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## CASINO GAMES REGULATIONS

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**CASINO GAMES REGULATIONS**

(SECTION 54 and 66)

*[Commencement 21st July, 1993]*

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S.I. 104/2004*

**1: PRELIMINARY**

1. These Regulations may be cited as the Casino Games Regulations. Citation.

**2: CRAPS**

(1) The terms listed below as used in the game of Craps shall have the following meanings — Interpretation.

- (a) “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;
- (b) “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don’t Pass Bet has been effected;
- (c) “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don’t Come Bet;
- (d) “7 Out” shall mean a total of 7 thrown by the shooter subsequent to his establishment of a come-out point;
- (e) “Total” shall mean the sum of the numbers shown on the high or uppermost sides of the two dice on any given roll;
- (f) “Roll” shall mean the throw of the dice;
- (g) “Shooter” shall mean the player who throws the dice.

(2) The following shall constitute the definitions of permissible wagers at the game of Craps — Permissible Wages.

- (a) “Pass Bet” shall mean a wager placed on the Pass line of the layout immediately prior to the come

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out roll. The Pass Bet shall win if, on the come out roll —

- (i) a total of 7 or 11 is thrown; or
- (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears;

The Pass Bet shall lose if, on the come out roll —

- (iii) a total of 2, 3, or 12 is thrown; or
  - (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;
- (b) “Don’t Pass Bet” shall mean a wager placed on the Don’t Pass line of the layout immediately prior to the come out roll. The Don’t Pass Bet shall win if, on the come out roll —
- (i) a total of 2 or 3 is thrown; or
  - (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

The Don’t Pass Bet shall lose if, on the come out roll —

- (iii) a total of 7 or 11 is thrown; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Don’t Pass Bet shall be void if, on the come out roll, a total of 12 is thrown;

- (c) “Come Bet” shall mean a wager placed in the come area of the layout at any time after the come out roll. The Come Bet shall win, if on the roll immediately following placement of such bet —
- (i) a total of 7 or 11 is thrown; or
  - (ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Come Bet shall lose if, on the roll immediately following placement of such bet —

- (iii) a total of 2, 3 or 12 is thrown; or
- (iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and 7 subsequently appears before that total is again thrown;

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(d) “Don’t Come Bet” shall mean a wager placed in the Don’t Come area of the layout at any time after the come out roll. The Don’t Come Bet shall win if, on the roll immediately following placement of such bet —

(i) a total of 2 or 3 is thrown; or

(ii) a total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown;

The Don’t Come Bet shall lose if, on the roll immediately following placement of such bet —

(iii) a total of 7 or 11 is thrown; or

(iv) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

The Don’t Come Bet shall be void, if, on the roll immediately following placement of such a bet, a total of 12 is thrown.

(e) “Place Bet to Win” shall mean a wager, that may be made at any time, on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7, and shall lose if a 7 is thrown before such number. All Place Bets shall be inactive on any come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of such player’s wager;

(f) A “Lay Bet” shall mean a wager, that may be made at any time, against any of the numbers 4, 5, 6, 8, 9 or 10. A Lay Bet shall win if a 7 is thrown before the particular number against which the wager is placed, and shall lose if the particular number against which the wager is placed is thrown before a 7 appears. A casino licensee may charge a player, at the time of making a lay bet, a percentage of the amount the player could win on such bet; this percentage in no event shall exceed 5%;

(g) “Big Six” shall mean a wager placed on the area of the layout marked “Big 6” which shall win if a total of 6 is thrown before a 7 and shall lose if a 7 is thrown before a 6;

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- (h) “Big Eight” shall mean a wager placed on the area of the layout marked “Big 8” which shall win if a total of 8 is thrown before a 7, and shall lose if a 7 is thrown before an 8;
  - (i) “Four the Hardway” shall mean a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (i.e. with 2 appearing on each die), and shall lose if 4 is thrown in any other way or a 7 is thrown;
  - (j) “Six the Hardway” shall mean a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (i.e. with 3 appearing on each die), and shall lose if 6 is thrown in any other way or a 7 is thrown;
  - (k) “Eight the Hardway” shall mean a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e. with 4 appearing on each die), and shall lose if 8 is thrown in any other way or a 7 is thrown;
  - (l) “Ten the Hardway” shall mean a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e. with 5 appearing on each die), and shall lose if 10 is thrown in any other way or a 7 is thrown;
  - (m) “Field Bet” shall mean a one roll wager, that may be made at any time, which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet, and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll;
  - (n) “Any Seven” shall mean a one roll wager, that may be made at any time, which shall win if a total of 7 is thrown on the roll immediately following the placement of such bet, and shall lose if any other total is thrown;
  - (o) “Any Craps” shall mean a one roll wager, that may be made at any time, which will win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
  - (p) “Craps Two” shall mean a one roll wager, that may be made at any time, which will win if a total of 2 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;



- (q) “Craps Three” shall mean a one roll wager, that may be made at any time, which will win if a total of 3 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (r) “Craps Twelve” shall mean a one roll wager, that may be made at any time, which will win if a total of 12 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (s) “11” shall mean a one roll wager, that may be made at any time, which will win if a total of 11 is thrown on the roll immediately following placement of such bet, and will lose if any other total is thrown;
- (t) “Horn Bet” shall mean a one roll wager, that may be made at any time, which will win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown;
- (u) “Whirl or World Bet” shall mean a one roll wager, that may be made at any time, which will win if any one of the totals 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of such bet and will lose if any other total is thrown;
- (v) “Hop Bet” shall mean a one roll wager, that may be made at any time on a specific combination designated by the player, which will win if the combination is thrown on the next roll of the dice, and will lose if any other combination is thrown.

**(3)** (a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make a supplemental wager, in support of the Pass Bet, which may be limited by the casino licensee. If, in such circumstances the Pass Bet wins, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the additional wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.

Supplemental  
Wagers.

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(b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make a supplemental wager, in support of the Don't Pass Bet, which may be limited by the Casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, it shall be paid at odds of 1 to 1, and the additional wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager, in support of the Come Bet, which may be limited by the casino licensee. If, in such circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1, and the additional wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9 and 6 to 5 if the come point was 6 or 8.

(d) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make a supplemental wager, in support of the Don't Come Bet, which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, it shall be paid at odds of 1 to 1 and the additional wager shall be paid at odds of 1 to 2 if the come point was 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

(e) Whenever a player makes a supplemental wager under paragraph (a) or (c) and that wager is in excess of the free odds allowed, the casino licensee may charge the player a commission not exceeding five per cent on the amount in excess of the free odds.

(f) Whenever a player makes a supplemental wager under paragraph (b) or (d), and that wager is in excess of the free odds allowed, the casino licensee may charge the player a commission, not exceeding five per cent, on the amount the player could win from the sum wagered in excess of the free odds allowed.

(g) In this Regulation “free odds” is a reference to the amount of a supplemental wager which is allowed by the casino licensee without the payment of a commission by the player placing the wager.

(4) (a) All odds stated on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through use of the word “to” and no odds shall be stated through use of the word “for”. Payout odds.

(b) No casino licensee, his employees or agents shall pay off winning wagers at the game of Craps at less than or more than the odds listed below, without prior approval of the Gaming Board.

<i>(c) Wager</i>	<i>Payout Odds</i>
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to win	9 to 5
Place Bet 5 to win	7 to 5
Place Bet 6 to win	7 to 6
Place Bet 8 to win	7 to 6
Place Bet 9 to win	7 to 5
Place Bet 10 to win	9 to 5
Lay Bet 4	1 to 2
Lay Bet 5	2 to 3
Lay Bet 6	5 to 6
Lay Bet 8	5 to 6
Lay Bet 8	2 to 3
Lay Bet 10	1 to 2
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12
Big Six	1 to 1
Big Eight	1 to 1

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Any seven	4 to 1
Any craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hop Bet (easy)	15 to 1
Hop Bet (hardway)	30 to 1

(d) A Horn Bet shall be paid as if it were four separate wagers on 2, 3, 11 and 12.

(e) A “Whirl or World” Bet shall be paid as if it were five separate wagers on 2, 3, 7, 11 or 12.

(f) No casino licensee or his employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by paragraph 4(c), except in those circumstances when a payoff would result in a fraction of a dollar, in which case such wager shall be paid to the nearest dollar over and above the correct payoff.

Buy bets.

(5) (a) In addition to the pay out odds set forth in Regulation 2(4)(c) for place bets on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player the option (buy bets) of receiving true odds on those bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed 5 per cent of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets.

<i>Bet</i>	<i>Odds</i>
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1

(b) Except as provided for in Regulations 2(2)(f), 2(3)(e) and (f), and 2(5)(a), no casino licensee shall charge any percentage fee or vigorish to a player in making any wager in the game of craps.

(c) Only the wagers listed in Regulations 2(2), 2(3) and 2(5) shall be permissible at the game of craps.

(6) (a) Wagers should be made before the dice are thrown, but they may be made between the time the dice leave the shooter’s hand and the time the dice come to rest, provided that they are confirmed orally by the dealer and a Supervisor.

Making and removal of wagers; approval of minimum and maximum wagers.

(b) All wagers at craps shall be made by placing gaming chips or plaques on the appropriate areas of the Craps layout, except that oral wagers accompanied by cash or authorized cash equivalents may be accepted provided that they are confirmed by the dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques.

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bets.

(d) A Don’t Come Bet and a Don’t Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new come out roll.

(e) Each casino licensee shall submit to the Board for its review and approval the proposed minimum and maximum wagers to be permitted at each Craps table in the casino. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted on a sign at each table.

(7) (a) A set of at least five dice conforming to the specifications contained in Regulation 18 of the Gaming Equipment Regulations, 1993, shall be presented at the Craps table during gaming at Craps. Control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.

Dice Retention and selection.

(b) At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the Supervisor at the table. If such player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

Throw of the dice.

(8) Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him.

Invalid roll of the dice.

(9) (a) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(b) A Supervisor or Stickman, as designated by the casino licensee, shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons —

- (i) the dice do not leave the shooter's hand simultaneously;
- (ii) either or both of the dice fail to strike an end of the table;
- (iii) either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the Supervisor;
- (iv) either or both of the dice come to rest in the dice cup in front of the Stickman or on one of the rails surrounding the table;
- (v) the use (or the reasonable suspicion of the use) of a cheating, dishonest device or technique in the roll of the dice; or
- (vi) for any other reason the Supervisor or Stickman as the case may be, considers the throw to be improper.

(c) The call of "No Roll" by the Supervisor or Stickman under subparagraphs (b)(i), (ii), (v), or (vi), of this paragraph shall whenever possible, be made before both dice come to rest;

(d) A throw of the dice, which results in the dice coming into contact with any chips on the table, shall not be a cause for a call of "No Roll".

**(10)** (a) When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered uppermost. In the event of a dispute as to which face is upper most, the Supervisor shall have discretion to determine which face is uppermost or to determine that the throw be void and the dice be re-thrown.

Point thrown:  
Settlement of  
wagers.

(b) After calling the throw, the Stickman shall collect the dice and bring them to the centre of the table between himself and the Supervisor. All wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

**(11)** (a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that —

Continuation of  
shooter:  
Selection of new  
shooter.

- (i) the shooter shall pass the dice upon throwing a loser 7; and
- (ii) the Supervisor may order the shooter to pass the dice if the shooter unreasonably delays the game or repeatedly makes invalid rolls or violates the Lotteries and Gaming Act or the Gaming Regulations.

(b) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the Stickman shall offer the complete set of 5 or more dice to the player immediately to the left of the previous shooter, except in cases when a die is temporarily missing from the table when the shooter will be offered the remaining dice for selection to continue play. If he does not accept, the dice will be offered to each of the other players, in turn, clockwise around the table.

(c) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

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### 3: BLACKJACK

Blackjack  
Interpretation.

**(1)** The following terms shall have the following definitions unless the context in which they are used clearly indicates otherwise —

- (a) “Blackjack” shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;
- (b) “Dealer” shall mean the person responsible for dealing the cards at a Blackjack table;
- (c) “Hard Total” shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value;
- (d) “Soft Total” shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

Cards: Number  
of decks: Value  
of cards.

**(2)** (a) Blackjack shall be played with at least four decks of cards with backs of the same colour and design and two additional coloured cutting cards:

Provided that Single Deck Blackjack shall be played with one deck of cards with backs of the same colour and design and two additional coloured cutting cards.

(b) The value of the cards contained in each deck shall be as follows —

- (i) any card from 2 to 10 shall have its face value;
- (ii) any Jack, Queen or King shall have a value of ten;
- (iii) an ace shall have a value of eleven unless that would give a player or the dealer a score in excess of 21, in which case, it shall have a value of 1.

(c) Notwithstanding the provisions of subparagraph (b), with respect to the game of Over/Under 13 —

- (i) any card from 2 to 10 shall have its face value;
- (ii) face cards shall count as 10; and
- (iii) an ace shall have a value of 1.

Wagers.

**(3)** (a) Prior to the first card being dealt for each round of play, each player at the game of Blackjack shall make a wager against the dealer which shall win if —

- (i) the score of the player is 21 or less and the score of the dealer is in excess of 21;



- 
- (ii) the score of the player exceeds that of the Dealer without either exceeding 21;
  - (iii) the player has achieved a score of 21 in two cards and the Dealer has achieved a score of 21 in more than two cards. Except as otherwise provided in paragraph (a) above, a wager made in accordance with this paragraph shall be void when the score of the player is the same as the dealer;
  - (iv) except as otherwise provided in these Regulations, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt;
  - (v) all wagers at Blackjack shall be made by placing gaming chips or plaques on the appropriate areas of the blackjack layout, except that oral wagers accompanied by cash or authorized cash equivalents may be accepted provided that they are confirmed by the Dealer and Casino Supervisor, and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments;
  - (vi) each casino licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted at each blackjack table in the casino. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted on a sign at each table;
  - (vii) all winning wagers made in accordance with this paragraph shall be paid at odds of 1 to 1 with the exception of Blackjack which shall be paid at odds of 3 to 2:

Provided that in Single Deck Blackjack, *S.I. 104/2004.*  
Blackjack shall be paid at odds of 6 to 5;

- (viii) once the first card of any hand has been removed from the shoe by the Dealer or in Single Deck Blackjack, once the first card has been dealt from the Dealer's hand, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Regulations; *S.I. 104/2004.*

- (ix) once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the Dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Regulations;
- (x) no Dealer or other casino employee shall permit any player to engage in conduct in breach of subparagraphs (h) or (i).

Opening of table  
for gaming.

**(4)** (a) After receiving the four or more decks of cards at the table, the Dealer shall sort and inspect the cards after which a Casino Supervisor shall also inspect the cards.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player (or players) is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or a “chemmy shuffle” of the cards and stacked.

Shuffle and cut  
of the cards.

**(5)** (a) Immediately prior to commencement of play and after each shoe of cards is dealt, the Dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the Dealer shall offer the stack of cards, with backs facing away from him, to the players to be cut.

(c) The player designated by subparagraph (e) shall cut the cards by placing the cutting card in the stack at least ten (10) cards in from either end.

(d) Once the cutting card has been inserted by the player, the Dealer shall take all cards in front of the cutting card and place them to the back of the stack after which the Dealer shall insert the cutting card in a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.

- (e) The player to cut the cards shall be —
  - (i) the first player to the table if the game is just beginning;
  - (ii) the player on whose box the cutting card appeared during the last round of play;
  - (iii) the player at the farthest point to the right of the Dealer if the cutting card appeared on the Dealer’s hand during the last round of play.

(f) If the player designated in subparagraph (e) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the Dealer shall cut the cards.

(g) A re-shuffle of the cards in the shoe shall only take place after the cutting card is reached in the shoe as provided for in subparagraph (d), except that a reshuffle is permitted for security reasons by a Pit Boss or someone senior to him in the casino management after consultation with the Gaming Board Inspector on duty at the time.

**(6)** (a) All cards used to game at Blackjack shall be dealt from a dealing shoe specifically designed for such purposes and located on the table to the left of the Dealer:

Procedure for dealing of cards.

Provided that in Single Deck Blackjack, the cards shall be dealt from the Dealer’s hand or from a dealing shoe.

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(b) Each Dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand.

(c) After each full set of cards is placed in the shoe, the Dealer shall remove the first card therefrom and place it in the discard rack which shall be located on the table immediately in front of or to the right of the Dealer.

(d) At the commencement of each round of play, the Dealer shall, starting on his left and continuing clockwise around the table, deal the cards in the following order —

- (i) one card face upwards to each box on the layout in which a wager is contained;
- (ii) one card face upwards to himself;
- (iii) a second card face upwards to each box in which a wager is contained;

- (iv) a second card face down to the Dealer, but at no time should the Dealer look at the second “hole” card unless the first card is an ace or a ten-value card, and the electronic card scanner used by the Dealer to look at the hole card in said instances was approved by the Board.
- (e) After two cards have been dealt to each player and to the Dealer, the Dealer shall, beginning from his left, announce the point total of each player. As each player’s point total is announced, such player shall indicate whether he wishes to double down, split pairs, stand, draw and/or make an insurance wager, as provided for by these Regulations.
- (f) As each player indicates his decision, the Dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these Regulations and shall announce the new point total of such player after each additional card is dealt.
- (g) After the decisions of each player have been implemented and all additional cards have been dealt, the Dealer shall turn his hole card face upwards and any additional cards authorized to be dealt to the hand of the Dealer by paragraph 3(11)(b) shall be dealt face upwards at this time after which the Dealer shall announce his total point count.
- (h) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the Dealer in order and in such a way that they can be readily reconstructed in the event there arises any question or dispute. The Dealer shall pick up the cards of the player to his far right and, moving counter-clockwise around the table, will then pick up his hand last.
- (i) Whenever the cutting card is reached in the deal of the cards, the Dealer shall continue dealing the cards until that round of play is completed, after which he shall re-shuffle the cards.
- (j) No player or spectator shall handle, remove or alter any cards used to game at Blackjack except as explicitly permitted by these Regulations and no Dealer or other casino employee shall permit a player or spectator to engage in such activity.

(k) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the Dealer under this section without himself checking the accuracy of such announcements.

(7) The following procedures shall be adhered to — Payment of  
Blackjack.

(a) If the first face up card dealt to the Dealer is a 2, 3, 4, 5, 6, 7, 8 or 9 and a player has Blackjack, the Dealer shall announce and pay the Blackjack at odds of 3 to 2 and shall remove the player's cards before any player receives a third card:

Provided that in Single Deck Blackjack, S.I. 104/2004.  
Blackjack shall be paid at odds of 6 to 5;

(b) If the first face up card dealt to the Dealer is an Ace, King, Queen, Jack or ten and a player has Blackjack, the Dealer shall announce the Black-jack but shall make no payment' nor remove any cards until all other cards are dealt to the players and the Dealer has turned over his second card. If, in such circumstances the Dealer's second card does not give him Blackjack, the player having Blackjack shall be paid at odds of 3 to 2 but in S.I. 104/2004. Single Deck Blackjack at odds of 6 to 5. If, however, the Dealer's second card gives him Blackjack, the wager of the player having black-jack shall be void and constitute a stand off.

(c) If the first card dealt to the Dealer is an Ace and S.I. 104/2004. the player has Blackjack, the player may elect to be paid even money. This option must be exercised by the player with the Blackjack prior to any other cards being dealt to other hands. If exercised, the Dealer will pay the player even money and then remove the cards from the layout and place them in the discard rack before acting on any other players' hands:

Provided that in Single Deck Blackjack, there shall be no even money payouts when the Dealer asks for insurance and the player has a Blackjack.

(8) (a) Whenever the first card dealt to the Dealer is Insurance wagers an Ace, each player shall have the right to make an insurance bet which shall win if the Dealer's second card is a King, Queen, Jack or 10 and shall lose if the Dealer's second card is an Ace, 2, 3, 4, 5, 6, 7, 8 or 9.

(b) An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager which shall be accomplished immediately after the second card is dealt to each player and prior to any additional cards being dealt to them.

(c) All winning insurance wagers shall be paid at odds of 2 to 1.

(d) All losing insurance wagers shall be collected by the Dealer immediately after he discloses his second or hole card, and before he draws any additional cards.

Double down.

**(9)** (a) Except for Blackjack or a point count of twenty-one in two cards, a casino may allow a player to double down, i.e. make an additional wager equal to the amount of his original wager, on the first two cards dealt to him, or the first two cards of any split pair, on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.

(b) If a Dealer obtains Blackjack after a player doubles down, the Dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

Splitting pairs.

**(10)** (a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager.

(b) Subject to the approved Submissions of each Casino Operator, a player may continue to split pairs, to include Aces, if successive cards dealt are identical in value to a card of the first split pair provided that he makes a wager on each additional hand so formed equal to his original wager including Aces.

(c) When a player splits pairs, the Dealer shall deal a second card to the first of the hands so formed and shall complete the players decisions with respect to that hand before proceeding to deal any additional cards to any additional hand.

(d) After a second card is dealt to a split pair the Dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw or double

down with respect thereto except that a player splitting Aces shall only have one card dealt to each Ace and may not elect to receive additional cards.

(e) If the Dealer obtains blackjack after a player splits pairs, the Dealer shall only collect the amount of the original wager of each player and shall not collect the additional amount wagered in splitting pairs.

**(11)** (a) A player may elect to draw additional cards whenever his point count total is less than 21 except that a player electing to double down shall draw one and only one additional card;

Drawing of additional cards by players and dealers.

(b) A dealer shall draw additional cards to his hand until he has a hard or soft total of 17, 18, 19, 20 or 21 at which point no additional cards shall be drawn:

Provided that in Single Deck Blackjack, the Dealer must hit (draw) soft 17.

*S.I. 104/2004.*

**(12)** (a) Unless otherwise directed by the Board, a casino licensee may permit from one to three people to wager on any one box of the Blackjack layout, provided that the first person wagering on the box consent to additional players wagering on such box and provided further that the casino licensee adhere to such procedures and limitations imposed by the Board as dictated by the particular circumstances.

More than one player wagering on a box.

(b) Whenever more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(c) The player calling the decisions with respect to any box shall place his wager in that portion of the box closest to the Dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down.

(e) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional

wager as provided for in paragraph (10) to cover each split pair or designate which of the split pairs they wish their initial wager to apply.

(f) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with paragraph (8) regardless of whether the other players on that box make such a bet.

(g) Whenever more than one player is wagering on a box, at no time should the aggregate wagering of more than one player in a box exceed the posted table limit.

(h) The Board and its Inspectors shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager, and the right to require the casino licensee to establish the ability of its dealers to implement this section.

(i) Whenever more than one player is wagering on a box, at no time should the aggregate wagering in a box exceed the posted table limit.

A player  
wagering on  
more than one  
box.

**(13)** A casino licensee may permit a player to wager on more than one box at a blackjack table provided however that the Board and its Inspectors shall have the authority and discretion to prohibit this during hours when there are insufficient seats in the casino to accommodate patron demand.

Irregularities.

**(14)(a)** A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or Dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round.

Over and Under  
13 wagers.

**(15)(a)** After all wagers have been made, in accordance with paragraph (3) in a round of play in a game of Blackjack but prior to the first card being dealt for the round of play, each player at the game of Blackjack may



elect to wager an amount (not greater than his regular Blackjack wager) that the sum of his initial two cards totals either Under 13 or Over 13.

(b) An “Under 13” wager of a player shall win if the sum of the initial two cards of the player is less than 13, and shall lose if the sum of such cards is more than 13.

(c) An “Over 13” wager of a player shall win if the sum of the initial two cards of the player is more than 13, and shall lose if the sum of such cards is less than 13.

(d) An Over/Under 13 wager of a player shall lose whenever the sum of the initial two cards of the player is exactly 13.

(e) All winning Over/Under 13 wagers shall be paid at odds of 1 to 1.

(f) All Over/Under 13 wagers made during a game of Blackjack shall be settled prior to the completion of the regular blackjack hands.

**(16)** Single Deck Blackjack shall be played in accordance with this regulation and the Casino’s Licensee’s approved Submissions relating to the Casino Games Regulations.

Single Deck  
Blackjack.

*S.I. 104/2004.*

**4: BACCARAT-PUNTO BANCO**

**(1)** (a) Baccarat-Punto Banco shall be played with at least eight (8) decks of cards and two additional solid yellow or green cutting cards.

Cards: Number  
of decks: Value:  
Point count of  
hand.

(b) The “Value” of the cards in each deck shall be as follows —

- (i) any card from 2 to 9 shall have its face value;
- (ii) any ten, Jack, Queen or King shall have a value of zero;
- (iii) any Ace shall have a value of one.

(c) The “Point Count” of a hand shall be a single digit number from 0 to 9 inclusive, and shall be determined by totalling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows —

Wagers.

- 
- (i) a hand composed of an Ace, a 2 and a 4 has a Point Count of 7;
  - (ii) a hand composed of an Ace, a 2 and a 9 has a total of 12, but only a Point Count of 2 since the digit 1 in the number 12 is discarded.
- (2) (a) The following wagers shall be permitted to be made by a participant at the game of Baccarat-Punto Banco.
- (b) A wager on the Banker’s Hand which shall —
    - (i) win if the “Banker’s Hand” has a Point Count higher than that of the “Player’s Hand”;
    - (ii) lose if the “Banker’s Hand” has a Point Count lower than that of the “Player’s Hand”;
    - (iii) be void if the Point Counts of the “Banker’s Hand” and the “Player’s Hand” are equal.
  - (c) A wager on the Player’s Hand which shall —
    - (i) win if the “Player’s Hand” has a point count higher than that of the “Banker’s Hand”;
    - (ii) lose if the “Player’s Hand” has a point count lower than that of the “Banker’s Hand”;
    - (iii) be void if the Point Counts of the “Banker’s Hand” and the “Player’s Hand” are equal;
    - (iv) a “Tie Bet” which shall win if the Point Counts of the “Banker’s Hand” and the “Player’s Hand” are equal and shall lose if such point counts are not equal;
    - (v) unless otherwise approved by the Board, no casino licensee, his employees or agents shall accept any wager at the game of Baccarat — Punto Banco other than those specified in this section;
    - (vi) all wagers at Baccarat-Punto Banco, shall be made by placing gaming chips or plaques on the appropriate areas of the Baccarat-Punto Banco layout, except that oral wagers accompanied by cash or authorized cash equivalents may be accepted provided that they are confirmed by the Dealer and the casino Supervisor at the table, and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques, in accordance with the Regulations governing the acceptance and conversion of such instruments;
-

- (vii) no wager at Baccarat-Punto Banco, shall be made, increased or withdrawn after the Dealer calling the game has announced “No more Bets”;
- (viii) each casino licensee shall submit to the Board for review and approval, the minimum and maximum wagers permitted at each Baccarat-Punto Banco table. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted on a sign at each table.

**(3)** (a) A winning wager made on the “Player’s Hand” shall be paid off by a casino licensee at odds of 1 to 1. Payouts.

(b) A winning wager made on the “Banker’s Hand” shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee may extract a charge (to be known as a “commission” or “vigorish”) on the amount won, not to exceed five percent (5 %) of such amount, provided, however a casino licensee may round off the commission or vigorish to twenty-five cents or the next highest multiple of twenty five or multiple thereof. A casino licensee may collect the vigorish from a player at the time the winning payoff is made or may defer it to a later time provided, however, that all outstanding vigorish shall be collected prior to the re-shuffling of the cards, and in no event shall the collection of any vigorish be deferred beyond such point. The amount of any vigorish not collected at the time of the winning payout shall be evidenced by the placing of a marker button containing the amount of the vigorish owed in a rectangular space, in front of the dealer on the layout, imprinted with the number of the participant owing such vigorish.

(c) A winning tie bet shall be paid off by a casino licensee at odds of 8 to 1.

**(4)** (a) After receiving the eight or more decks of cards at the table, the Dealers at the game shall sort and inspect the cards. Opening of table for gaming.  
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(b) Following the inspection of the cards by the Dealer and a casino Supervisor assigned to the table, the

cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

Shuffle and cut  
of the cards.  
*S.I. 104/2004.*

**(5)** (a) Immediately prior to the commencement of play and after each shoe of cards is completed, the Dealers at the game shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the Dealer calling the game shall offer the stack of cards, with backs facing away from him, to the participants to be cut. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle, the last curator, and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the Dealer shall cut the cards;

(c) The cards shall be cut by placing the cutting card in the stack at least ten (10) cards in from either end.

(d) Once the cutting card has been inserted into the stack, the Dealer shall take all cards in front of the cutting card and place them to the back of the stack. The Dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the Dealer may implement a card-burn procedure as may be required by the casino licensee.

Dealing shoe:  
Selection of  
player to deal  
cards.

**(6)** (a) All cards used to game at Baccarat-Punto Banco, shall have backs of the same colour and design, and shall be dealt from a dealing shoe specifically designed for such purpose.

(b) At the commencement of play, the Dealer calling the game shall offer the shoe to the participant in seat

number one at the table. If such participant rejects the shoe or if there is no one in seat number one, the Dealer shall offer the shoe to each of the other participants in turn counter clockwise around the table until one of the participants accepts it.

(c) The participant to accept the shoe (called the “Curator”) shall be responsible for dealing the cards in accordance with these Regulations and the instructions of the Dealer calling the game.

(d) Should all players at the table refuse to accept the shoe, one of the Dealers shall be assigned to take the shoe and be designated the curator.

**(7)** (a) There shall be two hands dealt in the game of Baccarat-Punto Banco, one of which shall be nominated the “Player’s Hand” and the other nominated the “Banker’s Hand”.

Hands of player and Banker: Procedure for dealing initial two cards to each hand.

(b) At the commencement of each round of play, the Dealer calling the game shall announce “No more Bets”, after which he shall instruct the curator to commence dealing the cards by announcing “Cards”.

(c) The curator shall initially deal four cards from the shoe. The first and third card dealt shall constitute the first and second cards of the “Player’s Hand”. The second and fourth cards dealt shall constitute the first and second cards of the “Banker’s Hand”. After the cards are dealt to each hand, the Dealer calling the game shall place them face upwards in front of himself.

**(8)** (a) After the initial four cards have been dealt, the Dealer calling the game shall announce the Point Count of the “Player’s Hand”. After the Dealer calling the game takes and positions the cards of the “Banker’s Hand” in front of him, the dealer calling the game shall announce the Point Count of the “Banker’s Hand.”

Procedures for dealing of additional cards.

(b) Following the announcement of the Point Count of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to each hand, which instructions shall be in conformity with the requirement of paragraph (9).

(c) Any third card required to be dealt by the Dealer’s instructions shall first be dealt face upwards to the “Player’s Hand” and then to the “Banker’s Hand” by the curator.

(d) In no event shall more than one additional card be dealt to either hand.

(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the Dealer calling the game shall announce “next to the last hand”. Upon completion of that hand, the Dealer calling the game shall announce “last hand”. At the completion of that hand, no more cards will be dealt until the reshuffle occurs.

Rules for determining whether third card shall be dealt.

**(9)** (a) If the Point Count of either the “Player’s Hand” or the “Banker’s Hand”, after the initial two cards are dealt to each, is an eight (8) or nine (9) (which shall be called a “natural”) no more cards shall be dealt to either hand.

(b) If the Point Count of the “Player’s Hand” on the first two cards is 0 to 5 inclusive, the “Player’s Hand” shall draw (i.e. take a third card) in accordance with the requirement of Table 1 below. If the Point Count of the “Player’s Hand” on the first two cards is 6 or 7, the “Player’s Hand” shall stand (i.e. not take a third card).

TABLE 1

PLAYERS HAND

Players Having	Third Card Determination
0 to 5	Draws
6 or 7	Stands
8 or 9	Natural, Banker cannot draw

(c) The “Banker’s Hand” shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of Table 2 below. Banker shall draw when first two cards total 0 to 2 inclusive.

TABLE 2

BANKER’S HAND

When First Two Cards Total:	Draws When Player’s Third Card Is:	Does Not Draw When Player’s Third Card Is:
3	1, 2, 3, 4, 5, 6, 7, 9, 10	8
4	2, 3, 4, 5, 6, 7	1, 8, 9, 10
5	4, 5, 6, 7	1, 2, 3, 8, 9, 10
6	6, 7	1, 2, 3, 4, 5, 8, 9, 10
7	STANDS	
8, 9	NATURAL, Player cannot draw	

If the player stands on 6 or 7 the Bank will always draw on total of 0, 1, 2, 3, 4 and 5, standing on 6, 7, 8 and 9.

**(10)** (a) After each hand has received all the cards it is entitled to by these Regulations, the Dealer shall announce the final point count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the Dealer shall announce “Tie Hand”.

Announcement of result of round: Payment and collection of wagers.

(b) After the result of the round is announced, the Dealer or Dealers responsible for the wagers on the table shall collect all losing wagers, pay off all winning wagers and either collect or mark up any vigorish or commission owed in accordance with these Regulations.

**(11)** (a) It shall be the option of the curator, after any round of play, either to pass the shoe or remain as curator except that —

Continuation of curator: selection of new curator.

- (i) the curator shall pass the shoe whenever the “Banker’s hand” loses; and
- (ii) the dealer or casino Supervisor assigned to the table may order the curator to pass the shoe if the curator unreasonably delays the game, repeatedly makes invalid deals or violates these Regulations.

(b) Whenever a voluntary or compulsory relinquishment of the shoe occurs, the Dealer shall offer the shoe to the participant immediately to the right of the previous curator and, if he does not accept it or there is no

participant in that position, the Dealer shall offer the shoe to each of the other participants in turn counter-clockwise around the table. The first to accept the shoe when offered shall become the new curator.

Irregularities.

(12) (a) A third card dealt to the “Player’s Hand”, when no third card is authorized by these Regulations shall become the third card of the “Banker’s Hand” if the “Banker’s Hand” is obliged to draw by Table 2 of paragraph (9). If, in such circumstances, the “Banker’s hand” is required to stay, the card dealt in error without its face being exposed, shall become the first card of the next hand. If the face of the card dealt in error were exposed to the players, such card shall not be used in the game, and the Dealer may implement such card-burn procedure as may be required by the casino licensee.

(b) A card drawn in excess from the shoe and not disclosed to the players shall be used as the first card of the next hand of play. If such card were exposed to the players, it shall be burned in accordance with the casino licensee’s burn procedure.

(c) All cards found face upwards in the shoe shall not be used in the game, and shall be burned in accordance with the Casino Licensee’s burn procedures.

(d) If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards is re-shuffled and placed in the shoe.

### 5: BACCARAT-CHEMIN DE FER

Cards: number  
Decks: Value:  
Point count on  
Hand.

(1) (a) Baccarat-Chemin de Fer, shall be played with at least six (6) decks of cards having backs of the same colour and design and two additional yellow or green cutting Cards.

(b) The value of the cards in each deck shall be as follows:

- (i) any card from 2 to 9 shall have its face value;
- (ii) any Ten, Jack, Queen or King shall have a value of Zero;
- (iii) any Ace shall have a value of one.



(c) The “Point Count” of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded, having no value, and the right digit shall constitute the Point Count of the Hand. Examples of this rule are as follows:

- (i) a hand composed of an Ace, a 2 and a 4 has a Point Count of 7;
- (ii) a hand composed of an Ace, a 2 and a 9 has a total of 12, but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

**(2)** Each casino licensee shall submit to the Board for review and approval, the Maximum wagers as approved by the Board shall be and remain conspicuously posted at each table.

Minimum and Maximum Wagers.

**(3)** (a) After receiving the six or more decks of cards at the table, the Dealer calling the game shall sort and inspect the cards.

Opening of Table for Gaming.

(b) Following the inspection of the cards by the Dealer and a Supervisor assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

**(4)** (a) Immediately prior to the commencement of play and after each shoe of cards is completed the Dealer shall shuffle the cards so that they are randomly intermixed.

Shuffle and Cut of the Cards.

(b) After the cards have been shuffled, the Dealer calling the game shall offer the stack of cards, with backs facing away from him, to the participants to be cut. The

Dealer shall begin with the participant seated in the highest numbered position at the table or, in the case of a reshuffle the participant seated to the left of the participant responsible for dealing the cards, and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the Dealer shall cut the cards.

(c) The cards shall be cut by placing the cutting card in the stack between 10th and 11th cards in from either end.

(d) Once the cutting card has been inserted into the stack, the Dealer shall take all cards in front of the cutting card and place them to the back of the stack, after which the Dealer shall place approximately one deck of cards into the remaining stack. After lacing the cards, the Dealer shall insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the Dealer may implement a card-burn procedure as may be required by the casino licensee.

Dealing Shoe:  
Selection of  
Banker.

**(5)** (a) All cards used to game at Baccarat-Chemin de Fer shall be dealt from a dealing shoe specifically designed for such purpose.

(b) After the cards have been shuffled and placed in the shoe, the Dealer calling the game shall offer the shoe to the participants to be dealt. The participant offering to wager the highest amount on the first hand shall become the “Banker” and shall be responsible for dealing the cards from the shoe in accordance with these Regulations and the instructions of the Dealer calling the game. If two or more participants offer to wager an equal amount on the first hand, the participant making such wager that is closest to the Dealer moving counter-clockwise around the table, shall become the “Banker” .

Wagers Placed by  
Banker.

**(6)** (a) Immediately prior to dealing the cards, the Banker shall place a wager in support of the “Banker’s Hand” which shall conform to the requirement of subparagraph (b). The wager placed by the Banker shall —

(i) win if the “Banker’s Hand” has a Point Count higher than that of the “Player’s Hand”;

- (ii) lose if the “Banker’s Hand” has a Point Count lower than that of the “Player’s Hand”;
- (iii) be void if the Point Counts of the “Banker’s Hand” and the “Player’s Hand” are equal.

(b) The wager, placed by the Banker immediately after accepting the shoe, shall not be less than the amount such participant offered in bidding to become the Banker. The amount of all subsequent wagers placed by the Bankers as such shall be at least equal to, but no more than twice, the amount of his immediately preceding wager. An example of this rule is as follows —

If Participant A becomes the Banker for a high bid of \$1,000, he must place a wager of at least \$1,000 on the first hand dealt. If he continues as the Banker, his wager on the second hand must be at least \$1,000 but not more than \$2,000. Assuming he wagers \$2,000 on the second hand, his wager on the third hand (if he continues as the Banker) must be at least \$2,000 but not more than \$4,000.

(c) Any wager, placed by the Banker in cash or authorized cash equivalents, shall be exchanged immediately by the Dealer for gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

(7) (a) After the Banker has placed a wager in support of the “Banker’s Hand”, the remaining participants at the table shall be given the opportunity of wagering against all or a part of the wager made by the Banker, provided however, that such wagers shall not exceed, either individually or in the aggregate, the amount wagered by the Banker.

Wagers Made  
against Banker

(b) Any participant who equalled and lost the immediately preceding wager of the Banker, shall have the first option of making a wager against the Banker of an amount equal to the amount being wagered by the Banker. Said participant shall exercise this option by announcing “Banco Suivi” or “Suivi” and by placing the requisite wager on the appropriate area of the layout. A “stand off” shall not be counted for the purpose of determining the immediately preceding wager under this subparagraph.

(c) If no qualified participant announces “Banco Suivi” or “Suivi” the next preference shall be given to any participant placing a wager against the Banker equal in amount to that wagered by the Banker. This option shall be exercised by a participant announcing “Banco Seul” or “Banco” and by placing the requisite wager on the appropriate area of the layout. Whenever more than one participant announces “Banco Seul” or “Banco”, preference shall be given to the participant making such announcement who is seated nearest to the Banker in a counter-clockwise direction round the table.

(d) If the options granted by subparagraphs (b) and (c) are not exercised, each participant, beginning with the one seated to the immediate right of the Banker and moving counter-clockwise around the table, shall have the right to make a wager against a part of the wager made by the Banker until such wagers, taken in the aggregate, equal the amount of the wager made by the Banker or until the dealer announces “No more Bets”;

(e) No wager at Baccarat-Chemin de Fer shall be made, increased or withdrawn after the Dealer has announced “No More Bets”, except that the Banker shall withdraw any part of his initial wager that was not covered by the wagers of the other participants.

(f) Any wager, placed by the participants in cash or authorized cash equivalents, shall be exchanged immediately by the Dealer for gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

(g) The wager(s) placed by the participants shall —

(i) win if the “Player’s Hand” has a Point Count higher than that of the “Banker’s Hand”;

(ii) lose if the “Player’s Hand” has a Point Count lower than that of the “Banker’s Hand”;

(iii) be void if the Point Counts of the “Banker’s Hand” and “Player’s Hand” are equal.

**(8)** (a) There shall be two hands dealt in the game of Baccarat-Chemin de Fer, one of which shall be denominated the “Player’s Hand” and the other denominated the “Banker’s Hand”.

Hands of Player  
and Banker  
Persons  
controlling Each  
Hand: Procedure  
for Dealing  
Initial two cards  
to each hand.

(b) The participant selected as the Banker shall have exclusive control of the “Banker’s Hand” and shall make all decisions permitted by these Regulations with respect to such hand.

(c) Exclusive control of the “Player’s Hand” and the right to make all decisions permitted by these Regulations with respect to such hand, shall reside in the participant who made a wager in accordance with subparagraphs (b) or (c) of paragraph (7). If no such wager has been made, this right shall reside in the participant making the highest wager against the Banker. If two or more equally high wagers have been made, this right shall reside in the participant making such wager that is nearest to the Banker, moving counter clockwise around the table. The participant possessing exclusive control of the “Player’s Hand” under this subsection shall hereinafter be referred to as the “Dominant Player”.

(d) After the Dealer announces “Cards”, the Banker shall deal an initial four cards from the shoe. The first and third card dealt shall be placed face downwards in front of the “Dominant Player” and shall constitute the first and second card of the “Player’s Hand”. The second and fourth card dealt shall be placed face downward in front of the Banker and shall constitute the first and second card of the “Banker’s Hand”.

(9) (a) After the initial four cards have been dealt, the “Dominant Player” shall look at the two cards dealt to the “Player’s Hand” without disclosing them to the Banker. If the Point Count of the “Player’s Hand” is —

Procedures for  
dealing of  
additional cards.

- (i) a zero, one, two, three or four, the “Dominant Player” shall request one additional card by announcing “Card”;
- (ii) a five, the “Dominant Player” shall exercise the option of requesting one additional card by announcing “Card” or not requesting one additional card by announcing “Stay”;
- (iii) a six or seven, the “Dominant Player” shall not draw an additional card by announcing “Stay”;
- (iv) an eight or nine, the “Dominant Player” shall announce “Natural” and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand.

(b) If the “Dominant Player” has announced “Card” in accordance with subparagraphs (a), an additional card shall not be dealt to the “Player’s Hand” until the Banker first looks at the two cards dealt to the “Banker’s Hand”. If the Point Count of the “Banker’s Hand’ is 8 or 9, the Banker shall announce “Natural” and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand. If the Point Count of the “Banker’s Hand” is less than 8, the Banker shall announce “Under Eight” and shall deal a third card face upwards to the “Player’s Hand” in accordance with the request of the “Dominant Player”.

(c) After the “Player’s Hand” stays or receives a third card in accordance with subparagraphs (a) or (b), the “Banker shall turn the cards in the “Banker’s Hand” face upwards on the table and shall deal or not deal a third card to the “Banker’s Hand” in accordance with the requirements of Table 3 below.

TABLE 3

	Value of Third Card Drawn by Player’s Hand										
	Value of third card drawn by Player’s Hand										
	If no	0	1	2	3	4	5	6	7	8	9
3rd Card											
0)											
1)		BANKER’S HAND DRAWS									
2)											
Point Count of Banker’s Hand	3 D	D	D	D	D	D	D	D	D	D	Op
	4 D	S	S	D	D	D	D	D	D	S	S
	5 D	S	S	S	S	O	D	D	D	S	S
	6 S	S	S	S	S	S	D	D	D	S	S
	7	BANKER’S HAND STAYS									
	8)										
	)	NATURALS — NO FURTHER DRAW									
	9)										

(d) The first vertical column in Table 3 labelled “Point Count of “Banker’s Hand” shall refer to the Point Count of the “Banker’s Hand” after the first two cards have been dealt to it.

(e) The first horizontal column at the top of Table 3 labelled “Third Card Drawn by “Player’s Hand” shall refer to the value of the third card drawn by the “Player’s Hand” as distinguished from the Point Count of the “Player’s Hand”.

(f) As used in Table 3, the letter “D” means that the Banker’s Hand” must draw a third card, the letter “S” means that the “Banker’s Hand” shall stay (i.e. not draw a third card) and the abbreviation “Op.” means that the Banker may draw a third card or stay within his discretion.

(g) The method of using Table 3 shall be to find the Point Count of the “Banker’s Hand” in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the “Player’s Hand”. The box at which such intersection takes place, will show whether the “Banker’s Hand” shall draw a third card or stay. For example, if the Point Count of the “Banker’s Hand” after two cards is 3 and the value of the third card drawn by the “Player’s Hand” is 9, Table 3 shows that the Banker has the option of drawing a third card or staying.

(h) Any announcement required to be made by the “Dominant Player” or Banker by this section shall be immediately repeated by the Dealer at the table to assure the clarity and understanding of such statements.

**(10)** (a) After each hand has received all the cards it is entitled to by these Regulations, the Dealer calling the game shall announce the Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the Dealer shall announce “Stand Off” or “Tie Hand”.

Announcement of Result of Round: Payment and Collection of Wagers: Casino Fee.

(b) After the result of the round is announced, the Dealer or Dealers responsible for the wagers at the table shall collect and pay off the wagers made. Winning wagers made against the “Banker’s Hand” shall be paid off from the amount wagered by the Banker at odds of 1 to 1. A winning wager made by the Banker shall be paid off at odds of 1 to 1 from the amount(s) wagered by the other participants.

(c) As its fee for housing the game, the casino may extract a charge (to be known as a “vigorish” or “commission”) of not more than 5% of the amount won by the Banker on each round of play, provided, however that a casino licensee may round off the commission or vigorish to the next highest multiple of twenty-five cents when the commission or vigorish is not exactly twenty-five cents or a multiple thereof. Such fee shall be collected immediately after each round won by the Banker.

Continuation of  
Banker:  
Selection of New  
Banker.

**(11)** (a) It shall be the option of the Banker, after any round of play either to pass the shoe or remain as Banker except that —

- (i) the Banker shall pass the shoe whenever the Banker’s Hand” loses, and
- (ii) the Dealer or Supervisor assigned to the table may order the Banker to pass the shoe if the Banker unreasonably delays the game, repeatedly makes invalid deals or violates these Regulations.

(b) Whenever a mandatory relinquishment of the Bank occurs, it shall be offered to the seated participant to the right of the previous Banker and then to each other seated participant moving counter-clockwise around the table, until a new participant accepts it and becomes the new Banker.

(c) Whenever a voluntary relinquishment of the Bank occurs, each seated participant shall be offered it, beginning with the participant to the right of the previous Banker and moving counter-clockwise around the table. The first participant willing to accept the Bank and to wager an amount on the next hand equal to, but no more than twice, the amount of the previous Banker’s last wager, shall become the next Banker. If no participant offers to meet this condition, the participant offering to wager the highest amount on the next hand shall become the new Banker, provided, however, that the participant who passed the Bank shall not be permitted to take part in the first round of such bidding.

(d) When a passed Bank is defeated in any hand, it shall be transferred as it would have been in accordance with subparagraph (b) had it not been voluntarily passed.

(e) A participant by moving to another seat at the table shall miss a turn to become the Banker in the next



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seat where such a move would otherwise give that participant promotion in turn to become the Banker.

(12) (a) If the Banker, by taking cards for his hand in the wrong order in the Initial Deal, makes an error which cannot be rectified, the hand shall be annulled and the Bank may be transferred counter-clockwise to the next participant seated at a numbered place. Irregularities.

(b) If the Banker, during the Initial Deal, takes more than two cards for his hand and the deal cannot be rectified, the Point Count of his hand shall be regarded as zero, and the play shall proceed in accordance with paragraph (9).

(c) If the Banker, during the Initial Deal, gives three cards to the Dominant Player and it is not possible to determine which card has been dealt in excess, the Point Count of the Player's Hand shall be the highest that can be made with any two or all three of the cards.

(d) If the Banker, subsequent to the Initial Deal, takes two cards for his hand instead of one and the deal cannot be rectified, the Point Count of his hand shall be the lowest that can be made with two of the cards.

(e) A card dealt face upwards to the Dominant Player after he has said "Stay" shall become the Banker's card in the event the Banker is obliged to draw or has the option of drawing a third card in accordance with these Regulations. If the Banker is required to stay under these Regulations, the card dealt in excess should be discarded and placed in the discard bucket at the table.

(f) A card dealt face upwards to the Dominant Player, after he has said "Stay" and the dealer has mistakenly said "Card", shall become the Banker's card in the event the Banker is obligated to draw a third card under these Regulations. If the Banker is not obligated to draw a third card, the card dealt in excess should be discarded and placed in the discard bucket at the table.

(g) There shall be no penalty for a card drawn in excess from the shoe if it remains undisclosed. A card so drawn shall be used as the first card of the next hand providing that the cutting card has not been exposed in the shoe or drawn therefrom. In the course of play, cards once drawn from the shoe shall not be replaced.

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(h) If the Banker, subsequent to the Initial Deal, draws a card from the shoe for his hand after the Dominant Player has said “Card” and the dealer has repeated “Card”, the Banker must give such card to the Dominant Player and thereafter either draw or not draw a third card for his hand as may be required by these Regulations.

(i) A card found turned face upwards in the shoe shall be discarded and placed in the discard bucket at the table. The last hand of a shoe shall be void when a card of that hand is found face upward in the shoe.

(j) If there are found to be insufficient cards in the shoe to complete a hand when the cutting card is drawn, that hand shall be void.

## 6: ROULETTE

Wagers.

(1) (a) All wagers at Roulette shall be made by placing gaming chips or plaques on the appropriate areas of the roulette layout, except that oral wagers accompanied by cash or authorized cash equivalents may be accepted provided that they are confirmed by the Dealer and that such cash or cash equivalents are expeditiously converted into gaming chips or plaques in accordance with the Regulations governing the acceptance and conversion of such instruments.

(b) No person at such a roulette table shall be issued or permitted to game with non-value chips that are identical in colour and design to value chips or to non-value chips being used by another person at that same table.

(c) Each player shall be responsible for the correct positioning of his wager or wagers on the roulette layout regardless of whether he is assisted by the Dealer. The player must ensure that any instructions he gives to the Dealer regarding the placement of his wagers are correctly carried out.

(d) Each wager shall be settled strictly in accordance with the position on the layout when the ball falls to rest in a compartment of the wheel.

(e) Each casino licensee shall submit to the Board for review and approval the minimum and maximum wagers

permitted for each roulette table in the casino. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted on a sign at each table.

**(2)** No casino licensee, his employees or agents shall pay off winning wagers at the game of Roulette at less or more than the odds listed below — Payout odds.

<i>Bets</i>	<i>Payout Odds</i>
1-Number	35 to 1
2-Numbers	17 to 1
3-Numbers	11 to 1
4-Numbers	8 to 1
5-Numbers	6 to 1
6-Numbers	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1

All bets made on “Red” or “Black” shall lose when either 0 or 00 is the winning number.

**(3)** (a) The roulette ball shall be spun by the Dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin. Rotation of wheel and ball.

(b) While the ball is still rotating in the track around the wheel, the Dealer shall call “No More Bets” .

(c) Upon the ball coming to rest in a compartment around the wheel, the Dealer shall announce the number of such compartment and shall place a point marker to be known as a “crown” or “dolly” on that number on the roulette layout.

(d) After placing the crown on the layout, the Dealer shall first collect all losing wagers and then payoff all winning wagers.

Irregularities.

**(4)** (a) If the ball is spun in the same direction as the wheel, the Dealer shall announce “No Spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the Dealer shall announce “No Spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

**7: WHEEL OF FORTUNE (MONEY WHEEL)**

Payout odds.

**(1)** No casino licensee, his employees or agents shall pay off winning wagers made at the Wheel of Fortune (Money Wheel) at either less or more than the odds listed below:

<i>Bet On</i>	<i>Payout Odds</i>
\$1 Insignia	1 to 1
\$2 Insignia	2 to 1
\$5 Insignia	5 to 1
\$10 Insignia	10 to 1
\$20 Insignia	20 to 1
Joker	40 to 1
Casino Symbol	40 to 1

Payout Odds.

**(2) Big Six Wheel**

No casino licensee his employees or agents shall pay off winning wagers made at the Big Six Wheel at either less or more than the following odds —

- (i) one correct number — even money;
- (ii) two correct numbers — 2 to 1;
- (iii) three correct numbers — 3 to 1.

(3) Each casino licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted at each Big Six Wheel or Wheel of Fortune (Money Wheel) in the casino. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted on a sign at each Big Six Wheel or Wheel of Fortune (Money Wheel) Table.

Wheel of Fortune (Money Wheel) and Big Six Wheel: Minimum and Maximum Wages.

**8: RED DOG**

(1) (a) Red Dog shall be played with at least six decks of cards with backs of the same colour and design and two additional coloured cutting cards.

Cards: Number of Decks: value of cards.

(b)

The value of the cards contained in each deck shall be as follows —

- (i) A card from 2 to 10 shall have its face value;
- (ii) A Jack shall have a value of 11;
- (iii) A Queen shall have a value of 12;
- (iv) A King shall have a value of 13; and
- (v) An Ace shall have a value of 14.

(c) All cards used to game at Red Dog shall be dealt from a dealing shoe specifically designed for such purposes.

(2) (a) After receiving the six or more decks of cards at the table, the Dealer shall sort and inspect the cards after which a Casino Supervisor shall also inspect the cards.

Opening of table for gaming.

(b) Following the inspection of the cards by the Dealer and a Casino Supervisor assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participant, or participants, are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked.

Shuffle and cut  
of cards.

**(3)** (a) Immediately prior to the commencement of play and after each shoe of cards is dealt, the Dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the Dealer shall offer the stack of cards to be cut, with the backs facing away from the Dealer, to the player at the farthest point to the right of the Dealer; provided however, if the game is just beginning, the cards shall be offered to the first player at the table. If the first player offered the cards refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the Dealer shall cut the cards.

(c) The person making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the Dealer shall take all the cards in front of the cutting card and place them to the back of the stack. The Dealer shall then insert the cutting card in a position approximately one quarter of the way from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

Procedures for  
dealing cards.

**(4)** (a) After each full set of cards is placed in the shoe, the Dealer shall remove the first card therefrom and place it in the discard rack which shall be located on the table immediately in front of or to the right of the Dealer. Each new Dealer who comes to the table shall also discard or “burn” one card as described herein before the new Dealer deals any card in a round of play. The “burn” card shall be disclosed if requested by a player.

(b) The Dealer shall remove a card from the shoe with his or her left hand, turn it face up, and then place it on the appropriate area of the layout with his or her right hand.

Procedures for  
each round of  
play.

**(5)** (a) Except as otherwise provided in this section, all wagers shall be made prior to the first card being dealt for each round of play.

(b) All wagers at Red Dog shall be made by placing gaming chips, tokens or plaques on the appropriate area of the Red Dog layout. No call bets shall be allowed.

(c) To begin each round of play, the Dealer shall place the first card, face up, on the box farthest to the Dealer’s left. The Dealer shall then place the second card, face up, on the box farthest to the Dealer’s right.

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(d) Once the first card of each round has been removed from the shoe by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager.

(e) If the initial two cards dealt have values that are consecutive, the Dealer shall announce “The cards are consecutive, tie hand”. All wagers shall be void and the round of play shall be concluded.

(f) If the initial two cards dealt are of identical value, the Dealer shall announce “We have a pair” and shall immediately draw a third card and place it face up in the middle box.

(g) If the third card dealt is identical in value to the initial two cards, the Dealer shall announce “Three of a kind”. The players shall win and all wagers shall be paid at odds of 11 to 1.

(h) If the third card dealt is not identical in value to the initial two cards, the Dealer shall announce “No three of a kind, tie hand”. All wagers shall be void and the round of play shall be concluded.

(i) If the initial two cards dealt are neither consecutive nor a pair, the Dealer shall announce the “Spread” and place a marker on the corresponding spread of the layout. The spread for each round of play shall be a number from 1 to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt. Examples of this rule are as follows:

- (i) if the initial two cards dealt are a 4 and 7, then the spread shall be two (that is, two cards, the 5 and 6, have a value that falls between 4 and 7);
- (ii) if the initial two cards dealt are a 9 and a king, then the spread shall be three (that is, three cards, the 10, Jack and Queen, have a value that falls between the 9 and king).

(j) If there is a spread after the initial two cards are dealt, a player, shall have the option to make a raise wager in support of the player’s original wager by placing on the designated raise area of the layout an amount not in excess of the player’s original wager. All raise wagers shall be made immediately after the initial two cards have been dealt and prior to the third card being dealt.

(k) After all raise wagers have been made and prior to dealing the third card, the Dealer shall announce “Raises closed”. The Dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. The Dealer shall then collect all losing wagers and pay all winning wagers as follows:

- (i) the player shall win if the value of the third card dealt is between the value of the initial two cards dealt (a third card which has the same value as the first or second card dealt is not deemed to be between the values of the initial two cards);
- (ii) all winning wagers and raise wagers shall be paid at payout odds determined by the spread for that round of play, as listed below —

<i>Spread</i>	<i>Payout Odds</i>
1	5 to 1
2	4 to 1
3	2 to 1
4 through 11	1 to 1

- (iii) no casino licensee, his employees or agents shall pay off winning wagers at the game of Red Dog at less than or more than the odds listed above, without prior approval of the Gaming Board;

(l) At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way that they can be readily arranged to reconstruct the hand in case of a question or dispute.

(m) Whenever the cutting card is reached in the deal of the cards, the Dealer shall continue dealing the cards until that round of play is completed. The Dealer shall then reshuffle the cards.

Minimum and  
maximum wages.

(6) Each casino licensee shall submit to the Board for review and approval, the minimum and maximum wagers permitted at each Red Dog table. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted at each table.



(7) The rules together with the odds and payoff schedules applicable to the game Red Dog shall be displayed at each Red Dog table or in a conspicuous position immediately opposite thereto so as to be easily accessible to players. Rules of game to be displayed.

(8) (a) A card found face upwards in the shoe shall not be used in the game and shall be placed in the discard rack. Irregularities.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) If a third card is drawn and exposed to the players prior to the Dealer announcing “Raises Closed”, the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the Dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play.

(9) A casino licensee may permit a player to wager on more than one betting area at a Red Dog table. A player wagering on more than one betting area.

**9: PAI GOW POKER**

(1) The terms listed below as used in the game of Pai Gow Poker shall have the following meanings — Interpretation.

- (a) “Straight Flush” shall mean five cards of the same suit in sequence. A “Royal Flush” shall mean an Ace-high straight flush.
- (b) “Five Aces” shall mean four Aces plus one joker.
- (c) “Four of a kind” shall mean any four cards of the same rank.
- (d) “Full House” shall mean three cards of the same rank and two cards of the same rank.
- (e) “Flush” shall mean five cards of the same suit.
- (f) “Straight” shall mean five cards, not of the same suit, in sequence. (A, K, Q, J, 10, Highest Straight; A, 2, 3, 4, 5, Second Highest Straight)
- (g) “Three Of A Kind” shall mean three cards of the same rank.
- (h) “Two Pairs” shall mean two cards of the same rank and two other cards of the same rank.

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- (i) “One Pair” shall mean two cards of the same rank.
  - (j) “High Card” shall mean the highest-ranking card in the hand. If more than one hand is involved, and the hands, when compared, contain no pairs, the hand with the highest card wins. If hands have the same high card, the next highest card is counted.
  - (k) “Low Hand” shall mean the two-card hand of the player or the Banker.
  - (l) “High Hand” shall mean the five-card hand of the Player or the Banker.
  - (m) “House Banker” shall mean the Dealer who banks bets against the players. A player has the option to be the “Banker” and as such banks bets against the other players, including the House Dealer.
  - (n) “Dice” are as described in Regulation 18 of the Gaming Equipment Regulations, 1993.
  - (o) “Total” shall mean the sum of the numbers shown on the high or upper most sides of the three dice.
  - (p) “Dice Cup” means the cup the Dealer uses to shake the three dice.

Cards: Number  
of Decks:  
Ranking of  
Hands.

(2) (a) Pai Gow Poker shall be played with a traditional deck of 52 playing cards plus one joker. The joker can only be used as an Ace, or to complete a straight, a flush, or a straight flush.

(b) The ranking of hands from the highest to the lowest shall be as follows —

- (i) Five Aces (including joker);
- (ii) Royal Flush;
- (iii) Straight Flush;
- (iv) Four of a kind;
- (v) Full House;
- (vi) Flush;
- (vii) Straight;
- (viii) Three of a Kind;
- (ix) Two Pairs;
- (x) One Pair;
- (xi) High Card.

**(3)** (a) After receiving a single deck of cards at the Table, the dealer shall sort and inspect the cards in the presence of a Supervisor who shall in turn also inspect the cards.

Opening of table for gaming.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player (or players) is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or a “chemmy shuffle” of the cards and stacked.

**(4)** (a) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed.

Shuffle and cut of cards.

(b) After the cards have been shuffled, the Dealer shall offer the stack of cards, with backs facing away from him to the players to be cut. If the first player offered the cards refuses to cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards after notifying the Supervisor.

(c) The player designated by subparagraph (b) shall cut the cards by placing the cutting card in the stack at least ten (10) cards in from either end. The deck shall be cut only once. If the cut is unsatisfactory, the cut card must be returned and offered again for a re-cut after one riffle.

**(5)** (a) All wagers at Pai Gow Poker shall be made by placing gaming chips, plaques or tokens on the appropriate area of the Pai Gow Poker layout.

Wagers.

(b) Once the dice have been exposed, no further bets shall be allowed.

(c) No call bets shall be allowed.

**(6)** (a) Immediately following the shuffle and cut, the Dealer holding the deck of cards in his left hand, shall deal the cards, face down, into seven stacks in front of the

Procedures for dealing of cards.

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Dealer's tray, starting from left to right, then right to left, back and forth until each stack contains seven (7) cards. The Dealer, after verifying that four (4) cards are left over, shall place the four cards in the discard rack.

(b) The Dealer or any player may act as Banker. In order to determine which of the seven (7) positions shall receive the first hand, the Dealer shall shake the dice cup, containing three dice, and after totalling the dice and counting from the Banker's position which is always 1, 8, or 15, he shall place the first hand to the player's position indicated by the total of the dice. The remaining stacks of cards shall be placed by the dealer in a counter clock-wise manner, from the starting point indicated by the dice, in front of each player (regardless of whether or not a player is playing at the particular position) including the dealer. The stacks of cards may be passed-out in a clock-wise rotation if the casino so desires.

(c) The stack of cards to the immediate right of the Dealer Banker is always considered to be the number one position of the seven (7) positions. With respect to which of the seven stacks of cards will be determined the first hand when a player is the Banker, the player Banker may select which stack he wishes to be the first hand dealt, but he must do so before the dice are shaken.

(d) The bank is offered to each player in turn. If the player refuses the bank or if any of the positions is not in action, the bank automatically reverts back to the Dealer. A player may act as a Banker only once every seven hands.

Arrangement of  
cards into two  
hands.

(7) (a) Each player at the table shall arrange then seven cards dealt to him into two hands, a two-card (low) hand and a five-card (high) hand, and he shall place his cards on the table face-down. The five-card hand must always be of a higher ranking than the two-card hand. The player dealer, if there is one, will then set his hand and place it face down on the table. The casino dealer's hand will then be exposed and properly set by the casino dealer. The player-dealer's hand will then be exposed by the casino dealer. Players are not allowed to touch their cards for any reason after the player dealer's cards are shown. The casino dealer will then expose, from the player-dealer's right side, the remaining players' hands determining winners, losers, and pushes at this time.

(b) The Dealer may assist any player in setting his cards into the highest possible potential winner, but the Dealer will take no responsibility for winning or losing and would not be responsible for any losses incurred.

(c) The casino dealer has the right to change an exposed hand until the player dealer's hand is exposed; afterwards no change will be permitted.

(d) The casino dealer's bet against the player-dealer will be an amount equal to that player's bet on the preceding hand when the casino dealer was the Banker.

(e) If a player wishes to bank when it is his turn, but cannot cover all wages, then the casino may co-bank at 50/50. However, if the player cannot cover 50% of the wagers, he cannot be in the co-bank and must pass the deal. If a player and the casino co-bank, it must be on a 50/50 basis; no other percentage will be permitted.

(f) After all the players have arranged their hands in the proper order, the Dealer will turn over and arrange his cards into a five-card (high) hand and a two-card (low) hand. Players shall not be allowed to touch their cards for any reason after the Banker's (Dealer of Player Banker) cards are exposed.

**(8)** (a) The Dealer must arrange his cards into a two-card hand and a five-card hand in accordance with the approved Submissions of each Casino Operator.

Rules governing the arrangement of cards into two hands by dealer.

(b) The casino Dealer shall always play the same in accordance with the casino rules and will play the highest potential winner or push hand possible with the seven (7) cards dealt to him. The Dealer when playing a hand wrong, must re-set the hand regardless of when the mistake is discovered.

**(9)** (a) The Player(s) is the winner when both of his hands rank higher than the Banker's two hands. The player's two-card (low) hand must rank higher than the Banker's two-card (low) hand, and the player's five-card hand must rank higher than the Banker's five-card hand. Winning cards are left, face up, spread out so that they can be easily read. Winning wages are not paid until losing hands and ties are settled.

Rules for determining winning, losing and tie hands.

(b) It is a tie when the Player and Banker have identically ranking hands, and the Banker will win all tie hands.

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(c) The Player(s) will lose when both their front (low) hand and back (high) hand rank lower than the Banker's two hands. When the losers' hands are determined, the Dealer shall pick up the players' losing wages immediately. The Dealer shall then pick up the losing hands, low hand first, and place both hands in the discard rack.

(d) The Player(s) winning either front (low) or back (high) hands pushes. Push hands are indicated by verbal expressions by the Dealer as well as physically patting the table with his hand to indicate a push.

(e) Any player surrendering his hand as a loser shall permit the Dealer to verify that all seven cards are there.

- (f) (1) When the casino Dealer plays against a player Banker, and the casino Dealer wins, the hand is placed off to the right, face up, with the wager on top.
- (2) If the casino dealer loses, the hand is discarded and the wager is placed to the right and a bit forward.
- (3) If there is a tie, the wager is placed in the rack and the hand is discarded.
- (4) The casino Dealer shall then place the player Banker hand in front of the rack, and the Dealer shall then proceed to act on the remainder of the players' hands in a counter clock-wise direction, starting to the right of the player Banker. Losing wagers will be placed in a single stack, and winners will be paid from the same stack.
- (5) At the end of the hand, the remainder in the stack, if any, will be paid to the player Banker and the 5 % commission is collected.

(g) The casino Dealer shall handle all wagers, and all winning bets shall be paid at odds of 1 to 1 with a 5 % commission being collected at the time of payment. Commission fees shall not exceed 5% of all winning wagers.

(h) The Dealer shall not collect any commission fee from pushes or from losing wagers.

(i) After all winning hands are paid, the casino Dealer will reshuffle the cards in preparation for the next hand.

**(10)** A Casino Licensee may permit from one to four players to bet on the hand, but the table limit will apply, and provided that the first person making the bet, consents to additional players betting on the hand, provided further that the seated player has the final say as to how the hand is to be played. The casino’s betting limit shall apply to the aggregate bet by the players at each position.

More than one player wagering on the same hand.

**(11)** Each Casino Operator shall submit to the Board for review and approval the minimum and maximum wagers permitted at Pai Gow Poker. The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted at each table.

Minimum and maximum wagers.

**(12)** If a player is dealt more or less than seven (7) cards, his hand is dead and that player has no action on that hand. If the Dealer has more or less than seven (7) cards, the entire hand is a misdeal and the cards shall be re-dealt.

Irregularities.

**(13)** Each Casino Operator shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payout governing Pai Gow Poker.

Posting of rules of the game.

**10: CARIBBEAN STUD POKER**

**(1)** The terms listed below as used in the game of Caribbean Stud Poker shall have the following meanings:

Interpretation.

- (a) A “Royal Flush” shall mean an Ace-high straight flush.
- (b) “Straight Flush” shall mean five cards of the same suit in sequence.
- (c) “Four of a kind” shall mean any four cards of the same rank.
- (d) “Full House” shall mean three cards of the same rank and two cards of the same rank.
- (e) “Flush” shall mean five cards of the same suit.
- (f) “Straight” shall mean five cards, not of the same suit, in sequence.
- (g) “Three of A Kind” shall mean three cards of the same rank.
- (h) “Two Pairs” shall mean two cards of the same rank and two other cards of the same rank.

(i) “One Pair” shall mean two cards of the same rank.

(j) “High Card” shall mean the highest ranking card in the hand. If more than one hand is involved, and the hands, when compared, contain no pairs, the hand with the highest card wins. If hands have the same high card, the next highest card is counted.

*S.I. 31/1998.*

(k) “Ante” shall mean a player’s initial wager, which shall be made prior to the first card being dealt and prior to the player depositing a coin in the coin slot.

*S.I. 31/1998.*

(l) “Fold” shall mean a player dropping out of the hand, thereby forfeiting his ante and progressive play.

Cards: Opening  
of Table: Shuffle  
and Cut of Cards.

**(2)** (a) Caribbean Stud Poker shall be played with a traditional deck of 52 playing cards with no jokers.

(b) After receiving a single deck of cards at the table, the dealer shall sort and inspect the cards in the presence of a Supervisor who shall in turn inspect the cards.

(c) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

*S.I. 31/1998.*

(d) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed or the cards shall be shuffled by an automatic shuffler approved by the Board.

*S.I. 31/1998.*

(e) After the cards have been shuffled by the dealer, he shall cut the cards.

Wagers:  
Procedures For  
Each Round of  
Play.

**(3)** (a) Each player shall make the ante bet by placing gaming chips, plaques or tokens on the appropriate area of the table. After making such bet, he shall also have the option to make a Progressive Jackpot Bet by dropping a \$1.00 coin in the progressive jackpot coin chute (the denomination of coin shall be at the discretion of each casino). The player’s ante bet shall not be increased, decreased or withdrawn after the dealer has dealt the first card.

*S.I. 31/1998.*



(b) Immediately following the placement of bets by the player/s, the dealer shall lock out the progressive jackpot coin chute indicators and place a clear plastic lammar-type button on the top of each ante bet, and holding the deck of cards in his left hand, shall deal five cards to each player and to himself in alternating fashion. The dealer shall then turn one of his five cards face-up. *S.I. 31/1998.*

(c) The player, on looking at his hand, shall have the option of folding, thereby forfeiting his ante and progressive play, or calling whereby he must make an additional bet of exactly double the amount of his ante bet. There shall be no exchange of information between the players with respect to their hands. Any violation may result in a player's hand being declared dead and forfeiture of ante and bet. *S.I. 31/1998.*

(d) After the decisions have been made by the player/s, the dealer shall collect the ante bets and the cards of the player/s who chose to fold. The dealer shall then turn over the remaining four cards of his hand, and if his hand does not contain at least an Ace/King or higher, the hand is over, and he shall pay even money on ante bets only for players who have called. The dealer shall then collect all cards and unlock the progressive coin chute so that play could be repeated.

(e) If the dealer's hand does contain an Ace/King or higher, he shall then compare his hand with the player/s hand. If the dealer's hand ranks higher than the players hand, he shall collect all antes and bets, and collect all cards and unlock the progressive jackpot coin chute so that play could be repeated.

(f) If the player/s hand ranks higher than the dealer's hand, the dealer shall pay even money on ante bets, and, depending on the ranking of the players hand, pay a bonus on the bet in accordance with the Bonus Payout Schedule in subparagraph (h).

(g) A tie hand between the player and the dealer constitutes a push (no action).

(h) Bonus Payout Schedule (These payoffs are normal table payoffs, and are in addition to the Progressive Jackpot payoff);

1 pair.....	even money	
2 pairs.....	2 to 1	(up to table maximum payout)
3 of a kind.....	3 to 1	(up to table maximum payout)
Straight.....	4 to 1	(up to table maximum payout)
Flush.....	5 to 1	(up to table maximum payout)
Full House.....	7 to 1	(up to table maximum payout)
4 of a kind.....	20 to 1	(up to table maximum payout)
Straight Flush.....	50 to 1	(up to table maximum payout)
Royal Flush.....	100 to 1	(up to table maximum payout)

(i) With respect to the Progressive Jackpot Bet, regardless of the dealer’s hand, if a player has a hand that qualifies him for the jackpot, he will win the amount appropriate to his hand in accordance with the Progressive Jackpot Payout Schedule in subparagraph (k).

*S.I. 31/1998.*

(j) Qualifying hands for the Progressive Jackpot during the same round of play will be paid a lesser jackpot amount first. In the event that, during the same round of play, more than one player at the same table or more than one player at different tables, qualify for a part of the Progressive Jackpot, the Progressive Jackpot Payoffs shall be paid to the winners in accordance with the casino’s approved Submissions; however, any Progressive Jackpot of \$25,000.00 or more shall not be paid until a Gaming Board Inspector has signed the Caribbean Stud Poker Progressive Jackpot Verification Form.

*S.I. 31/1998.*

(k) Progressive Jackpot Payoffs:

Royal Flush	100%
Straight Flush	10%
Four of a kind	\$500.00
Full House	\$100.00
Flush	\$50.00

(l) Each casino licensee shall submit to the Board for review and approval the procedures governing the Progressive Jackpot Payouts and the type of reports that must be produced by the computer operating the game with respect to the listing of all jackpots affecting the Progressive Meter and any other information required by the Board.

(m) The procedures governing the progressive jackpot and progressive meter shall comply with the Accounting and Internal Controls and Gaming Equipment Regulations.

(4) Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing Caribbean Stud Poker.

Posting of rules governing the game.

(5) (a) An incorrect amount of cards having been dealt to a player shall constitute a dead hand.

Dead hand and misdeal.

(b) An incorrect amount of cards having been dealt to the dealer shall constitute a misdeal.

(c) The face of the card being exposed during the course of the deal shall not constitute a misdeal, and in such instances the dealer shall turn the card over and continue dealing.

**11: PROVISIONS FOR PRESERVING ORDER IN LICENSED PREMISES**

(1) The Casino Licensee shall not permit any drunken person take part in gaming on any licensed premises.

(2) The Casino Licensee shall not sell intoxicating liquor to a drunken person.

(3) A casino Licensee or an inspector may refuse to admit to, or may expel from the licensed premises any person who is drunk, violent, quarrelsome or disorderly, or any person whose presence on the premises would be in contravention of any of the provisions of the Act and may use such force as may be reasonably required for the purpose.

(4) Any person who contravenes or fails to comply with any of the provisions of this regulation is guilty of an offence and is liable to a fine not exceeding three hundred dollars and in default of payment thereof to imprisonment for a term not exceeding twelve months.

**12: LET IT RIDE POKER**

*S.I. 31/1998.*

(1) The terms listed below as used in the game Let It Ride Poker shall have the following meanings —

Interpretation.

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- (a) “Community Card” means any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand;
  - (b) “Hand” means the five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards;
  - (c) “Flush” means five cards of the same suit;
  - (d) “Four-of-a-Kind” means any four cards of the same rank;
  - (e) “Full house” means three cards of the same rank and two cards of the same rank;
  - (f) “Let It Ride” means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions of regulation 12(8)(b);
  - (g) “One pair” means two cards of the same rank;
  - (h) “Round of Play” means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected by the dealer;
  - (i) “Royal Flush” means an Ace-high straight flush;
  - (j) “Straight” means five cards, not of the same suit, in sequence;
  - (k) “Straight Flush” means five cards of the same suit in sequence;
  - (l) “Stub” means the remaining portion of the deck after all cards in the round of play have been dealt or delivered;
  - (m) “Suit” means one of the four categories of cards: club, diamond, heart or spade;
  - (n) “Three-of-a-Kind” means three cards of the same rank;
  - (o) “Two pairs” means two cards of the same rank and two other cards of the same rank.

Cards: Number  
of decks.

**(2)** (a) Let It Ride Poker shall be played with one deck of cards with backs of the same colour and design and one additional coloured cutting card.

(b) The ranking of hands from the highest to the lowest shall be as follows —

- (i) Royal Flush;
- (ii) Straight Flush;
- (iii) Four-of-a-Kind;
- (iv) Full house;
- (v) Flush;
- (vi) Straight;
- (vii) Three-of-a-Kind;
- (viii) Two pairs;
- (ix) Pair of Tens, Jacks, Queens, Kings or Aces.

**(3)** (a) After receiving a single deck of cards at the Table, the dealer shall sort and inspect the cards in the presence of a Supervisor who shall in turn also inspect the cards.

Opening of table for gaming.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player (or players) is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a “washing” or a “chemmy shuffle” of the cards and stacked.

**(4)** (a) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed. With the approval of the Board, the cards may also be shuffled by an automated card shuffling device which, upon completion of the shuffling of the cards will deal out cards in stacks of three cards.

Shuffle and cut of cards.

(b) After the cards have been shuffled by the dealer, he shall cut the cards by placing the cutting card in the stack at least ten cards in from either end.

(c) Whenever there is no gaming activity at a Let It Ride Poker table which is open for gaming, the cards shall be spread out on the table face upwards for visual inspection by the first player or players to arrive at the table.

Wagers.

**(5)** (a) All wagers at Let It Ride Poker shall be made by placing gaming chips, plaques or tokens on the appropriate betting areas of the table layout. No call bets shall be allowed.

(b) All wagers shall be placed prior to the dealer announcing “No more bets”.

(c) At the beginning of each round of play each player shall be required to place three equal but separate wagers. The wagers shall be identified as bet number one, bet number two and bet number three.

(d) A casino licensee may permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other; however, the Board and its Inspectors shall have the authority and discretion to prohibit this during hours when there are insufficient seats in the casino to accommodate patron demand.

Procedures for dealing the cards.

**(6)** Immediately following the placement of bets by the players, the dealer shall, starting with the player farthest to his left and continuing around the table in clockwise manner, deal the cards in the following order —

(a) one card face down to each player, who has placed three wagers in accordance with regulation 12(5)(c);

(b) one card face down to the area designated for the placement of the community cards;

(c) a second card face down to each player;

(d) a second card face down to the area designated for the placement of the community cards;

(e) a third card face down to each player;

(f) after three cards have been dealt to each player and two cards have been dealt to the area designated for the placement of the community cards, the dealer shall place the stub in the discard rack without exposing the cards;

(g) if the cards are dealt from an automated shuffling device in stacks of three cards, the dealer shall deliver the first stack of cards dispensed face down to the player farthest to his left who has placed the required three wagers, and moving clockwise around the table he shall deliver a stack of cards face down to each of the other players who has placed the required three wagers in accordance with regulation 12(5)(c).

The dealer shall then deliver a stack of three cards face down to the area designated for the placement of community cards, and then burn the top card in that stack of three cards. The burned card shall be placed in the discard rack face down.

**(7)** (a) The dealer shall be required to count the stub at least once every three rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout. The counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present.

Counting of the stub.

(b) If the count of the stub indicates that the 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(c) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt but 52 cards remain in the deck, all hands shall be void. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(d) If an automated card shuffling device is being used, and it reveals that an incorrect number of cards is present, the deck shall be removed from the table.

**(8)** (a) After the procedures for dealing the cards have been completed, each player shall examine his cards.

Procedures for each round of play.

(b) After each player has examined his cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw bet number one or let it ride.

(c) If a player chooses to let bet number one ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(d) If a player chooses to withdraw bet number one, the dealer shall move the gaming chips on the betting area

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designated for bet number one toward the player who shall then immediately remove the gaming chips from the betting area.

(e) After each player has made a decision regarding bet number one, the dealer shall then turn one of the cards in the community card area face up. The exposed card shall become the first community card.

(f) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he wishes to withdraw bet number two or let it ride. This decision shall be made by each player regardless of the decision made concerning bet number one.

(g) If a player chooses to let bet number two ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

(h) If a player chooses to withdraw bet number two, the dealer shall move the gaming chips on the betting area designated for bet number two toward the player who shall then immediately remove the gaming chips from the betting area.

(i) The dealer shall then turn the other card in the community area face up, and this card shall become the second community card.

(j) After the second community card is turned face up, the dealer shall, beginning with the player farthest to his right and continuing around the table in a counter-clockwise direction, turn the three cards of each player face up.

(k) The two community cards and the three cards dealt to each player shall form the five card poker hand of each player.

(l) The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout in accordance with regulation 12(9)(b).

(m) Any wager on a hand which has a rank that is lower than a pair of tens shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The three cards of any player that has made a losing wager shall be collected and placed in the discard rack.



(n) After all losing wagers have been collected, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in regulation 12(9)(b).

(o) The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counter-clockwise around the table.

(p) After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

(q) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**(9)** (a) All odds stated on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through use of the word “to” and no odds shall be stated through use of the word “for”. Payout odds.

(b) No casino licensee, his employees or agents shall pay off winning wages at the game of Let It Ride Poker at less than or more than the odds listed below —

<i>Wager</i>	<i>Payout Odds</i>
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four-of-a-Kind	50 to 1
Full house	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
Two pairs	2 to 1
Pair of Tens, Jacks Queens	
Kings or Aces	1 to 1

**(10)** (a) A card that is found face up in the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Irregularities.

(b) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(c) If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(e) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.

Posting of rules.

(11) Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing Let It Ride Poker.

S.I. 75/1999.

### 13: CASINO WAR

Interpretation.

(1) The terms listed below as used in the game of Casino War shall have the following meanings —

- (a) “burn card” means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone;
- (b) “initial wager” means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play;
- (c) “original deal” means the first card that is dealt to each player and the dealer to determine the initial wager in a round of play;
- (d) “round of play” or “round” means one complete cycle of play during which each player then playing at the table has placed an initial wager, has been dealt a card, has surrendered or gone to war, if appropriate, and has had his or her wager paid or collected in accordance with Regulation 13(6)(n);
- (e) “suit” means one of the four categories of cards: club, diamond, heart or spade;
- (f) “tie hand” means the rank of a player’s card and the rank of the dealer’s card are equal;

- (g) “tie wager” means an optional wager, made at the same time as an initial wager or war wager, that the deal on which the tie wager is made will result in a tie hand;
- (h) “war” or “go to war” means the decision of a player, in accordance with the option in Regulation 13(6)(h) to place a war wager when there is a tie hand on the original deal;
- (i) “war deal” means the deal of the cards that follows the placement of a war wager;
- (j) “war wager” means a wager, equal in amount to the player’s initial wager, that is required to be made by the player and matched by the dealer if the player elects to go to war.

**(2)** (a) Casino War shall be played with at least six decks of cards with backs of the same colour and design and one additional coloured cutting card.

Cards: Number of decks.  
Ranking of hands.

(b) The rank of the cards used for the purpose of determining a winning hand, shall be, in order from the highest to the lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. The suit of a card shall have no effect on its rank.

**(3)** (a) After receiving the six or more deck of cards at the table, the dealer shall sort and inspect the cards in the presence of a Supervisor who shall in turn inspect the cards.

Opening of table for gaming.  
Shuffle and Cut of Cards.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed. With the approval of the Board, the cards may also be shuffled by an automated shuffling device.

(d) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him, to the players to be cut.

(e) The player designated by subparagraph (g) shall cut the cards by placing the cutting card in the stack at least ten cards in from either end.

(f) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack after which the dealer shall insert the cutting card in a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.

(g) The player to cut the cards shall be —

- (i) the first player to the table if the game is just beginning;
- (ii) the player on whose box the cutting card appeared during the last round of play; or
- (iii) the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.

(h) If the player designated in subparagraph (g) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(i) A re-shuffle of the cards in the shoe shall only take place after the cutting card is reached in the shoe as provided for in subparagraph (f), except that a reshuffle is permitted for security reasons by a Pit Boss or someone senior to him in the casino management, after consultation with the Gaming Board Inspector on duty at the time.

Wagers.

**(4)** (a) All wagers at Casino War shall be made by placing gaming chips, plaques or tokens on the appropriate betting areas of the table layout. No call bets shall be allowed.

(b) All wagers shall be placed prior to the dealer announcing “No more bets”. Once a wager has been placed, no player shall handle, remove or alter the wager unless and until the dealer indicates that the wager has been decided in the player's favour.

**(5)** (a) Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe pursuant to regulation 13(3)(f) the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burned card before dealing any cards in a round of play.

Procedures for dealing the cards.

(b) Prior to dealing any cards, the dealer shall announce “No more bets”. Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

(c) The dealer shall, starting with the player farthest to the dealer’s left and continuing in a clockwise manner, deal the cards as follows —

- (i) one card face up to each player who has placed an initial wager in accordance with regulation 13(4)(a); and
- (ii) one card face up to the dealer.

(d) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

(e) No player shall touch any card used in the game of Casino War other than the cutting card.

**(6)** (a) After the procedures for dealing the cards have been completed, the dealer shall, beginning from the dealer’s left and proceeding around the table in a clockwise direction, compare the rank of each player’s card with that of the dealer’s card and settle all initial and tie wagers.

Procedures for each round of play.

(b) If a player’s card is lower in rank than the dealer’s card, the player shall lose his or her initial wager and, if applicable, tie wager.

(c) If a player’s card is higher in rank than the dealer’s card, the player shall win his or her initial wager, and if applicable, lose his or her tie wager.

(d) If a player’s card and the dealer’s card are of equal rank (a tie hand), the player shall be afforded the options specified in subparagraph (f) below as to his or her initial wager and, if applicable, win his or her tie wager.

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(e) All losing initial wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning initial wagers and tie wagers shall be paid by the dealer in accordance with the payout odds provided in regulation 13(7)(a).

(f) If a player has a tie hand, the player shall be offered one of the following options —

(i) the player may surrender one half of his or her initial wager and end his or her participation in that round of play. If a player selects this option, the dealer shall collect one half of the player's initial wager and place it in the table inventory container. The dealer shall return the remaining one half of the initial wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option;

(ii) the player may place a war wager pursuant to subparagraph (h) below.

(g) After settling all initial wagers and tie wagers on the original deal the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

(h) If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and then match the player's war wager. The player's card and the dealer's card from the original deal shall remain exposed during the war deal. The dealer shall offer any player who has elected to go to war the opportunity to place a tie wager on the war deal.

(i) The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the dealer.

(j) After the dealing procedures required by subparagraph (i) above have been completed, the dealer shall, beginning, from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the dealer's card from the war deal and settle all war and tie wagers.

(k) If the player's card in the war deal is lower in rank than the dealer's card in the war deal, the player shall lose his or her initial wager and war wager, and if applicable, tie wager.

(l) If the player's card in the war deal is higher in rank than the dealer's card in the war deal, the player shall win his or her war wager, his initial wager and the matched amount placed by the dealer, and if applicable, lose his or her tie wager.

(m) If the player's card and the dealer's card in the war deal are of equal rank, the player shall win his or her war wager and, if applicable, tie wager.

(n) All losing war wagers and tie wagers shall be collected by the dealer and placed in the table inventory container. All winning war wagers and tie wagers shall be paid in accordance with the payout odds set forth in regulation 13(7)(a). After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

(o) The procedures governing a player making any wager for the dealer shall be in accordance with the Casino Licensee's approved submissions of Internal Controls.

**(7)** Winning wagers shall be paid as follows —

Payout odds.

- (i) an initial wager shall be paid at odds of 1 to 1;
- (ii) a tie wager shall be paid at odds of 10 to 1;
- (iii) a war wager shall be paid at odds of 2 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 3 to 1.

Irregularities.

(8) (a) A card that is found face up in the shoe while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(b) A card drawn from the shoe in error without its face being exposed shall be used as though it was next card from the shoe.

(c) If a card is not dealt to a player's initial wager or tie wager in the original deal, the wager shall be void and the player shall be included in the next round of play.

(d) If an automated shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(e) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.

Posting of rules.

(9) (a) Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing Casino War.

*S.I. 75/1999.*

#### **14: VEGAS SHOOTOUT**

Interpretation.

(1) The terms listed below as used in the game Vegas Shootout shall have the following meanings —

- (a) “common card” means the card which is initially dealt by the dealer face down to a designated area in front of the table inventory container after the dealer has received his initial two cards, and which is used by all players to form their five card poker hand;
- (b) “Five Card Hand” means the five card poker hand formed for each player by combining the two cards dealt to the player, the two cards dealt to the dealer, and the one Common Card;
- (c) “Two Card Hand” means the two card poker hand of the player or the dealer;
- (d) “Flush” in respect of the “Two Card Hand” means two cards of the same suit, and in respect of the “Five Card Hand” means five cards of the same suit;
- (e) “Four-of-a-Kind” means any four cards of the same rank;



- (f) “Full House” means three cards of the same rank and two cards of the same rank;
- (g) “High Card” shall mean the highest-ranking card in the hand. If more than one hand is involved and the hands, when compared, contain no pairs, the hand with the highest card wins. If the hands have the same high card, the next highest card is counted.
- (h) “one pair” means two cards of the same rank;
- (i) “round of play” means one complete cycle of play during which each player then playing at the table has placed equal wagers on a minimum of two of the three betting areas at each betting position with respect to “Royal Match”, “2 Card Poker”, or “5 Card Poker Hand”;
- (j) “Royal Flush” means an Ace-high straight flush;
- (k) “Royal Match” means the initial two cards received by a player are a King and Queen in suit;
- (l) “Straight” means five cards, not of the same suit, in sequence;
- (m) “Straight Flush” means five cards of the same suit in sequence;
- (n) “stub” means the remaining portion of the deck after all cards in the round of play have been dealt or delivered;
- (o) “suit” means one of the four categories of cards; club, diamond, heart or spade;
- (p) “Three-of-a-Kind” means three cards of the same rank;
- (q) “two pairs” means two cards of the same rank and two other cards of the same rank;
- (r) “Tie Hand” means the rank of the player’s hand and the rank of the dealer’s hand are equal.

**(2)** (a) Vegas Shootout shall be played with a deck of 52 playing cards with backs of the same colour and design, plus one joker and at least one coloured cutting card. The joker is wild and can be used as any card to make a regular suit match for the “Royal Match” wager. The joker can

Cards: Number of decks.  
Ranking of hands.

not be used to complete a “Royal Match”. For the “2-Card Poker” hand, the joker can be used to make a pair. For the “5-Card Poker” hand, the joker can be used as any single card, in any suit. The joker cannot be used to complete a Royal Flush. A Royal Flush that uses the joker shall be termed a “Straight Flush”.

(b) The ranking of hands from the highest to the lowest shall be as follows —

- (i) Royal Flush;
- (ii) Five-of-a-Kind;
- (iii) Straight Flush;
- (iv) Four-of-a-Kind;
- (v) Full House;
- (vi) Flush;
- (vii) Straight;
- (viii) Three-of-a-Kind;
- (ix) Two pairs;
- (x) Pair of Jacks, Queens, Kings or Aces.

**(3)** (a) After receiving a single deck of cards at the table, the dealer shall sort and inspect the cards in the presence of a Supervisor who shall in turn also inspect the cards.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) Immediately prior to commencement of play and after each round of play, the dealer shall shuffle the cards so that they are randomly intermixed or the cards shall be shuffled by an automated shuffler approved by the Board.

(d) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him to the players to be cut.

(e) The player designated by subparagraph (g) shall cut the cards by placing the cutting card in the stack at least ten cards in from either end.

(f) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting

Opening of table  
for gaming.  
Shuffle and Cut  
of Cards

card and place them to the back of the stack after which the dealer shall place the cutting card at the back of the stack.

- (g) The player to cut the cards shall be —
  - (i) the first player to the table if the game is just beginning;
  - (ii) the player on whose box the cutting card appeared during the last round of play; or
  - (iii) the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer’s hand during the last round of play.

(h) If the player designated in subparagraph (g) refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(i) A re-shuffle of the cards shall take place after each round of play, except that a reshuffle is permitted for security reasons by a Pit Boss or someone senior to him in the casino management after consultation with the Gaming Board Inspector on duty at the time.

**(4)** (a) All wagers at Vegas Shootout shall be made by placing gaming chips, plaques or tokens on the appropriate betting areas of the table layout. No call bets shall be allowed. Wagers.

(b) All wagers shall be placed prior to the dealer announcing “No more bets”.

(c) At the beginning of each round of play each player shall be required to place equal wagers on a minimum of two of the three betting areas with respect to “Royal Match”, “2 Card Poker”, or “5 Card Poker”.

(d) Once the dealer has dealt the first card, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these Regulations.

**(5)** (a) Immediately following the placement of bets by the players, the dealer shall, starting with the player farthest to his left and continuing around the table in clockwise manner, deal the cards in the following order — Procedures for dealing the cards.

- (i) one card face-up to each player, who has placed a minimum of two wagers in accordance with regulation 14(4)(c);
- (ii) one card face down to the dealer;
- (iii) a second card face-up to each player;
- (iv) a second card face down to the dealer;
- (v) a third card face down in the designated area for the “common card”;
- (vi) no player shall touch any card used in the game of Vegas shootout other than the cutting card.

Counting of the stub.

**(6)** (a) The dealer shall be required to count the stub at least once every three rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout. The counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 53 cards are still present.

(b) If the count of the stub indicates that 53 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(c) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt but 53 cards remain in the deck, all hands shall be void. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(d) If an automated card shuffling device is being used, and it reveals that an incorrect number of cards is present, the deck shall be removed from the table.

Procedures for each round of play.

**(7)** (a) After the procedures for dealing the cards have been completed, the dealer shall, beginning from the dealer’s left and proceeding around the table in a clockwise direction, examine the two cards of each player to determine with respect to the “Royal Match” wager, if the cards are in suit.

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(b) If a player's cards are in suit, the player shall be paid at odds of 2§ to 1. If the player's two cards are the King and Queen in suit, the player shall be paid at odds of 15 to 1. If the Joker is one of the player's two cards, the cards shall automatically be of the same suit, and the player shall be paid at odds of 2§ to 1. If the player's cards are not in suit, the player shall lose his "Royal Match" wager.

(c) The dealer shall then turn his "2-Card Poker" hand face-up, and shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of his "2-Card Poker Hand" with the rank of the player's "2-Card Poker Hand".

(d) If the player's hand has a higher rank than the dealer's hand, the player's hand shall win, and the dealer shall pay the winning wager at odds of 1 to 1.

(e) If the player's hand has a lower rank than the dealer's hand, the player's hand shall lose, and the dealer shall collect the losing wager.

(f) The hand of the player shall tie the dealer's hand if the rank of the player's hand and the rank of the dealer's hand are equal. The dealer shall not collect or pay the wager.

(g) The dealer shall then turn the "common card" face-up, and shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's "Five Card Hand" to the Payout Schedule as stated in regulation 14(8).

(h) If the player's "Five Card Hand" has a rank of a "pair of Jacks or Better", the dealer shall pay the winning wager in accordance with the Payout Schedule.

(i) If the player's "Five Card Hand" has a rank of less than "a pair of Jacks", the player's hand shall lose, and the dealer shall collect the losing wager.

(j) At the conclusion of each round of play, all cards on the layout shall be picked up in order by the dealer and placed in the discard rack in such a way that they can be readily arranged to re-construct each hand in the event of a question or dispute.

Payout Schedule.

**(8)** The Payout Schedule (in respect to a winning “Five Card Poker Hand”) shall be as follows —

Pair of Jacks or Better	Even Money
Two Pairs	2 to 1
Three of a Kind	3 to 1
Straight	5 to 1
Flush	10 to 1
Full House	25 to 1
Four of a Kind	125 to 1
Straight Flush	250 to 1
Five of a Kind	1000 to 1
Royal Flush	5000 to 1

Irregularities.

**(9)** (a) A card that is found face up in the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(b) A card dealt in error without its face being exposed shall be used as though it was the next card from the deck.

(c) If an automated card shuffling device is being used and the device jams, stops shuffling during the shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(d) Any automated shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.

Posting of rules.

**(10)** Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing Vegas Shootout.

**15: POKER**

*S.I. 104/2004.*

**Seven Card Stud, (High, High-Low Split and High-Low Split Eight or Better), Five Card Stud (High), Five Card Draw (High and Low), Hold ‘Em (High)(Texas Hold ‘Em) and Omaha (High and High-Low Split Eight or Better)**

**15.(1)** The terms listed below as used in the above-mentioned Poker games shall have the following meanings — Interpretation

- (a) “all-in” means a player who has no funds remaining on the poker table to continue betting in a round of play, but who still retains the right to contend for that portion of the pot in which the player has already placed a bet;
- (b) “ante” means a predetermined wager which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play;
- (c) “bet” means an action by which a player places gaming chips or gaming plaques into the pot on any betting round;
- (d) “betting round” means a complete wagering cycle in a hand of poker after all players have called, folded or gone all-in;
- (e) “blind bet” means a mandatory wager in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards;
- (f) “burn card” means a card taken from the top of a deck which is discarded face down, which is not in play and the identity of which remains unknown;
- (g) “button” means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence;
- (h) “call” means a wager made in an amount equal to the immediately preceding wager;
- (i) “check” means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting;

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- (j) “common card” means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown;
  - (k) “community card” means any card which is dealt face upward and which can be used by all players to form their best hand;
  - (l) “cover card” means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck;
  - (m) “draw” means, in any game of draw poker, an exchange by a player of cards held in the player’s hand, after the initial round of betting, for an equal number of new cards from the deck;
  - (n) “fold” means the withdrawal of a player from a round of play by discarding his or her hand of cards during a betting round and refusing to equal a wager;
  - (o) “forced bet” means a wager which is required to start the wagering on the first betting round;
  - (p) “fouled hand” means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand;
  - (q) “high” means a game of poker in which the highest ranking hand in accordance with regulation 15.(9) wins the pot;
  - (r) “high-low split” means a form of poker in which there is a winner for both the highest and lowest ranking hands.
  - (s) “hole card” means any card dealt to a player face down;
  - (t) “low” means a game of poker in which the highest ranking low hand in accordance with regulation 15.(9) wins the pot;
  - (u) “opening bet” means the first bet in a round of play;
  - (v) “pot” means the amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of



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- play, less any rake extracted pursuant to regulation 15.(14);
- (w) “protected hand” means a hand of cards which the player is physically holding or has placed under one or more gaming chips;
  - (x) “raise” means a bet in an amount greater than the immediately preceding bet in that betting round;
  - (y) “rake” means the amount of gaming chips, gaming plaques or coin collected by the dealer as poker revenue in accordance with regulation 15.(14);
  - (z) “round of play” means, for any game of poker, the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules authorized in these Regulations;
  - (aa) “showdown” means the action of revealing the hands of each player in order to determine who shall win the pot;
  - (bb) “side pot” means a separate pot formed when one or more players are all-in;
  - (cc) “stub” means the remaining portion of the deck after all cards in a round of play have been dealt;
  - (dd) “suit” means one of the four categories of cards, that is diamond, spade, club or heart;
  - (ee) “table stakes” means the currency, gaming chips and gaming plaques on the table are in play and a player may not subtract from his or her currency, gaming chips or gaming plaques at any time during ongoing play;
  - (ff) “up-card” means, in a game of stud poker, any card dealt to a player face up.

**15.(2)(a)** Poker shall be played with one deck of cards with backs of the same colour and design and one additional cover card. The cover card shall be opaque and in a solid colour readily distinguishable from the colour of the backs and edges of the playing cards, as approved by the Board. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck. While one deck is in use, the other deck shall be stored in a designated area approved by the Board.

Cards, number of decks.

(b) Each deck of cards maintained at the poker table may be rotated in and out of play; provided, however, that no deck of cards shall be used at the table for more than two hours without the dealer or supervisor placing the 52 cards into suit and sequence. All decks opened for use on a poker table shall be changed at least every four hours.

(c) Each gaming day, decks of cards with distinguishable card backings as required by paragraph (a) of this regulation, shall be distributed among all open poker tables in a manner determined by the poker shift supervisor or Shift Manager. The distribution of decks among tables shall consider, at a minimum, the table limits, the location of the table and the type of poker available at each table and shall be intended to ensure the integrity of gaming at poker.

Poker rankings.

**15.(3)(a)** The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with, a two, three, four and five (in a five card poker hand).

(b) The permissible high poker hands in poker games that result in a five card hand, in order of highest to lowest rank, shall be —

(i) “royal flush” which is a hand consisting of an ace, king, queen, jack and ten of the same suit;

(ii) “straight flush” which is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, ten, and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;

(iii) “four-of-a-kind” which is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

(iv) “full house” which is a hand consisting of “three-of-a-kind” and a “pair”, with three aces and two kings being the highest ranking full

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house and three twos and two threes being the lowest ranking full house;

(v) “flush” which is a hand consisting of five cards of the same suit;

(vi) “straight” which is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack, and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);

(vii) “three-of-a-kind” which is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

(viii) “two pairs” which is a hand consisting of two “pairs”, with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

(ix) “one pair” which is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(c) When comparing two hands which are of identical poker hand rank pursuant to the provisions of paragraph (b) above, which contain none of the poker hands authorized for that game, the hand which contains the highest ranking card as provided in subparagraph (a) above or subparagraph (e) below, whichever is applicable, which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of these paragraphs, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.

(d) The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen and king. All suits shall be considered equal in rank.

(e) The ranking of a low poker hand as determined by the holding of a five card hand shall be the inverse of

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the rankings for a high poker hand as set forth in paragraph (b) above; provided, however, that straights and flushes shall not be considered for purposes of determining a winning hand at low poker.

(f) In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

Opening of Table  
For Gaming.

**15.(4)(a)** After receiving two decks of cards at the table, in accordance with regulation 15.(2)(a) the dealer shall sort and inspect the cards and the supervisor thereof shall verify the inspection.

(b) Following the inspection of the cards by the dealer and the verification by the supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.

(c) Immediately prior to the commencement of play and not before a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Each deck of cards shall be shuffled in accordance with regulation 15.(5)(a).

Shuffle and cut  
of the cards.

**15.(5)(a)** Immediately prior to commencement of play and after the completion of each round of play, the dealer shall manually shuffle the entire deck of cards, so that they are randomly intermixed. Upon completion of the shuffle, the dealer shall place the deck of cards in a single stack.

(b) After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by —

(i) placing the cover card on the table in front of the deck of cards;

(ii) taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card; and

(iii) then placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to paragraph (b)(ii) above.

(c) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(d) If there is no gaming activity at the poker table, each deck of cards at the table shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once at least two players have arrived at the table. After the first two players are afforded an opportunity to visually inspect both of the decks, the procedures required by regulation 15.(4)(c) shall be completed.

**15.(6)(a)** Poker shall be conducted in a separate and distinct area of the casino floor approved by the Board.

General  
Procedures for  
each round of  
play.

(b) Poker shall be played by a minimum of two players and a maximum of 11 players. Poker shall be dealt by a dealer at a poker table. For all types of poker set forth in these regulations, the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in these Regulations.

(c) A player shall wager on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by calling or raising the bet of the other players.

(d) The object of the game shall be for a player to win the pot either by making a bet that no other player elects to call, or by having the hand of highest rank at the showdown in accordance with the provisions of regulation 15.(8)(e). If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low poker hand or both the highest ranking high and low poker hands.

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Wagers.

**15.(7)(a)** Only players who are seated at the poker table may be permitted to receive cards and participate in each betting round.

(b) Depending upon the particular type of poker game being dealt, a player may be required to —

(i) place an ante prior to receiving any cards;

(ii) place a predetermined blind bet prior to receiving any cards; or

(iii) place a forced bet to initiate a betting round based on that player's up-card.

(c) A player may only participate in the wagering during a round of play with the gaming chips, gaming plaques or currency which were already on the poker table in front of the player when the round of play commenced.

(d) A player may only add to his or her gaming chips, gaming plaques or currency between rounds of play and may not remove any of his or her gaming chips, gaming plaques or currency from the poker table at any time during ongoing play pursuant to the definition of table stakes as set forth in regulation 15.(1)(ee).

(e) Currency which is available for use by a player pursuant to the requirements of this regulation may be utilized to initiate, call or raise a bet if such currency is expeditiously converted into gaming chips or gaming plaques by the dealer in accordance with the regulations governing the acceptance and conversion of such instruments.

(f) In order to participate in a round of play, a player shall be required to have an amount of gaming chips, gaming plaques or currency available on the poker table prior to the start of the round of play which is sufficient to make any bet required by subparagraph (b) above and at least one bet at the posted table minimum.

(g) A player who satisfies the requirements of subparagraph (f) above but depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be "all-in".

(h) An "all-in" Player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed.

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(i) An “all-in” player shall continue to receive any cards to which he or she would normally be entitled, and betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win.

(j) A verbal statement of “fold”, “check”, “call”, “raise”, or an announcement of a specific size wager by a player, assuming it is within the rules of the poker game being played and the minimum and maximum wager limits for the poker table, shall be binding on the player if it is that player’s turn to act.

(k) A player who announces a bet or raise of a certain amount but places a different amount of gaming chips or gaming plaques in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.

(l) A player shall be considered to have placed a bet if the player —

(i) pushes gaming chips or gaming plaques forward to indicate the intent of placing a bet;

(ii) releases gaming chips or gaming plaques into the pot; or

(iii) releases gaming chips or gaming plaques at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.

(m) A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet, and if a player wishes to add additional gaming chips or gaming plaques to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.

(n) A player who puts the proper amount of gaming chips or gaming plaques into the pot to call a bet, without indicating his or her intention to raise, may not thereafter raise the previous bet.

(o) Subject to the posted table wagering limits, a player who announces “raise” may continue to bet gaming chips or gaming plaques until both of his or her hands come to rest in front of the pot.

(p) It shall be the dealer’s responsibility to ensure that no player touches any of the gaming chips or gaming plaques once placed into the pot.

(q) Unless a raise has been verbally announced by a player, the player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet and to be awaiting change from the dealer.

(r) Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.

Procedures for  
dealing the cards.

**15.(8)(a)** The dealer shall choose the hand, in which he or she will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible, and over the poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on the top of the deck until the transaction has been completed.

(b) The dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.

(c) All burn cards required by this regulation shall be kept separate from the pile of discarded cards.

(d) The dealer shall be required to count the stub, at least once every 15 minutes, in order to determine that the correct number of cards is present. If this count reveals an incorrect number of cards, the deck shall be removed from the table in accordance with regulation 15.(15)(h).

(e) At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players.

(f) All side pots shall be awarded before the dealer awards the pot in the center of the poker table.

(g) All discarded hands shall be counted by the dealer to determine that the proper number of cards has been returned.

(h) The dealer shall collect the rake in accordance with regulation 15.(14).



15.(9)(a) Each casino licensee shall be required to observe the procedures set forth in these Regulations for each game of Seven Card Stud High, Seven-Card Stud High-Low Split or Seven-Card Stud High-Low Split Eight or Better Poker offered in its casino.

Seven Card Stud  
Poker: High,  
High-Low Split,  
and High-Low  
Split Eight or  
Better.  
Procedures for  
dealing cards.

(b) Each poker table shall be restricted to a maximum of eight players as determined by the casino licensee. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table in accordance with regulation 15.(17).

(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.

(d) Once each player has received three cards in accordance with paragraph (c) above, the first betting round shall commence by comparing the up card of each player. For the purposes of this paragraph only, in event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. Betting shall be commenced —

(i) for High Poker, by the player with the lowest ranked up-card;

(ii) for High-Low Split Poker, by the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two; and

(iii) for High-Low Split Eight or Better Poker, by the player with the lowest ranked up-card. For this purpose, an ace shall be considered the highest ranking card.

(e) Following the placement of the forced bet required by subparagraph (d) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a

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fourth card face up to each player who has not folded. The next betting round shall commence as follows —

(i) the player with the highest ranking poker hand showing shall be required to bet or check, or

(ii) if the highest ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.

(g) Following the initial bet or check required by subparagraph (f) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(h) The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of subparagraphs (f) and (g) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. If insufficient cards remain in the deck to give each remaining player a seventh and final card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is one or less cards remaining in the deck, the dealer shall shuffle the burn cards, burn a card and then deal the common card.

(i) If more than one player remains in the round of play after the final betting round has been completed, a show down shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand from the seven cards which he or she was dealt. This five card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be

(i) in High Poker, the player with the highest ranking five card high hand;

(ii) in High-Low Split Poker or High-Low Split Eight or Better Poker, the player with the highest ranking five card high hand and the

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player with the highest ranking five card low poker hand, subject to the provisions of paragraph (j) below, who shall divide the pot equally and —

(aa) if a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand;

(bb) if a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit;

(cc) if a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit;

(dd) for purposes of this paragraph, the cards shall be ranked by suit with the highest to the lowest ranked suit in order as follows, spades, hearts, diamonds, and clubs.

(j) In seven-card stud High-Low Split Eight or Better Poker, a winning low hand may not contain any pairs or a nine, ten, jack, queen or king. This satisfies the qualifying clause known as “eight or better”. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.

(k) In seven-card stud High-Low Split Poker and seven-card stud High-Low Split Eight or Better Poker, the player may form two different hands of five cards each out of the player’s seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to

make a high poker hand and a low poker hand. For example —

- (i) a hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low hand; or
  - (ii) a hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.
- (l) In seven-card stud High-Low Split Poker and seven-card stud High-Low Split Eight or Better Poker, an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

Hold ‘em High  
Poker.

**15.(10)(a)** Each casino licensee shall be required to observe the procedures set forth in these Regulations for each game of Hold ‘em High Poker offered in its casino. Hold ‘em Poker shall be played to determine a winning high hand only.

(b) Each poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table in accordance with regulation 15.(17).

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows —

- (i) a flat disk called the “button” shall be used to indicate an imaginary dealer;
  - (ii) at the commencement of play, the button shall be placed in front of the first player to the right of the dealer, and
  - (iii) thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
- (d) The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino licensee may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets

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required by the casino licensee shall be posted on a sign in accordance with regulation 15.(17).

(e) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

(f) Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

(g) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

(h) Upon completion of the betting round required by subparagraph (g) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of subparagraph (g) above.

(i) Upon completion of the betting round required by subparagraph (h) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of subparagraph (g) above.

(j) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high poker hand using in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card

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high poker hand. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

Omaha Poker.

**15.(11)(a)** Each casino licensee shall be required to observe the procedures set forth in these Regulations for each game of Omaha High and Omaha High-Low Split Eight or Better Poker offered in its casino.

(b) Each poker table shall be restricted to a maximum of ten players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table in accordance with regulation 15.(17).

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button as set forth in regulation 15.(10)(c).

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

(e) After each player is dealt four cards face down, an initial blind bet and all subsequent dealing and betting rounds shall be completed in accordance with the provisions of regulation 15.(10)(d) and (f) through (i).

(f) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be —

(i) in High Poker, the player with the highest ranking five card high poker hand, or

(ii) in High-Low Split Eight or Better Poker, the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the

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provisions of subparagraph (g) below, who shall divide the pot equally and —

(aa) if a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand;

(bb) if a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit;

(cc) if a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit;

(dd) for purposes of this paragraph, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.

(g) In Omaha High-Low Split Eight or Better Poker, the eligibility requirements of regulation 15.(9)(j) must be satisfied. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high poker hand.

(h) The following rules shall only apply in Omaha High-Low Split Eight or Better Poker —

(i) a player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot, provided, however, that the distribution of cards contained in each hand shall comply with sub-paragraph (f) above;

- (ii) a player may use the same five card grouping to make a high hand and low hand, and;
- (iii) an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

Five Card Draw  
Poker: (High and  
Low). Procedures  
for dealing cards.

**15.(12)(a)** Each casino licensee shall be required to observe the procedures set forth in these Regulations for each game of Five Card Draw High and Five Card Draw Low Poker offered in its casino.

(b) Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table in accordance with regulation 15.(17).

(c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined in accordance with the procedures governing the use of a button as set forth in regulation 15.(10)(c).

(d) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.

(e) After each player has been dealt five cards face down, an initial betting round shall be completed in accordance with the procedures in regulation 15.(10)(d) and (f).

(f) After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards, as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows —

- (i) prior to the first player receiving any new cards, the dealer shall burn the top card of the deck, and;



(ii) if insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose, provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.

(g) The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if the preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.

(h) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be —

(i) in High poker, the player with the highest ranking five card high hand; and

(ii) in low poker, the player with the highest ranking five card low hand.

**15.(13)(a)** Each casino licensee shall be required to observe the procedures set forth in these Regulations for each game of Five Card Stud High Poker offered in its casino. Five Card Stud shall be played to determine a winning high hand only.

Five Card Stud  
Poker: (High).  
Procedures for  
dealing cards.

(b) Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table in accordance with regulation 15.(17).

(c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.

(d) Once each player has received two cards in accordance with subparagraph (c) above, the first betting round shall commence by comparing the up-card of each player. The player with the lowest ranked up-card, which shall be determined by suit in accordance with the

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provisions of regulation 15.(9)(d) if two or more players have an up-card of the same rank, shall be required to make a forced bet.

(e) Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

(f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who has not folded. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in subparagraph (e) above.

(g) The dealer shall then deal two additional rounds of cards face up to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of subparagraph (f) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.

(h) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five card high poker hand.

Poker Revenue.

**15.(14)(a)** The casino licensee shall derive its poker revenue at all poker tables by extracting a commission known as the “rake”. Each casino licensee shall submit to the Board in its Rules of the Games Submission —

- (i) the types of rake to be utilized;
- (ii) the methodology used for calculating the rake; and
- (iii) the amount of maximum permissible rake.

(b) Each casino licensee shall use one or more of the following procedures in determining and extracting the rake —

- (i) a straight percentage rake, pursuant to which —

(aa) a fee, not to exceed 10 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots;

(bb) the amount to be raked shall be calculated and extracted from the pot and any side pots after the conclusion of a betting round and placed into the designated rake area as play progresses; and

(cc) upon completion of a round of play, the rake shall be immediately placed by the dealer into the table rake drop box.

(ii) A rake based on time charges, pursuant to which —

(aa) assessments may be imposed on a “per-player” basis or a “per-table” basis. If taken on a “per-player” basis, inactive players seated at the table shall also be assessed;

(bb) time charges shall be expressed as an hourly fee based on the particular minimum and maximum wagering limits at a game;

(cc) time charges may be assessed fractionally every 20 or 30 minutes as determined by the casino licensee;

(dd) time charges once assessed shall be placed by the dealer into the designated rake area;

(ee) upon verification by a supervisor thereof of the time charges collected, the rake shall be immediately placed by the dealer into the table rake drop box.

(c) A sign describing the type and amount of rake to be collected pursuant to subparagraph (b) above shall be posted at each poker table in accordance with the requirements of regulation 15.(17).

(d) An uncalled final bet shall not be considered part of the pot for purposes of calculating the amount of rake pursuant to subparagraph (b) above.

(e) Once the dealer has extracted the rake and the pot and any side pots have been collected by the winning

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player or players, no additional rake shall be taken by the casino licensee.

General  
operating rules.

**15.(15)(a)** It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.

(b) In all disputes in which a ruling interpretation, clarification or intervention is required, the decision of the poker shift supervisor, shall be final.

(c) Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.

(d) At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final wager shall be the first player to show his or her hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his or her rights to the pot and discard the hand; provided, however, that the casino licensee may require the disclosure of any discarded hands.

(e) If any player folds after making a forced bet or blind bet or on a round of checking, that player's position shall continue to receive a card until there is a subsequent wager at the table.

(f) Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal —

(i) failure to shuffle and cut the cards in accordance with regulation 15.(5).

(ii) dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot;

(iii) if more than one card is found face-up in the deck; and

(iv) failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing wagers into the pot.

(g) If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to that player shall be discarded and the round of play shall be continued.

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(h) If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be replaced.

(i) A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

(j) A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.

(k) Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.

(l) If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.

(m) A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.

(n) A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.

(o) Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.

(p) A player shall be deemed to have folded if, when faced with making or calling a wager, he or she —

(i) discards his or her hand face-down towards the pile of discarded cards or the pot; or

(ii) turns face-down his or her up-cards in a game of stud poker.

(q) If a player is obligated to place a wager by virtue of a verbal statement or forced betting situation, throwing away his or her cards does not relieve the player of that obligation.

(r) If a player's first or second hole card is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.

(s) If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.

(t) If any of the face-down cards in the games of Hold 'em or Omaha are accidentally turned face-up in the dealing process, the dealer shall exchange the exposed card with a card from the top of the deck and place the exposed card with the pile of discarded cards.

(u) Nothing herein shall preclude a casino licensee from clarifying and supplementing the above irregularities through its internal control procedures, which were approved by the Board.

(v) Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.

(w) A casino licensee which has reasonable cause to believe that a player has acted or is acting in violation of subparagraph (v) above shall require a player to leave the game and shall notify the on-duty Gaming Board Inspector as expeditiously as possible.

Minimum and  
maximum  
wagers.

**15.(16)** Each casino licensee shall provide notice in accordance with regulation 15.(17) of the minimum and maximum wagers in effect at each poker table, except that, if all patrons at a poker table agree to increase the minimum wager at the table, the provisions of this regulation need not be followed. Such sign shall also include any restrictions with regard to the maximum number o raises that may be permitted for any round of betting.

Posting of rules.

**15.(17)** Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing the types of poker.

**Three Card Poker**

*S.I. 104/2004.*

**16.(1)** The terms listed below as used in the game of Three Card-Poker shall have the following meanings —

*Interpretation.*

- (a) “ante wager” means the wager that a player is required to make prior to any card being dealt in order to compete against the dealer’s hand in a round of play;
- (b) “hand” means the Three Card Poker hand that is held by each player and the dealer after the cards are dealt;
- (c) “pair plus wager” means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player’s hand against the dealer;
- (d) “play wager” means an additional wager, equal in value to his or her ante wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hands;
- (e) “round of play” means, one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with regulation 16.(9);
- (f) “stub” means the remaining portion of the deck after all cards in a round of play have been dealt or delivered;
- (g) “suit” means one of the four categories of cards, club, diamond, heart or spade.

**16.(2)(a)** Except as provided in (b) below, Three Card Poker shall be played with one deck of cards with backs of the same colour and design and one additional cover card to be used in accordance with the procedures set forth in regulations 16.(3) and 16.(4). The cover card shall be opaque and in a solid colour readily distinguishable from the colour of the backs and edges of the playing cards, as approved by the Board. The deck of cards shall meet the requirements of regulation 25 of the Lotteries and Gaming Equipment Regulations, 1993.

*Cards, Number of decks.*

(b) If an automated card shuffling device is used, a casino licensee shall be permitted to use a second deck of cards to play the game, provided that —

- (i) each deck of cards complies with the requirements of (a) above;
- (ii) the backs of the cards in the two decks are of different colour;
- (iii) one deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- (iv) both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
- (v) the cards from only one deck shall be placed in the discard rack at any given time.

Three Card Poker  
Rankings.

**16.(3)(a)** The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” with a two and three.

(b) The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be —

- (i) “straight flush”, a hand consisting of three cards of the same suit in consecutive ranking, with ace, king, queen, being the highest straight flush and three, two and ace being the lowest ranking straight flush;
- (ii) “three-of-a-kind”, a hand consisting of three cards of the same rank regardless of suit with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
- (iii) “straight”, a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king, queen, being the highest ranking straight and three, two, and ace being the lowest ranking straight;
- (iv) “flush”, a hand consisting of three cards of the same suit, regardless of rank;



(v) “pair”, a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair;

(c) When comparing two hands that are of identical poker hand rank pursuant to the provisions of paragraph (b) above, or that contain none of the hands authorized in paragraph (b) above, the hand that contains the highest ranking card as provided in paragraph (a) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of these paragraphs, the hands shall be considered a draw.

**16.(4)(a)** After receiving a single deck of cards at the table, the dealer shall sort and inspect the cards in the presence of a supervisor who shall in turn inspect the cards. Opening of the table for gaming.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in a horizontal fan shaped column according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with paragraph (f) below.

(d) If a casino licensee uses an automated card shuffling device to play a game and two decks are received at the table, each deck of cards shall be separately sorted, inspected, verified, and spread in accordance with the provisions of paragraphs (a) and (b) above.

(e) All cards opened for use on a table and dealt from a manual or automated dealing shoe shall be changed at least once every eight hours. All cards opened for use on a table and dealt from the hand shall be changed at least every four hours.

(f) Immediately prior to commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the

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dealer or device shall place the deck of cards in a single stack provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(g) After the cards have been shuffled, and stacked, the dealer shall —

(i) if the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in regulation 16.(6), 16.(7) or 16.(8); or

(ii) if the cards were shuffled manually, cut the cards in accordance with the procedures set forth in subparagraph (iii) below; and

(iii) if a cut of the cards is required —

(aa) cut the deck, using one hand by placing the cover card on the table in front of the deck of cards;

(bb) taking a stack of at least ten cards from the top of the deck and placing them on top of the cover card;

(cc) placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (iii)(bb) above; and

(dd) keeping the cover card at the bottom of the deck.

(h) Deal the cards in accordance with the procedures set forth in regulation 16.(6), 16.(7) or 16.(8).

(i) Notwithstanding paragraph (g)(iii) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(j) Whenever there is no gaming activity at a Three Card Poker table which is open for gaming, the cards shall be spread out on a table either face up or face down. If the cards are spread face down, they shall be turned faced up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in regulation 16.(4)(f) shall be completed.

**16.(5)(a)** The following wagers may be placed in the game of Three Card Poker — Wagers.

(i) a player may compete solely against the dealer by placing an ante wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager in an equal amount;

(ii) a player may compete solely against a Posted Payout Ledger by placing a pair plus wager, which wager may be in any amount within the posted minimum and maximum wagers; or

(iii) a player may compete against both the dealer and the Posted Payout Ledger by placing wagers in accordance with the requirements of paragraphs (a)(i) and (ii) above.

(b) All wagers at Three Card Poker shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout.

(c) Only players who are seated at a Three Card Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

(d) All ante wagers and pair plus wagers shall be placed prior to the dealer announcing “No more bets”. No wager shall be made increased or withdrawn after the dealer has announced “No more bets.” All play wagers shall be placed in accordance with regulation 16.(9)(b).

**16.(6)(a)** The dealer shall announce “No more bets” prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

Procedures for dealing the cards from a manual dealing shoe.

(b) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.

(c) After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in paragraphs

(d), (e) and (f) below, place the stub in the discard rack without exposing the cards.

(d) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(e) If the count of the stub indicates that fifty-two cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(f) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards have been misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but fifty-two cards remain in the deck, all hands shall be void. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

(g) Notwithstanding the provisions of paragraphs (d), (e) and (f) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether fifty-two cards are still present. If the automated card shuffling device reveals that an incorrect number of cards is present, the dealer shall count down the deck to ensure that the machine is not malfunctioning. If the machine is at fault and all the card are present, the machine shall be re-set and the cards are kept in play. If the count of the cards reveals that an incorrect number of cards is present, the deck shall be removed from the table.

Procedures for dealing the cards from the hand.

**16.(7)(a)** A casino licensee may, in its discretion, permit a dealer to deal the cards used to play Three Card Poker from his or her hand.

(b) If a casino licensee chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed —

(i) the casino licensee shall use an automated shuffling device to shuffle the cards or use the standard manual shuffle;

(ii) once the procedures required by regulation 16(4) have been completed, the dealer shall place the stacked deck of cards in either hand;

(iii) once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play;

(iv) the cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container with the cover card at the bottom of the deck.

(c) The dealer shall then announce “No more bets” prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(d) The dealer shall, starting with the player farthest to his or her left and continuing round the table in a clockwise manner, deal one card at a time in order to each player who has placed an ante wager or pair plus wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.

(e) After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in paragraph (f) below, place the stub in the discard rack without exposing the cards.

(f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck.

**16.(8)(a)** A casino licensee may, in its discretion, choose to have the cards used to play Three Card Poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Board.

Procedures for dealing the cards from an automated dealing shoe.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed —

(i) once the procedures required by regulation 16.(4) have been completed, the cards shall be placed in the automated dealing shoe;

(ii) the dealer shall then announce “No more bets” prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with regulation 16.(5). As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with regulation 16.(5). The dealer shall then deliver a stack of three cards face down to the area designated for the placement of the dealer's cards.

(d) After each stack of three cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in paragraph (e) below, place the cards in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards is still present in the deck.

Procedures for completion of each round of play.

**16.(9)(a)** After the dealing procedures required by regulation 16.(6), 16.(7) or 16.(8) have been completed, each player shall examine his or her cards. Each player who wagers at Three Card Poker shall be responsible for his or her own hand and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player.

(b) After examination of his or her cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his or her participation in the round of play. The dealer shall offer this option to each player, starting with the player farthest to the left of the dealer and moving clockwise around the table in order. If a player has placed an ante wager and a pair plus wager but does not make a play wager, the player shall forfeit both the ante wager and the pair plus wager. After each player has either placed a wager on the table in the play wager area or forfeited his or her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing the cards in the discard rack. The dealer shall then reveal the dealer's cards and place the cards so as to form the highest possible ranking hand. The dealer shall then, starting with the player farthest to the dealer's right whose hand is still active, reveal the Three Card Hand of each player.

(c) After all losing wagers have been collected, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in regulation 16.(10).

(d) The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

(e) After paying all winning wagers, the dealer shall immediately collect the cards of all players and the dealer and place them in the discard rack.

(f) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**16.(10)** There are three payout types as follows — Payout Odds.

(a) a player in competition against the dealer shall be paid 1 to 1 on both the ante wager and the play wager if the player’s hand is ranked higher than the dealer’s hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a “Queen high or better” rank, the ante wager shall automatically be paid 1 to 1 and the play wager shall be returned to the player;

(b) a player placing a pair plus wager shall be paid in accordance with the following payout ledger —

(i)	Pair	pays	1 to 1;
(ii)	Flush	pays	4 to 1;
(iii)	Straight	pays	6 to 1;
(iv)	Three- of-a-kind	pays	30 to 1;
	and		
(v)	Straight flush	pays	40 to 1;

(c) a player placing an ante wager and a play wager shall be paid a bonus if the player’s hand consists of the following —

(i)	Straight	pays	1 to 1;
(ii)	Three- of-a-kind	pays	4 to 1;
	and		
(iii)	Straight flush	pays	5 to 1.

Irregularities.

**16.(11)(a)** A card that is found face up in the shoe or deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(b) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(c) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.

(d) If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in regulation 16.(9)(b) all hands shall be void and the cards shall be reshuffled.

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Board.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt in accordance with regulation 16.(4)(f).

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

Minimum and maximum wagers.

**16.(12)(a)** Each casino licensee shall submit to the Board for review and approval the minimum and maximum wagers permitted at Three Card Poker.

(b) The minimum and maximum wagers as approved by the Board shall be and remain conspicuously posted at each table.

Posting of rules.

**16.(13)** Each casino licensee shall cause to be conspicuously posted on the casino floor and remain posted a sign stating the rules and payouts governing Three Card Poker.