



# Victoria Government Gazette

No. S 25 Thursday 15 March 2001  
By Authority, Victorian Government Printer

**SPECIAL**

## Casino Control Act 1991—section 60(1) CASINO RULES NOTICE NO. 4 OF 2001

### Rules of the Game-Baccarat

By this notice, the Victorian Casino and Gaming Authority **amends** the Rules in respect of the game “Baccarat”<sup>1</sup> as set out in the Schedule.

This notice operates with effect from 4.00am on 16 March 2001.

Dated: 15 March 2001

BILL LAHEY

Director of Gaming and Betting

Director of Casino Surveillance

#### Schedule

#### 1. Definitions

For rule 1.1.10, **substitute**—

““Dummy Coup” means a coup played in accordance with rule 12.9.”

#### 4. The Shuffle

For rule 4.6.4, **substitute**—

“4.6.4 the dealer shall call for bets to be placed and when the betting is complete announce that no more bets are to be placed and commence the deal.”

#### 5. Wagers

For rules 5.3 and 5.4, **substitute**—

“5.3 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 that no more bets are to be placed.

5.4 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the coup has been dealt except as authorised under the conditions of rule 12.10.”

#### 7. Selection of the Banker

After rule 7.1.5, **insert**—

“7.1.6 Where the Dealer is required to open either the Player’s hand or the Banker’s hand, a player acting as either the Player or the Banker for the purposes of opening the cards may request to open both hands in turn either Player then Banker or Banker then Player. The Dealer must ensure that the hands are kept clearly separated.”

<sup>1</sup> The Game of **Baccarat** and its rules were approved by notice published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by—  
notice dated 9 October 1997 (G40);  
Casino Rules Notice No. 12 of 1999, published on 4 August 1999 (S114);  
Casino Rules Notice No. 26 of 1999, published on 4 November 1999 (S156);  
Casino Rules Notice No. 30 of 1999, published on 16 December 1999 (S183);  
Casino Rules Notice No. 1 of 2000, published on 28 February 2000 (S23);  
Casino Rules Notice No. 8 of 2000, published on 20 April 2000 (S51);  
Casino Rules Notice No. 11 of 2000, published on 7 June 2000 (S80);  
Casino Rules Notice No. 17 of 2000, published on 8 September 2000 (S126);  
Casino Rules Notice No. 32 of 2000, published on 19 December 2000 (S193)

After rule 7.2.7, **insert**—

“7.2.8 Where the Dealer is required to open either the Player’s hand or the Banker’s hand, a player acting as either the Player or the Banker for the purposes of opening the cards may request to open both hands in turn either Player then Banker or Banker then Player. The Dealer must ensure that the hands are kept clearly separated.”

For rules 7.4.1, 7.4.2, 7.4.3, 7.4.4, 7.4.5, 7.4.6, 7.4.7 and 7.4.8, **substitute**—

“7.4.1 Should all players decline the shoe then the game will be dealt in accordance with Rules 7.1, 7.2 or 7.3.

7.4.2 The first player to accept the shoe may act as the “banker” or “player” for the purpose only of dealing the cards and playing the appropriate hand/s.

7.4.2.1 A player who accepts the dealing shoe may authorise another person seated at the table (whether or not that person has placed a wager) to deal the cards; and

7.4.2.2 A player who accepts the dealing shoe may authorise another person seated at the table (whether or not that person has placed a wager) or the Dealer to open one or more of the cards.

7.4.3 The dealer will ensure where appropriate that a marker denoting “banker” or “player” is placed beside the shoe to denote those cards that are to be retained by the player controlling the shoe.

7.4.4 The player holding the shoe will draw the cards from the shoe ensuring that the cards remain in full view of the dealer and game supervisor at all times and must under no circumstances allow the cards to leave the table.

7.4.5 When one hand is to be opened by another player seated at the table, the appropriate hand will be passed face down to the dealer who in turn will pass the cards to the player with the appropriate marker placed next to their wager.

7.4.6 When the cards have been turned over by the player/s or the dealer, the initial banker and player hands will be placed in the appropriate area of the layout.

7.4.6.1 Any further cards drawn to either hand will be dealt by the player holding the shoe and exposed by the relevant player/s or the dealer.

7.4.6.2 Once the card/s are exposed, they will be placed in the appropriate area of the layout.

7.4.7 A player accepting the shoe may retain control of the shoe until either the player elects to relinquish control or the player’s wager loses or the player is directed to relinquish control of the shoe by the Pit Boss or above.

7.4.8 Where the Dealer is required to open either the Player’s hand or the Banker’s hand, a player acting as either the Player or the Banker for the purposes of opening the cards may request to open both hands in turn either Player then Banker or Banker then Player. The Dealer must ensure that the hands are kept clearly separated.”

## 9. The Play

For rules 9.5.3, 9.5.4 and 9.5.5, **substitute**—

“9.5.3 the Dealer must then indicate that the next coup is to be the last coup upon which wagers may be placed; and

9.5.4 following the completion of this coup, the Game Supervisor may direct that one or more Dummy Coups be dealt; and

9.5.5 following completion of the last coup of the shoe, the cards must be shuffled under rule 4 or pre-shuffled cards introduced to the table.”

## 12 Irregularities

For rules 12.8, 12. 9 and 12.10, **substitute**—

- “12.8 If during a coup the Dealer inadvertently passes the Player’s card/s to the player accepting the Banker’s hand and/or the Banker’s card/s to the player accepting the Players hand regardless of whether a card/s has been exposed, that coup may be:
- 12.8.1 completed with all wagers placed on the coup remaining valid; or
  - 12.8.2 played as a Dummy Coup.
- 12.9 The following provisions apply to the playing of a Dummy Coup:
- 12.9.1 The purpose of playing one or more Dummy Coups is to ensure that the sequence of cards in each hand as it is dealt from the dealing shoe is not affected by any mistake made in the course of play or by any other irregularity in the game. In interpreting any provision of these Rules relating to Dummy Coups, preference must be given to the interpretation which best fits this purpose.
  - 12.9.2 A Dummy Coup must not be played unless it is expressly authorised by these Rules.
  - 12.9.3 Immediately a circumstance arises in which the Dealer must play a coup as a Dummy Coup, the Dealer must clearly indicate this to the players.
  - 12.9.4 If, after a coup becomes a Dummy Coup, a wager remains on the betting area—
    - 12.9.4.1 the wager becomes a void wager; and
    - 12.9.4.2 the relevant chips must be returned to the player who placed the wager.
  - 12.9.5 If a wager is placed on the betting area after the Dealer has indicated that a coup is being played as a Dummy Coup—
    - 12.9.5.1 the wager is void; and
    - 12.9.5.2 the relevant chips must be returned to the player who placed the wager.
- 12.10 In respect of a coup, providing that the Dealer retains the dealing shoe and the cards are dealt according to rules 7.1, 7.2 or 7.3 where the first card of the initial deal has been drawn from the dealing shoe but not exposed, a Casino Supervisor may permit players to change the position and/or alter the amount of their initial wager/s.
- 12.11 If there are found to be insufficient cards in the dealing shoe to complete a coup that coup, shall be void.
- 12.12 If, during the initial deal, the cards are dealt out of sequence and cannot be reconstructed, that coup shall be void.”

## 14. Tournament Play

For rule 14.6.11, **substitute**—

- “14.6.11 Where, in the last coup of the final, each player makes a secret wager, then, following the call by the dealer that no more bets are to be placed—”
-

### Gazette Services

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.

**VGG Special** is published any day when required for urgent or special Government notices. VGG Special is made available automatically to subscribers of VGG General.

**VGG Periodical** is published when required and includes specialised information eg. Medical, Dental, Pharmacist's Registers, etc.

### Subscriptions

VGG is available by three subscription services:

The Victoria Government Gazette  
 General and Special — \$170.00 each year  
 General, Special and Periodical — \$227.00 each year  
 Periodical — \$113.00 each year.

Subscriptions are payable in advance and accepted for a period of one year. All subscriptions are on a firm basis and refunds will not be given.

All payments should be made payable to  
 The Craftsman Press Pty. Ltd.

**Subscription enquiries:**

The Craftsman Press Pty. Ltd.  
 125 Highbury Road, Burwood Vic 3125  
 Telephone: (03) 9926 1233  
 Fax (03) 9926 1292

The Victoria Government Gazette is published by  
 The Craftsman Press Pty. Ltd. with the authority of the  
 Government Printer for the State of Victoria

© State of Victoria 2001

ISSN 0819-5471

This publication is copyright. No parts may be reproduced  
 by any process except in accordance with the provisions of  
 the Copyright Act.

Products and services advertised in this publication are not  
 endorsed by The Craftsman Press Pty. Ltd. or the State of  
 Victoria and neither of them accepts any responsibility for  
 the content or the quality of reproduction. The Craftsman  
 Press Pty. Ltd. reserves the right to reject any advertising  
 material it considers unsuitable for government  
 publication.

Address all inquiries to the Government Printer for the  
 State of Victoria

Government Information and Communications Branch

Department of Premier and Cabinet

Level 3, 356 Collins Street

Melbourne 3000

Victoria Australia

**Subscriptions**

The Craftsman Press Pty. Ltd.

125 Highbury Road, Burwood

Victoria, Australia 3125

Telephone enquiries: (03) 9926 1233

Facsimile (03) 9926 1292

**Retail Sales**

Information Victoria Bookshop

356 Collins Street Melbourne 3000.

Telephone enquiries 1300 366 356

City Graphics

Level 1, 520 Bourke Street

Melbourne 3000

Telephone enquiries (03) 9600 0977

**Price Code A**