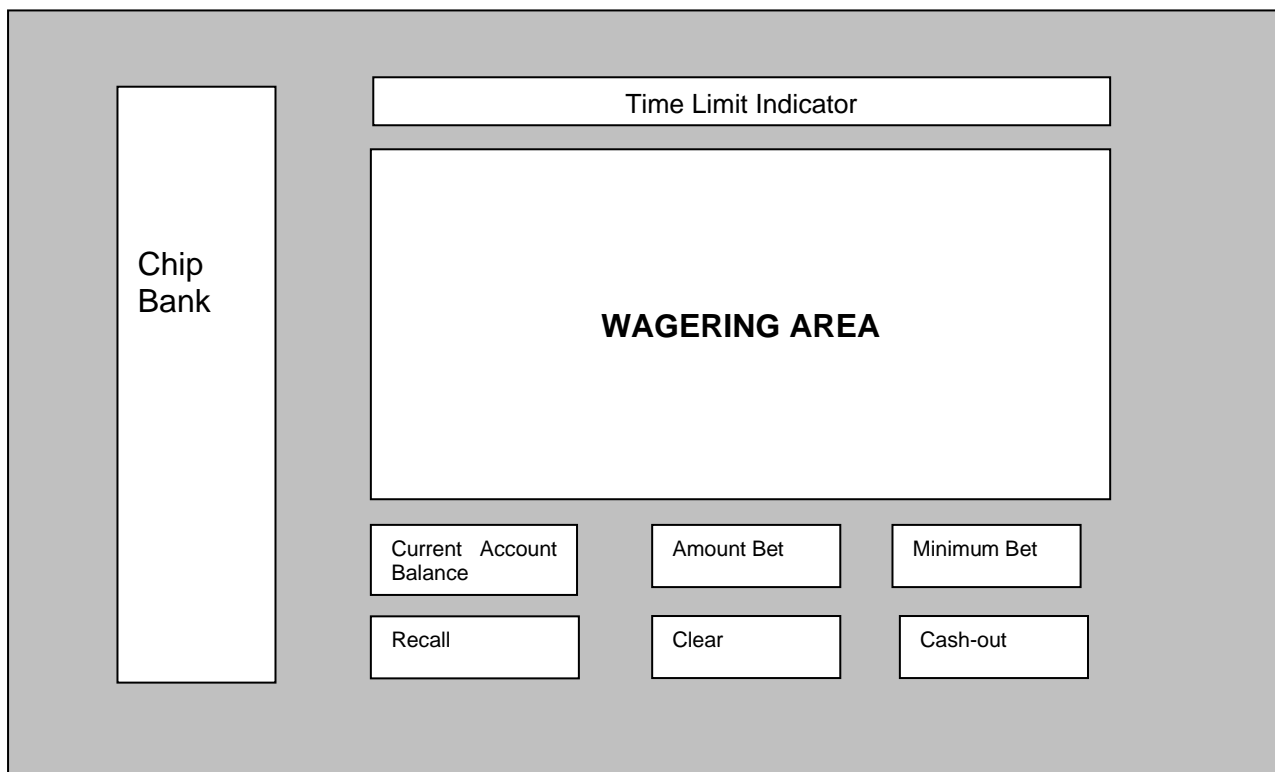


DIAGRAM B

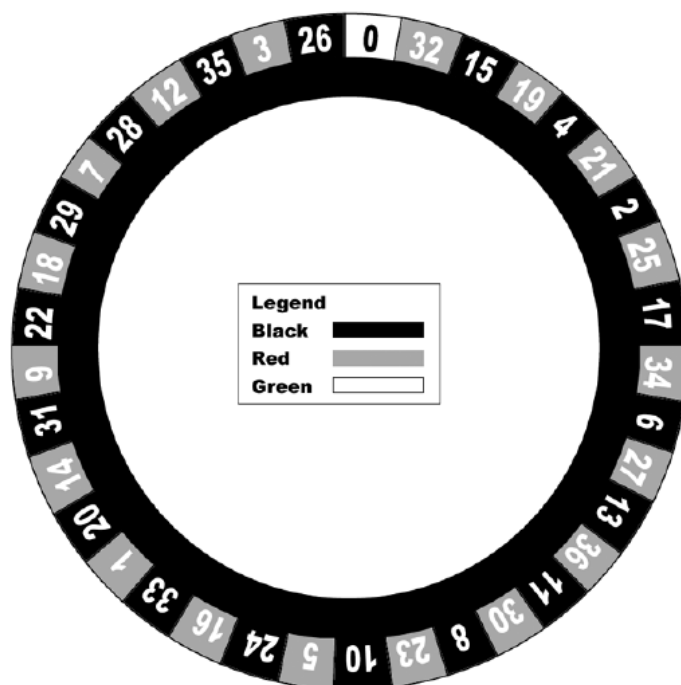
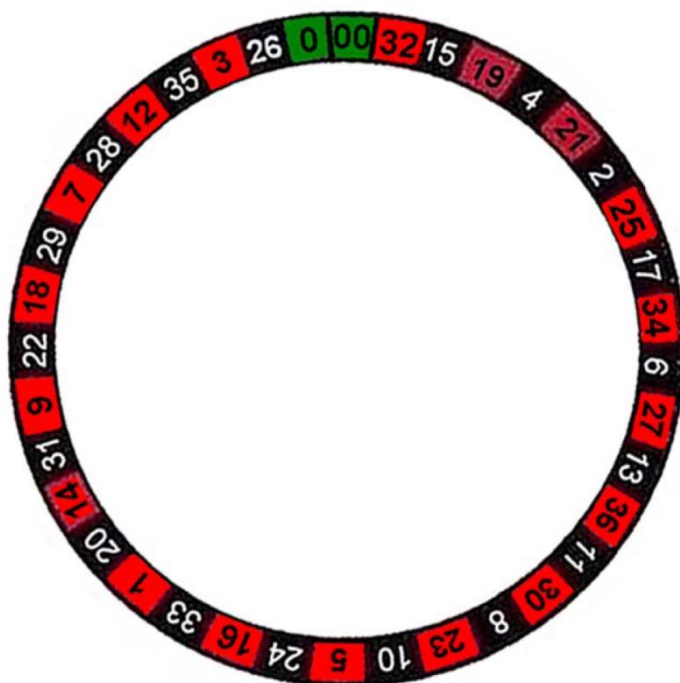




DIAGRAM C



**DIAGRAM D**

