



# Victoria Government Gazette

No. S 161 Thursday 4 November 1999  
By Authority. Victorian Government Printer

**SPECIAL**

## Casino Control Act 1991 — section 60(1)

### CASINO RULES NOTICE NO. 24 OF 1999

#### Rules of the Game — Blackjack

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Blackjack” (approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44) and amended by notice dated 30 April 1998 (G17), Casino Rules Notice No. 1 of 1999 published on 18 March 1999 (S39), Casino Rules Notice No. 13 of 1999 published on 13 August 1999 (S121) and Casino Rules Notice No. 23 of 1999 published on 22 October 1999 (S156)) as set out in the Schedule.

This notice operates with effect from 4.00am on 8 November 1999.

Dated: 4 November 1999

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

#### Schedule

### Deletion of rule 21

Delete rule 21 (Superbucks Blackjack).

## Casino Control Act 1991 — section 60(1)

### CASINO RULES NOTICE NO. 25 OF 1999

#### Rules of the Game — Caribbean Stud Poker

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Caribbean Stud Poker” (approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44)) as set out in the Schedule.

This notice operates with effect from 4.00am on 1 December 1999.

Dated: 4 November 1999

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

#### Schedule

### Republication of rules incorporating changes to certain prizes

For rules 1 to 14 inclusive, **substitute** —

#### ‘1 Definitions

- 1.1 In these rules the following meanings apply:
  - 1.1.1 “Ante” means the initial wager placed.
  - 1.1.2 “Bet” means a wager made by a player after the cards have been dealt and the player has had an opportunity to look at his/her hand.
  - 1.1.3 “Casino Supervisor” means a person other than a game supervisor who is responsible for the supervision and management of gaming operations.
  - 1.1.4 “Dealer” means the person responsible for dealing the cards at a Caribbean Stud table.

- 1.1.5 “Fold” means the cards are placed face downwards on the table and collected by the dealer.
- 1.1.6 “Game Supervisor” means the person responsible for the supervision of the operation of the game.
- 1.1.7 “Jackpot wager” is a wager additional to the Ante and Bet wagers which entitles a player with a winning Jackpot hand to the payout odds specified in rule 12. A player must have an Ante wager before being eligible to place a Jackpot wager.
- 1.1.8 “Void” means when the player's hand equals the dealer's hand neither wins nor loses.

## 2 Equipment

- 2.1 A Caribbean Stud Poker table shall have on one side, places for players and, on the opposite side, a place for the dealer. Electronic equipment connected to the progressive meter may be fitted.
- 2.2 The table cloth shall be marked in a manner similar to that shown in Diagram “A” with:
  - 2.2.1 Areas for wagers on the “Ante”, the “Bet” and the “Jackpot”;
  - 2.2.2 An inscription to the effect that the dealer only plays with Ace/King or higher, in accordance with the order of hands as in rule 13;
  - 2.2.3 The name and/or logo of the casino imprinted thereon.
- 2.3 Either a manual dealing shoe from which all cards shall be dealt or a single deck card shuffling shoe specially designed for the purpose of shuffling one deck of cards while another deck is used for play, shall be used.

## 3 The Cards

- 3.1 Caribbean Stud Poker shall be played with one deck, 52 cards without jokers, with backs of the same colour and design and one cutting card.
  - 3.1.1 Where a single deck card shuffling shoe is used, two decks shall be in use, one at a time, with the colour of the first deck being different to the second deck.
- 3.2 Cards may, at the discretion of a game supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.3 A game supervisor may, at any time, instruct the dealer to check and verify the correct number of cards.
- 3.4 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows —
  - 3.4.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rule 13.1 where the Ace may be counted low.

## 4 The Shuffle and Cut

- 4.1 The cards shall be shuffled in preparation for each round of play.
- 4.2 After the cards have been shuffled, the dealer shall cut the cards (once only) and place them on the cutting card. In the event a single deck card shuffling shoe is used, the cards shall not be cut.
- 4.3 The player never cuts the cards.

## 5 Wagers

- 5.1 Wagers shall be accepted only in chips.

- 5.2 Prior to the first card being dealt, for each round of play, each player at the game of Caribbean Stud Poker shall—
  - 5.2.1 make a wager (place an Ante); and
  - 5.2.2 be given the opportunity to place a Jackpot wager on the appropriate area of the layout.
- 5.3 After the cards have been dealt players may pick up their cards and decide if they wish to fold or bet.
  - 5.3.1 If a player decides to bet, an additional wager must be placed, which is exactly twice the Ante (ie \$5 Ante = \$10 bet), on the appropriate area of the layout, and he/she retains his/her cards; or
  - 5.3.2 If a player decides to fold, the cards must be placed face downwards on the table and the dealer shall then collect the player's Ante.
- 5.4 Once the first card has been dealt, no player shall handle, remove or alter the original wager (on the Ante) until a decision has been rendered and implemented on that wager, unless explicitly permitted by these rules. In the event that a single deck card shuffling shoe is used this rule applies when the first set of five cards is removed from the shoe.
- 5.5 All wagers at Caribbean Stud Poker shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the layout.
- 5.6 Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces "no more bets".
- 5.7 A player shall not wager on more than one hand of any round.
- 5.8 Only one wager shall be accepted on any one box.

## **6 Minimum and Maximum Wagers**

- 6.1 The minimum and maximum wagers permitted per player per playing area shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.
- 6.3 Wagers above the maximum shall be paid or collected to the maximum.
- 6.4 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.
- 6.5 Minimum and maximum wagers which differ from those displayed on the table notice may be agreed for individual players and in such cases, the position occupied by the player shall be denoted by a distinctive marker stating "higher limit".

## **7 The Deal**

- 7.1 Immediately prior to the commencement of a round of play and after all wagers are placed, the dealer shall announce "no more bets".
- 7.2 If a conventional dealing shoe is used then the dealer shall, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner—
  - 7.2.1 One card, face down, to each Ante box containing a wager;
  - 7.2.2 One card, face down, to himself/herself; and

7.2.3 In sequence, deal a second, third, fourth and fifth card, face down to each Ante box containing a wager and to himself/herself except that the dealers last card shall be dealt face up.

7.3 If a single deck card shuffling shoe is used the dealer shall, starting from his/her left and continuing clockwise around the table, deal the cards in the following manner—

7.3.1 a set of five cards dispensed by the single deck card shuffling shoe, face down to each playing area containing a wager;

7.3.2 a set of five cards dispensed by the single deck card shuffling shoe, face down to himself/herself; and

7.3.3 the top card of the set dealt to the dealer shall be turned face upwards.

## 8 Betting Round

8.1 Once the dealer's top card has been turned face upwards, the players may pick up their cards and decide if they wish to fold or bet.

8.2 A player who decides to fold must place his/her cards, face downwards, on the table.

8.3 A player who decides to bet must place his/her cards face down and place a bet equal to twice the Ante in the area marked bet.

8.4 The dealer shall collect the Ante and the cards from each player who decides to fold. Before the cards are removed from a player's box, the cards shall be spread face down ensuring five cards are present before being placed in the discard box.

8.5 The dealer shall then turn all his/her cards face up and declare the best possible poker hand.

## 9 Final Settlement

9.1 The dealer's hand, in order to qualify, must have a poker value of Ace and King, or higher.

9.2 If the dealer's hand does not have a poker value of Ace and King or higher, the dealer shall announce "no hand". "Bet" wagers shall be ineffectual and shall not be paid out.

9.3 The dealer shall then:-

9.3.1 pay all the Ante bets;

9.3.2 check each hand, in turn, to establish if that hand qualifies as a Jackpot hand;

9.3.2.1 for non-qualifying hands, count and collect the cards; and

9.3.2.2 for any player having a qualifying Jackpot hand leave the player's cards, face up, on the table.

9.4 If the dealer's hand does have a poker value of Ace and King or higher, the dealer will then (starting from the dealer's right)—

9.4.1 compare his/her hand to each player's hand in turn and—

9.4.1.1 pay the Ante and the bet for those hands with a higher poker hand than the dealer's, in accordance with rule 10;

9.4.1.2 collect the Ante and the bet for those hands with a lower poker hand than the dealer's; or

9.4.1.3 void the Ante and the bet for hands with an equal poker value to that of the dealer;

9.4.2 after the dealer compares hands and pays or collects wagers, he/she shall count and collect the cards;

9.4.3 for any player qualifying for a Jackpot payout, leave that players cards face up on the table.

- 9.5 Hands qualifying for a Jackpot payout will be settled according to rule 12 and 13.
- 9.6 A player is responsible for declaring his/her whole poker hand.
- 9.7 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 13.

## 10 Payout Odds

- |      |                  |  |
|------|------------------|--|
| 10.1 | Ante             | 1 to 1 (even money)                        |
| 10.2 | Bet              |  |
|      | One pair or less | 1 to 1 (even money) (up to maximum payout) |
|      | Two pairs        | 2 to 1 (up to maximum payout)              |
|      | Three of a kind  | 3 to 1 (up to maximum payout)              |
|      | Straight         | 4 to 1 (up to maximum payout)              |
|      | Flush            | 5 to 1 (up to maximum payout)              |
|      | Full House       | 7 to 1 (up to maximum payout)              |
|      | Four of a kind   | 20 to 1 (up to maximum payout)             |
|      | Straight Flush   | 50 to 1 (up to maximum payout)             |
|      | Royal Flush      | 250 to 1 (up to maximum payout)            |
- 10.11 Maximum payouts per table, with the exception of Jackpot payouts, shall be displayed on a notice at the table.

## 11 Jackpot Wagers

- 11.1 A player choosing to place a jackpot wager shall be responsible for ensuring that the wager has been accepted.
- 11.2 The cost of a wager in a Caribbean Stud Jackpot game shall be displayed on a sign at the table.
- 11.3 All Jackpot arrangements must be approved by the V.C.G.A.

## 12 Jackpot Payouts

- 12.1 Subject to rule 12.3 wagers qualifying for a Jackpot payout are eligible to be paid as follows:
- |                |  |
|----------------|--|
| Royal Flush    | \$75,000 or 100% of jackpot displayed whichever is the greater |
| Straight Flush | \$ 7,500 or 10% of jackpot displayed whichever is the greater  |
| Four of Kind   | \$500 bonus payout   |
| Full House     | \$150 bonus payout   |
| Flush          | \$100 bonus payout   |
- 12.2 Where a Straight Flush or Royal Flush is disclosed the jackpot accounting system must be activated immediately to record such event by the dealer pressing the associated button on the keypad attached on the table.
- 12.3 Any person who has made a Jackpot wager and received a Straight Flush or Royal Flush shall share the Jackpot prize in the way outlined in the approved procedures of the game if—
- 12.3.1 another player has made a Jackpot wager on the same table on the same round of play and also has a Straight Flush or Royal Flush; and
- 12.3.2 the approved procedures for the game state a way in which players share in the Jackpot prize other than the way mentioned in rule 12.1.
- 12.4 In the event of electronic failure of the jackpot accounting system, the Casino Operator's Surveillance Department shall determine the time at which each hand was registered by the dealer or exposed on the table if the keypad is also non-operational.

**13 Order and Meaning of Poker Hand Values**

- 13.1 The order of hands, lowest to highest is as follows:
- 13.1.1 Five odd cards eg Q, 10, 6, 4, 2
  - 13.1.2 One pair eg 10, 10, K, 6, 3
  - 13.1.3 Two pairs eg 7, 7, 4, 4, J
  - 13.1.4 Three of a kind eg Q, Q, Q, 8, 3
  - 13.1.5 Straight - any five cards of more than one suit, in sequence. An Ace may count high or low in a straight eg 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, 10.
  - 13.1.6 Flush - five cards of the same suit, not in sequence, eg K, J, 9, 5, 2, all diamonds
  - 13.1.7 Full House - three cards of one kind plus two of another eg King, King, King, Jack, Jack. All hands take their rank from the threesome.
  - 13.1.8 Four of a kind - eg Ace, Ace, Ace, Ace, 7.
  - 13.1.9 Straight flush - five cards of the same suit in sequence, other than a Royal Flush.
  - 13.1.10 Royal Flush - the five top cards, all from the same suit eg Ace, King, Queen, Jack, 10, all spades.
- 13.2 Hands of the same poker hand value but consisting of different card values are ranked according to the card values prescribed in rule 3.4 eg a K, Q, J, 10, 9, straight, beats a J, 10, 9, 8, 7, straight.

**14 Irregularities**

- 14.1 An exposed card dealt, shall not constitute a misdeal, the Dealer shall turn the card over and continue to deal the game.
- 14.2 One or two exposed cards will not constitute a misdeal. Three or more cards incorrectly exposed by the Dealer will constitute a misdeal. However, if one of these cards is dealt to the Dealer's hand and is consequently used as the Dealer's up card, then that card will not count as one of the incorrectly exposed cards.
- 14.3 If a card is exposed in error to the Dealer's hand, the exposed card shall be the Dealer's face up card and the Dealer's fifth card shall be dealt face down.
- 14.4 If an incorrect number of cards is dealt to any Player or the Dealer and the error is discovered prior to the Dealer announcing "Bet or Fold", the Dealer shall immediately notify the Game Supervisor who will direct that that round of play be declared a misdeal.
- 14.5 If an incorrect number of cards is dealt to any Player and the error is not noticed until after the Dealer has announced "Bet or Fold", the Dealer shall immediately notify the Game Supervisor who will direct that the Dealer count all the cards to verify the correct number. The Pit Boss shall be notified.
- 14.5.1 If there is a discrepancy in the number of cards, that round of play shall be declared a misdeal.
  - 14.5.2 If the correct number of cards is found to be present, any Player's hand containing an incorrect number of cards will be void and any wagers with respect to that hand shall be returned to the Player. Each Player at the table shall be given the option of retracting their wager.

- 14.6 If an incorrect number of cards is dealt to the Dealer and the error is not noticed until after the Dealer has announced "Bet or Fold", the Dealer shall immediately notify the Game Supervisor who will direct that the Dealer count all the cards to verify the correct number. The Pit Boss shall be notified.
- 14.6.1 If there is a discrepancy in the number of cards, that round of play shall be declared a misdeal.
- 14.6.2 If the correct number of cards is found to be present, the Dealer's hand shall be declared a 'No Hand'.
- 14.6.2.1 The Ante wager of any Player who has folded shall be re-instated and all Ante wagers paid even money.
- 14.6.2.2 All Player's hands will be checked for Jackpots and where a Player has a Jackpot hand that Player will be paid the appropriate bonus payment.
- 14.7 Where cards are dealt to any area where there is no Ante wager prior to the Dealer announcing "Bet or Fold" that round of play shall be declared a misdeal.
- 14.8 Where cards are dealt to an area where there is no 'Ante' and the error is not discovered until the Dealer has announced "Bet or Fold" the incorrectly dealt cards shall be burnt and Players shall be given the option to retract their 'Ante' wager.
- 14.9 If it is discovered that the deck in use does not contain 52 cards, the round of play shall be void.
- 14.10 If during play a Player cannot 'Bet' exactly twice the 'Ante' then the Player's hand is void and the 'Ante' returned. The Player will be informed any further instances will result in forfeiture of the 'Ante' and removal of cards.
- 14.11 If during settlement, the dealer becomes aware that a bet is :-
- 14.11.1 More than twice the Ante, the dealer will return the excess amount to the player and then take or pay accordingly.
- 14.11.2 Less than twice the Ante, the dealer will take or pay according to the amount wagered and inform the player of the amount to be wagered on subsequent rounds.
- 14.12 If a complete hand is declared a misdeal and:
- 14.12.1 A Player who has participated in the Jackpot game wishes to leave then the jackpot wager shall be returned and an error notification filled out.
- 14.12.2 A new Player wishes to participate in the Jackpot game, then marker buttons shall be used to show the Players already in the Jackpot game. The game-over button will be pushed and the new Player/s invited to deposit their jackpot wager and the coin-in button is pushed.
- 14.12.3 If a Dealer incorrectly pushes the coin-in or game-over buttons then marker buttons will be used to show Players already entered in the Jackpot.
- 14.13 In the event that a 'single deck card shuffling shoe' jams, stops shuffling or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 14.14 In the event that a 'single deck card shuffling shoe' does not verify that the correct number of cards is remaining at the completion of the deal, the Dealer shall count all the cards, verifying each hand as well as the remaining undealt cards. If the count proves to have too few or too many cards that round of play shall be void.'.
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**Casino Control Act 1991 — section 60(1)**  
CASINO RULES NOTICE NO. 26 OF 1999

Rules of the Game — Baccarat

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Baccarat” (approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44) and amended by notice dated 9 October 1997 (G40) and by Casino Rules Notice No. 12 of 1999 published on 4 August 1999 (S114)) as set out in the Schedule.

This notice operates with effect from 4.00am on 8 November 1999.

Dated: 4 November 1999

BILL LAHEY

Director of Gaming and Betting  
Director of Casino Surveillance

Schedule

**1. Amendment to rule 2**

For rule 2.1, **substitute**—

‘2.1 Baccarat shall be played on a table having numbered places for five to fourteen seated players.’.

**2. Amendment to rule 14.2.4**

Insert new rule 14.2.8—

‘14.2.8 the number of “secret” wagers permitted to be made by a player during a session of play.’.

**3. Amendment to rule 14.6**

For rule 14.6, **substitute**—

‘14.6 Secret Wagers

- 14.6.1 A player may elect to make secret wagers during a session. The number of allowable secret wagers shall be as determined by the terms and conditions of the tournament.
- 14.6.2 When making a secret wager, the player shall write on an approved form the type and amount of the wager in words and figures and complete all other required details and hand the form to the dealer. Each player is responsible for the correct completion of his or her approved form.
- 14.6.3 A player may make a secret wager and a wager with chips on the same hand provided the total of both bets does not exceed the maximum table limit or the Banker’s and Player’s areas of the layout are not bet simultaneously.
- 14.6.4 A player shall not make a secret wager that:
  - 14.6.4.1 does not comply with table limits; or
  - 14.6.4.2 exceeds the amount of chips held by the player at the table.
- 14.6.5 A secret wager on a hand which results in a Tie shall be counted as one of the three secret wagers permitted to be made in accordance with the terms and conditions of the tournament.
- 14.6.6 When an approved form is completed by a player, the dealer shall place a marker in the player’s position and pass the form to the Game Supervisor who shall record the details of the wager.
- 14.6.7 The Game Supervisor shall prior to the commencement of each hand examine any approved form handed to the dealer for a secret wager on that hand to ensure it has been completed in accordance with these rules.



- 14.6.8 Subject to rule 14.6.11, at the conclusion of a hand on which a secret wager has been made, the Game Supervisor shall announce the type and amount of the bet and the dealer shall collect losing wagers and secret wagers and pay winning wagers and secret wagers.
- 14.6.9 At the conclusion of a hand on which a secret wager was made and before the first card of the next hand is dealt, a player may request and examine the approved form used by another player to make the secret wager.
- 14.6.10 Where after the completion of a hand a secret wager made by a player is found not to comply with these rules, the approved form completed by the player—
- 14.6.10.1 for an amount less than the posted table minimum shall be deemed to have been completed for an amount equal to the posted table minimum for that hand;
  - 14.6.10.2 for an amount exceeding the posted table maximum, shall be deemed to have been completed for an amount equal to the posted table maximum for that hand;
  - 14.6.10.3 for an amount exceeding the value of the player's chips when making the secret wager, shall be deemed to have been completed for an amount equal to the amount of the player's chips; or
  - 14.6.10.4 on which the required endorsement as to the amount or type of bet is not correctly shown in accordance with rule 14.6.2 shall have an amount equal to the table minimum deducted from his/her chip inventory.
- 14.6.11 Where, in the last hand of the final, each player makes a secret wager, then, following the call of "No more bets" by the dealer—
- 14.6.11.1 the Game Supervisor shall announce the type and amount of each secret wager made by each player in that hand;
  - 14.6.11.2 each player shall place the amount corresponding to his or her secret wager on the appropriate section of the layout; and
  - 14.6.11.3 the dealer shall deal the cards and pass the cards to the player with the highest wager on Player or Banker.'.
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The *Victorian Government Gazette* (VGG) is published by The Craftsman Press Pty. Ltd. for the State of Victoria and is produced in three editions.

**VGG General** is published each Thursday and provides information regarding Acts of Parliament and their effective date of operation; Government notices; requests for tenders; as well as contracts accepted. Private Notices are also published.

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 Telephone: (03) 9926 1233  
 Fax (03) 9926 1292

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 ISSN 0819-5471

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