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Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 18 OF 2003
Rules of the Game—Poker

By this notice, the Victorian Casino and Gaming Authority **substitutes** new Rules in respect of the game “Poker”¹ as set out in the Schedule below.

This notice operates with effect from 4.00 am on 19 December 2003.

Dated 17 December 2003

SYLVIA GROBTUCH
for the Acting Director of Gaming and Betting
for the Acting Director of Casino Surveillance

Schedule

In place of the current Rules of the game of Poker, **substitute** the following Rules:

RULES OF THE GAME—POKER

1 DEFINITIONS

1.1 In these rules the following meanings apply—

“**Absent Button**” means a button placed by the Dealer in a players playing area denoting this player has previously missed his/her blind bet and is absent from the table.

“**Action**” means a player acting in turn.

“**All-in**” means a player has invested all of his/her remaining chips in the outcome of a hand. His/her wager cannot be more than a legal bet or a legal bet and raise if a raise is an option. He/she can only win that portion of the pot in which he/she contributed chips plus an equal amount of chips from each player remaining in the pot.

“**Ante wager**” means a predetermined contribution to the pot by all players before any cards are dealt in a hand.

“**Bet**” means a player’s wager.

“**Betting round**” means a complete cycle from the first bettor to the last person to call.

“**Blind**” means a designated bet placed before the first card is dealt. The blind is a live bet which can win the pot if not called or raised.

“**Booth**” means a secure area with access to the gaming floor which players and Chip Runners (or above) purchase chips.

“**Booth Dealer**” means a Dealer (or above) who is responsible for the operation of the Booth.

“**Boxed Card**” means a card found face-up in the deck.

“**Burn**” means the Dealer removing the top card from the deck before the start of a dealing round.

¹ The Game of Poker 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 30 October 1997 (S135);
- notice dated 5 February 1998 (G5);
- notice dated 31 December 1998 (S156);
- notice dated 13 December 2001 (G50); and
- notice dated 5 December 2002 (G49).

SPECIAL

“**Burn card**” means a card which is removed from the top of the deck by the Dealer without exposing its value and placed face-down, separate from the discards before the start of a round.

“**Button**” means an object on the table which designates the Dealer or last player to act in a round. The button is moved one position in a clockwise rotation at the conclusion of each hand.

“**Buy-in**” means the purchase of chips before the start of a hand.

“**Call**” means placing a bet equal to the highest legal bet in that round or going all-in if remaining chips are less than the size of that bet. In games where there are blind bets the first player to act after the initial deal will call by placing a bet equal to the last blind bet.

“**Cap**” means the maximum amount of rake to be collected.

“**Cards speak**” means that any hand placed open and flat on the table will be read by the Dealer and can be announced by any player at the table. A player need not correctly identify his/her hand to win if the above conditions have been met.

“**Casino Supervisor**” means a person who is responsible for the supervision and management of gaming operations.

“**Check**” means not initiating a bet but retaining all rights to act in the event a bet is made. A check will only be an option if no blind is placed or bet made.

“**Chemmy Shuffle**” means cards mixed face-down on the table with a circular motion of the hands.

“**Chip Runner**” means a casino employee employed by the casino to facilitate player buy-ins, player seating and provide fills for poker tables.

“**Collection time**” means the time at which the house will assess time collection.

“**Commission**” means the percentage of the pot due to the house or the amount due to the house for hosting the game.

“**Community cards**” means cards dealt face-upward which can be used by all players to complete their best possible hand.

“**Cut**” means to divide the deck into two face-down stacks and then reunite them by locating the bottom stack on the former top stack without changing the order of cards within each stack.

“**Cutting card**” means a card which cannot be construed as a playing card to be placed under the bottom card of the deck before dealing.

“**Dead button**” means a Dealer Button in front of an empty seat to adjust the movement of the blind so that each person pays the correct amount of blind.

“**Dead hand**” means a hand that has no claim to the pot.

“**Deal**” means the distribution of playing cards to the players.

“**Dealer Button**” means a button placed to indicate the designated player, who will receive the last cards in each round of play. The player to the immediate right of the Dealer will receive the button for the first round of play. The button will be passed in a clockwise direction around the table at the conclusion of each round of play.

“**Dealt-out Button**” means a button placed by the Dealer denoting that this player is to be dealt-out of the current hand.

“**Dealer**” means a casino employee who distributes all cards and handles all pot duties, but does not have a financial stake or receive a hand.

“**Defective deck**” means a deck that contains an incorrect number of cards for the game in progress, duplicate cards, a joker/s, five or more boxed cards, two or more different back designs or colours, cards in play which have become marked,

scratched or can be read without looking at the face, manufacturing imperfections, or any problem with the deck the management considers detrimental to the security and integrity of the game.

“Down card” means a card dealt face-downward.

“Draw” means a type of poker or the taking of additional cards by a player as in Draw Poker.

“Drop” means the amount of rake or commission for the game.

“Drop slide” means a device attached to the table which is used for the placement and dropping of the commission into the drop box.

“Eight Qualifier” means an unpaired five card hand with no card higher than an eight.

“Fixed bet” means a bet must be of a designated amount. Also known as a structured bet.

“Flexible bet” means a bet can be of varying size within fixed parameters. Also known as spread limit.

“Flop” means three community cards dealt face-downward and turned face-upward simultaneously.

“Fold” means to surrender a hand or refuse to call a bet.

“Forced bet” means a mandatory bet for the purpose of starting a pot.

“Head to Head” means where only two active players remain in the betting round.

“Hand” means one game in a series, one deal, the cards held by a player, cards retained by a player entitling him/her to participate in the action, or the combination of cards necessary to win a pot.

“Holdem” means a type of Poker.

“Hole cards” means a player’s concealed cards.

“House” means the Casino Operator.

“Kitty” means a type of Draw Poker with an extra hand dealt in the centre called a Kitty.

“Lammer” means a marker used to denote a cash and/or chip transfer.

“Limits” means the range or structure of the betting.

“Main Pot” means the first pot created in a game of Poker.

“Manila” means a type of poker.

“Misdeal” means a hand dealt incorrectly or the action of dealing a hand incorrectly.

“Missed Blind Button” means a button placed by the Dealer in a players playing area denoting that this player has missed his/her blind bet.

“Mobile Bank” means an amount of chips carried by a Chip Runner to facilitate player change and table fills.

“Muck” means the discard pile.

“No limit” means no constraint is placed on the maximum size of any bet or raise.

“Omaha” means a type of Poker.

“Open” means making the first betting action.

“Opener” means the person who makes the first betting action.

“Over-blind bet” means a voluntary blind immediately to the left of the last blind and double the amount of the previous blind.

“**Oversize chip**” means a wager made with a single chip that is in excess of the previous wager made.

“**Picked up**” means that if a player is away from a table for a specific period of time, his/her chips will be removed from the table and held at the Poker Buy In Booth until he/she returns.

“**Player Walking Button**” means a button placed by the Dealer in a player’s playing area denoting that this player is absent from the table.

“**Poker Room Supervisor (or above)**” means a person who is responsible for the supervision and management of gaming operations and who has successfully completed all modules of an approved poker training program.

“**Pot**” means the sum of the ante wagers, blinds and called wagers.

“**Qualifier**” means a minimum hand requirement before entitlement to a pot award.

“**Rack**” means a metal tray secured to a Poker Table for the storing of chips, cards, cash and other items which from time to time may be used in a game of Poker.

“**Raise**” means a bet within the table limits, that is an implicit call plus an amount in excess of the previous bet or raise by at least as large an amount, except in the case of an all-in raise.

“**Rake**” (also known as commission) means the act of taking the percentage of the pot due to the house or the amount due to the house for hosting the game.

“**Reserved Button**” means a button placed by the Dealer in the playing area of a vacant seat denoting that this seat is available for allocation as determined by Poker Room Management.

“**Round**” means the cycle of bets made by the players following the deal of the cards, or a series of cards or hands dealt.

“**Showdown**” means determining the winner of the pot after the completion of all betting.

“**Side pot/s**” means a separate pot/s created in a game of poker due to one or more players being all-in.

“**Spread Limit**” means a bet can be of varying size within fixed parameters. This may also be known as a flexible bet.

“**Structured limit**” means a bet will be of a designated amount. Also known as fixed bet.

“**Stud**” means a type of Poker.

“**Substantial action**” means an action by two or more players. An action may consist of betting, checking, folding, calling or raising.

“**Suit**” means a group of similarly coloured and like-symbol cards.

“**Table stakes**” means a player will only wager within the limits up to the amount of chips possessed by that player on the table in plain view before the start of any one hand.

“**Time Collection**” means the collection of money due to the House determined as a set fee per time period.

“**Wager**” means an action by which a player places gaming chips into the pot on any betting round.

- 1.2 Unless contrary intention appears, a Poker Room Supervisor (or above) or a Casino Supervisor may perform any function or exercise any power of the Dealer.
- 1.3 A reference in these rules to the game is a reference to the game of Poker played at a particular gaming table.

2 EQUIPMENT

- 2.1 Poker will be played on a table having places for seated players and a place for the Dealer.
- 2.2 The table cloth will be marked in a manner similar to that shown in Diagram “A” or Diagram “B” with or without the name and/or logo of the Casino imprinted thereon.

3 THE CARDS

- 3.1 Depending on the particular version of Poker being played the game will be played with—
- 3.1.1 A full deck of 52 cards without jokers, with backs of the same colour and design and one cutting card; or
- 3.1.2 A 40 card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 of each suit (spades, hearts, diamonds and clubs) and one cutting card; or
- 3.1.3 A 36 card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each suit (spades, hearts, diamonds and clubs) and one cutting card; or
- 3.1.4 A 32 card deck consisting of: Ace, King, Queen, Jack, 10, 9, 8 and 7 of each suit (spades, hearts, diamonds and clubs) and one cutting card.
- 3.2 Card Ranking and Order of Poker Hands
- 3.2.1 52 card deck
- (a) The rank of each card in descending order for a 52 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, (Ace, when used in a small straight).
- (b) The order of Poker Hands for a 52 card deck in descending order is as follows:
- (i) Royal Flush
Ace, King, Queen, Jack, 10 of the same suit. No suit is deemed higher than any other suit.
- (ii) Straight flush
Five cards of the same suit in numerical sequence. The highest card in the hand designates the relative value of the straight flush. No suit is deemed higher than any other suit.
- (iii) Four of a kind
Four cards of the same rank.
- (iv) Full House
Three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands.
- (v) Flush
Five cards of the same suit. The highest ranked card in the hand designates the relative value of the flush, followed by the second, third, fourth or fifth ranked card if necessary in comparing hands. No suit is deemed higher than any other suit.
- (vi) Straight
Five cards in numerical sequence—The highest ranked card in the sequence designates the relative value of the

straight. An Ace may count high or low in a straight, eg. 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, Ten.

- (vii) Three of a Kind
Three cards of the same rank, with any two unmatched cards.
- (viii) Two Pair
Two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
- (ix) One Pair
Two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank.
- (x) No Pair
Five unmatched cards, the highest ranked card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of rank.
- (xi) Low hand values
Low hands apply only to the games of Omaha Hi Lo and 7 Card Stud Hi Lo and will consist of 5 individual cards from the range 8, 7, 6, 5, 4, 3, 2, A. For the purpose of determining winning hands in low poker the reverse order of ranking will apply. In low hands, series of consecutive cards and series of cards comprising cards of the same suit do not constitute straights or flushes. The highest card used in the hand designates the relative value of the low hand. eg. If 7, 5, 4, 3, 2, versus 6, 5, 4, 3, 2, then 6, 5, 4, 3, 2, is the winning low hand.

3.2.2 40, 36 and 32 card deck

- (a) The rank of each card in descending order for a 40 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, (Ace, when used in a small straight).
- (b) The rank of each card in descending order for a 36 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, (Ace, when used in a small straight).
- (c) The rank of each card in descending order for a 32 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, (Ace, when used in a small straight).
- (d) The order of Poker Hands for a 40, 36 and 32 card deck in descending order is as follows. The hands are defined in 3.2.1 (b) above.
 - (i) Royal Flush

- (ii) Straight flush
- (iii) Four of a kind
- (iv) Flush
- (v) Full House
- (vi) Straight
- (vii) Three of a Kind
- (viii) Two Pair
- (ix) One Pair
- (x) No Pair

3.2.3 All suits have the same rank except when determining the bring-in bet in Stud games or when a pot cannot be divided equally. In these instances the rank of suits, highest to lowest will be:

- (a) Spades;
- (b) Hearts;
- (c) Diamonds; and
- (d) Clubs. Subject to rule 8.1.5

3.3 A Casino Supervisor may at any time, instruct the Dealer to check and verify the correct number of cards.

4 MAXIMUM NUMBER OF PLAYERS PER GAME

4.1 The maximum number of players for a poker game will be—

Table 1: Maximum Number of Players

| Number of Cards in Deck | 52 | 40 | 36 | 32 |
|---|---------------------------|-------|--------|--------|
| Game | Maximum Number of Players | | | |
| Draw (Blind) | eight | six | five | five |
| Draw (Ante wager) | eight | six | five | five |
| Draw (Kitty) | seven | five | four | four |
| Five Card Stud | ten | eight | seven | six |
| Crown Stud | ten | eight | seven | six |
| Seven Card Stud | eight | six | five | four |
| Seven Card Stud Hi-Low Eight Qualifier | eight | six | five | four |
| Holdem | ten | — | — | — |
| Omaha | ten | — | — | — |
| Omaha Hi-Lo Eight Qualifier | ten | | | |
| Two Card Manila | — | — | eleven | eleven |
| Three Card Manila | — | — | nine | seven |
| Faro Manila | eight | — | — | — |

5 THE SHUFFLE, CUT AND CARD REPLACEMENT

- 5.1 The cards will be shuffled in preparation for each round of play.
- 5.2 After the cards have been shuffled, the Dealer will cut the cards (once only) and place them on the cutting card.
- 5.3 Card Replacement
 - 5.3.1 Cards may, at the discretion of a Dealer, Game Supervisor or Casino Supervisor be changed after any round of play if for any reason a card or cards become unfit for further use.
 - 5.3.2 Where all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these rules.

6 PLACEMENT OF WAGERS

- 6.1 Wagers will only be accepted in chips.
- 6.2 Prior to the commencement of a round of play, each player will place on the table, in full view of the Dealer and all players, at least the minimum buy-in required in chips or cash, which will be immediately converted to chips.
- 6.3 The type of game, minimum buy-in, betting limits and house commission or hourly time charge will be displayed on a notice at the table.
- 6.4 In all blind games the last compulsory blind bet will be at least equal to the table minimum for the first round of betting.
- 6.5 A raise will be within the table limits and will not be less than any previous bet or raise, in that round, except in the event of a player being all-in.
- 6.6 Where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call will be included in the pot before the betting limit is calculated.
- 6.7 Where the game is spread limit, each bet or raise will be at least equal to the betting minimum if first to act or equal to the last bet or raise if action has been taken, but a player may raise up to the betting maximum.
- 6.8 In all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there will be no limit to the number of raises permitted. In all other cases there will be a limit of three raises in a betting round, unless the betting is head to head then there will be no limit to the number of raises.
- 6.9 A Poker Room Supervisor (or above) may change any game, minimum buy-in, betting limit and betting type, provided prior notice of at least three hands has been given to the players. In the event the majority of the players are in agreement, no notice need be given and changes will become effective immediately. Changes will only be made at the completion of a hand.
- 6.10 A player will not augment or reduce his/her table stake during any round of play. A player not in a hand may augment his/her stake, but will not remove chips from the table.
- 6.11 In all games if a player makes a raise of 50% or more of the previous wager without an indication of intent he/she will be required to make the raise up to the minimum raise permitted. In all games if a player makes a raise of less than 50% of the previous wager or raise without an announcement or indication of intent it will be taken as a call.
- 6.12 In limit games, a single oversize chip will constitute a call if there is no announcement or indication of intent to raise.
- 6.13 In No-Limit or pot ratio games a single oversize chip without an announcement or indication of intent to raise will:

- 6.13.1 In the first betting round constitute a call;
- 6.13.2 In subsequent betting rounds if it is the first wager of that round it will constitute the size of the oversize chip bet or the maximum wager permitted within the betting limits. If it is not the first wager of the round it will constitute a call.
- 6.14 Tapping Out or Going All-In
 - 6.14.1 A player who wishes to remain in a hand but does not have a sufficient bank of chips to meet a wager, must wager the remaining amount of his/her bank of chips and tap out or go all-in. He/she remains in the hand as an active player until the showdown, but will take no further part in any subsequent betting round/s.
 - 6.14.2 In all fixed and spread limit games if the amount wagered by a player is:
 - (a) Less than half the amount required to constitute a bet or raise, all subsequent players will be permitted to call for less than the structured amount, or raise by increasing the bet to the structured level. Any active player previous to the all-in may only call the all-in bet if there has been no subsequent raise.
 - (b) Equal to or greater than half the amount required to constitute a bet or raise, all subsequent players will have the option of calling the amount wagered, or calling and raising the structured level. Any active player previous to the all-in may also raise by the structured level if there has been no subsequent raise.
 - 6.14.3 In all games where betting limits are specified as a ratio to the pot or no limit and a player goes all-in, if the total amount wagered by the player is in excess of the amount required to call and is less than the amount required to constitute a raise, this excess amount will not be considered to be a raise. No other active player will call and raise in respect to only the excess amount wagered by the player tapping out.

7 COMMISSION OR TABLE CHARGE

- 7.1 The Casino Operator will levy a fee at each poker table in the form of a commission known as a rake or a time charge on each player participating in the game. The Casino Operator will display a sign detailing the type of rake utilised: straight percentage, time charge and/or fixed commission per hand, and the amount of minimum and maximum permissible rake in dollar terms (cap). The commission will be known as the rake.
- 7.2 The Casino Operator will use one or more of the following methods in determining and collecting the commission:
 - 7.2.1 A commission in the range of 2% to 10% of all sums wagered in a hand will be collected from the pot and any side pots.
 - (a) The amount to be collected will be calculated and collected from the pot and any side pots by the Dealer during or after the conclusion of a betting round and placed on the drop slide as play progresses.
 - (b) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the drop box.
 - 7.2.2 A fee based on time charges:
 - (a) Assessments will be calculated on a "per-table" basis and imposed on a "per-player" basis. Inactive players will also be assessed.

- (b) Time charges will be expressed as an hourly fee, based on the particular limits at a game. The hourly fee will be payable in advance.
 - (c) A sign detailing the maximum hourly fee per player will be displayed at the table.
 - (d) Time charges once assessed will be placed on the drop slide by the Dealer.
 - (e) All time charges collected must be verified by a Poker Room Supervisor (or above) prior to being dropped by the Dealer into the drop box.
- 7.2.3 Fixed commission payable per hand
- (a) The amount to be collected will be taken from the pot and any side pots by the Dealer during or after the conclusion of a betting round and placed on the drop slide as play progresses.
 - (b) The charge will be expressed as a per hand fee, based on the particular limits at a game and the number of players in the hand and a sign detailing the maximum fee per hand will be displayed at the table.
 - (c) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the drop box.
- 7.3 A Poker Room Supervisor (or above) may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the table signs are changed.
- 7.4 A Poker Room Supervisor (or above) may vary the method and amount of commission to be charged for a game so that nil commission is collected.
- 7.5 For the purpose of calculating a percentage commission, an uncalled wager will not form part of the pot.
- 7.6 In games where the only wagers are blind bets no commission will be collected.
- 7.7 Once the amount of commission collected by the Dealer has reached the cap no additional commission will be collected.
- 7.8 Where two or more players hold hands of equal value at the showdown and have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no percentage commission will be deducted.

8 DEALING THE GAME

- 8.1 All versions of Poker
- 8.1.1 Players will have a choice of seat.
- (a) Where two or more players desire the same seat a draw of cards will decide seating positions.
 - (b) When a player leaves the game, any remaining active players have priority over a player waiting to join the game, to move to the vacated playing position.
- 8.1.2 Players will indicate their decision to call, raise, check or fold as follows:
- (a) Call, by placing the required amount in chips on the table in front of them;
 - (b) Raise, by placing the required amount in chips to call plus an additional amount in chips to raise, on the table in front of them; or
 - (c) Fold, by passing their cards face-down to the Dealer.
 - (d) Check, by announcing the word check.

- 8.1.3 Marker Buttons will be used to designate seat or player status at a poker table. The buttons will be designed to denote their purpose.
- (a) When a player leaves a table permanently the Dealer will place a reserved button in front of the playing area of the vacated seat. This button will indicate the seat is now vacant and is available for allocation as determined by the Poker Room Management.
- 8.1.4 Unless otherwise stated, the Dealer will deal the cards to each player, in a clockwise direction, commencing with the player to the immediate left of the button, one card at a time face-down until each player receives the appropriate number of cards for the game of Poker being played.
- 8.1.5 When two or more players hold winning hands of equal value, the pot or pots will be divided equally to the lowest chip denomination in play at the table.
- (a) Where a Dealer Button is in use if, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided, the remaining amount will be given to the hand/s closest to Dealer Button in a clockwise direction.
- (b) Where a Dealer Button is not in use, if in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining will be given to the hand/s containing the highest card by suit.
- 8.1.6 The pot will not be divided by the agreement of two or more players. Each hand will be played to a conclusion.
- 8.2 Player and Blind Movements
- 8.2.1 The number of compulsory blind bets required will be displayed on a sign at the table.
- 8.2.2 Unless otherwise stated, blinds will be placed by the requisite players as follows.
- (a) The player on the immediate left of the Dealer Button will place the first blind bet.
- (b) The player on the immediate left of the first blind will place the second blind bet and so on until all compulsory blind bets have been placed.
- 8.2.3 Each player at the table utilising blinds will post blinds in turn. Players avoiding blinds will be ineligible to be dealt cards until correction has been made.
- 8.2.4 Where over-blind bets are permitted, all subsequent voluntary over-blind bets will be double the previous blind bet placed.
- 8.2.5 Players at a table utilising blinds may move into empty seats, however if the seat change is more than two live player seats clockwise from their original position, the player must wait until the blinds are due or post a penalty big blind to receive a hand immediately. A player who has paid blinds for a round may move into the button seat and receive a hand.
- 8.2.6 In the event a player due to post the first or small blind leaves a game, the player on the immediate left of the vacating player will post the large blind and the game will proceed without a small blind. On the subsequent deal, the button is moved to an empty seat to become a "dead button" and the blinds will have become normalised.

- 8.2.7 With the exception of players joining a game from an existing game that has closed, or players being moved by a Poker Room Supervisor (or above), new players to a game may not be seated and subsequently dealt a hand, at the position on the table where the Dealer Button is placed. The Poker Room Supervisor (or above) will require new players in to either—
- (a) Wait until the blind is due; or
 - (b) Post the large blind before receiving cards.
- 8.2.8 A player may be picked up from a game if the Poker Room Supervisor or above determines that a player has been absent from the table for an excessive amount of time.
- 8.3 Players who have been picked up will be placed on the top of the waiting list for the game that they were picked up from if they return within 20 minutes from the time they are picked up. Players returning after 20 minutes from the time they were picked up will be placed on the bottom of the list for that particular game.
- 8.4 Draw (Blind)
- 8.4.1 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
 - (i) The player seated on the immediate left of the last compulsory blind bet will have the option of placing one voluntary blind bet known as an “over blind” which will be double the last blind bet.
- 8.4.2 The Initial Deal
- (a) The Dealer will deal to each player five cards.
- 8.4.3 First Round of Betting
- (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.
 - (b) Should the player designated in rule 8.4.3 (a) fold the option to open the betting or fold will pass to the next player in a clockwise direction.
 - (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.4.4 The Draw
- (a) If two or more players remain in the game each active player in a clockwise direction commencing with the first player to the immediate left of the button, may discard any or all of the cards in his/her hand, announce the total number of cards to be replaced, pass those cards face-down to the Dealer and immediately receive an identical number of replacement cards, dealt from the top of the deck.
 - (b) If more cards are required to complete a player’s draw after the last card is dealt, only the previous discards (not including that player and subsequent players’ discards) will be shuffled, cut and used to complete the draw.

- 8.4.5 The Final Round of Betting
- (a) After the draw, the opener (first active player left of the last blind) will open the betting, check or fold.
 - (b) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game. If two or more players remain in the game:
 - (iii) The player being called will expose his/her cards.
 - (iv) All remaining players will, if holding a hand of equal or higher value, expose their cards.
 - (v) Any player at the table may request to see any or all hands involved in the final showdown.
 - (vi) The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand.
- 8.5 Draw (Kitty)
- 8.5.1 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
- 8.5.2 The Initial Deal
- (a) The Dealer will deal each player and the Kitty five cards.
 - (b) The Kitty hand will receive cards in order after the last active player.
- 8.5.3 First Round of Betting
- (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call or fold; or
 - (b) Fold the hand dealt to him/her by the Dealer and receive the Kitty hand from the Dealer and call.
 - (i) If a player takes the Kitty, subsequent players in a clockwise direction will call, raise or fold.
 - (c) If a player opens the betting with the hand dealt to him/her by the Dealer and does not take the Kitty the next player in clockwise direction will either call or raise with the hand dealt to him/her by the Dealer or fold, and after placing a wager equal to the last blind bet receive the Kitty hand from the Dealer.
 - (i) If there has been a raise prior to a player taking the Kitty the player taking the Kitty will after placing a wager equal to the last blind bet, call, raise or fold.
 - (d) If no player takes the Kitty hand, the Dealer will muck the Kitty hand before the draw.

- (e) Each player will follow the procedure in rule 8.4.5 (a) through 8.4.5 (c) until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.5.4 The Draw
- (a) If two or more players remain in the game each player in a clockwise direction commencing with the first player to the immediate left of the button, may discard any or all of the cards in his/her hand, announce the total number of cards to be replaced, pass those cards face-down to the Dealer and immediately receive an identical number of replacement cards, dealt from the top of the deck.
 - (b) If more cards are required to complete a player's draw after the last card is dealt, only the previous discards (not including that player and subsequent player's discards) will be shuffled, cut and used to complete the draw. The unplayed Kitty hand or a hand exchanged for the Kitty will be deemed already part of the muck and will be used to complete the draw.
- 8.5.5 The Final Round of Betting
- (a) After the draw the opener (first active player left of the last blind) will open the betting, check or fold.
 - (b) Players in a clockwise direction from the opener, will, call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (c) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand.
- 8.6 Draw (Ante Wager)
- 8.6.1 Prior to the first card being cut:
- (a) The Dealer Button will be placed for the first round of play.
 - (b) All players will be required to place an ante wager.
- 8.6.2 The Initial Deal
- (a) The Dealer will deal to each player five cards.
- 8.6.3 First Round of Betting
- (a) After the initial deal players in a clockwise direction commencing with the first player to the immediate left of the button will check, bet, or fold.
 - (b) Should the player designated in rule 8.6.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.

- (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.6.4 The Draw
- (a) If two or more players remain in the game, each active player in a clockwise direction commencing with the first player to the immediate left of the button, may discard any or all of the cards in his/her hand, announce the total number of cards to be replaced, pass those cards face-down to the Dealer and immediately receive an identical number of replacement cards, dealt from the top of the deck.
 - (b) If more cards are required to complete a player's draw after the last card is dealt, only the previous discards (not including that player and subsequent player's discards) will be shuffled, cut and used to complete the draw.
- 8.6.5 The Final Round of Betting
- (a) After the draw, the opener (first active player left of the button) will open the betting, check or fold.
 - (b) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (c) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand.
- 8.7 FIVE CARD STUD
- 8.7.1 Prior to the cards being cut, all players will be required to place an ante wager.
- 8.7.2 The Initial Deal
- (a) The Dealer will deal to each player one card face-down and then one card face-up.
- 8.7.3 First Round of Betting
- (a) After the initial deal, the player with the lowest up card will place a wager not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
 - (b) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or

- (ii) Two or more players remain in the game.
- 8.7.4 The Second and Third Round of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face-up.
 - (b) The player with the highest value hand showing will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) Each player will follow the procedure described in rules 8.7.4 (a) through 8.7.4 (c) inclusive.
- 8.7.5 The Final Round of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face-up. If there are insufficient cards remaining, the Dealer will either shuffle the burn cards and the remaining undealt cards or if the total including the burn cards will be insufficient to complete the deal, the Dealer will burn a card and deal a community card face-up.
 - (b) The player with the highest value hand showing, not including the community card, will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game, the player being called will then expose his/her hole card. All remaining players will, if holding a hand of equal or higher value, expose their hole card. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand.
- 8.8 Crown Stud
 - 8.8.1 Prior to the cards being cut, all players will be required to place an ante wager.
 - 8.8.2 The Initial Deal
 - (a) The Dealer will deal to each player one card face-down and then one card face-up.

8.8.3 First Round of Betting

- (a) After the initial deal, the player with the lowest up card will place a wager not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
- (b) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

8.8.4 The Second and Third Round of Betting

- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face-up.
- (b) The player with the highest value hand showing will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- (d) Each player will follow the procedure described in rules 8.8.4 (a) through 8.8.4 (c) inclusive.

8.8.5 The Final Round of Betting

- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face-down. If there are insufficient cards remaining, the Dealer will either shuffle the burns and the remaining undealt cards or if the total including burns will be insufficient to complete the deal, the Dealer will burn and deal a community card face-up.
- (b) The player with the highest value hand showing, not including the community card, will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand.

- 8.9 Seven Card Stud
- 8.9.1 Prior to the cards being cut, all players will be required to place an ante wager.
- 8.9.2 The Initial Deal
- (a) The Dealer will deal two cards face-down and one card face-up.
- 8.9.3 First Round of Betting
- (a) After the initial deal, the player with the lowest up card will place a wager not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit will open the betting.
- (b) Subsequent players in order will call, raise or fold until—
- (i) Only one player remains in the game, this player will win the pot; or
- (ii) Two or more players remain in the game.
- 8.9.4 The Second, Third and Fourth Rounds of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face-up.
- (b) The player with the highest value hand showing will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
- (i) Only one player remains in the game, this player will win the pot; or
- (ii) Two or more players remain in the game.
- (d) Each player will follow the procedure described in rules 8.9.4 (a) through 8.9.4 (c) inclusive.
- 8.9.5 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence their seventh card face-down. If there are insufficient cards remaining the Dealer will either shuffle the burns and the remaining undealt cards or if the total including burns will be insufficient to complete the deal, the Dealer will burn and deal a community card face-up.
- (b) The player with the highest value hand showing, not including the community card, will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
- (i) Only one player remains in the game, this player will win the pot; or
- (ii) Two or more players remain in the game.

- (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s. The winning hand will be the highest ranking five card poker hand consisting of any combination of the player's seven cards.
- 8.10 Seven Card Stud Hi-Low Eight Qualifier
- 8.10.1 Prior to the cards being cut, all players will be required to place an ante.
- 8.10.2 The Initial Deal
- (a) The Dealer will deal to each player two cards face-down and then one card face-up.
- 8.10.3 First Round of Betting
- (a) After the initial deal, the player with the lowest up card will place a bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
 - (b) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.10.4 The Second, Third and Fourth Rounds of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence a card face up.
 - (b) The player with the highest value hand showing will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) Each player will follow the procedure in rules 8.10.4 (a) through 8.10.4 (c)
- 8.10.5 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal each active player in sequence their seventh card face down. If there are insufficient cards remaining the Dealer will either shuffle the burns and the remaining undealt cards or if the total including burns will be insufficient to complete the deal, the Dealer will burn and deal a community card face up.

- (b) The player with the highest value hand showing, not including the community card, will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand or hands.
 - (i) The winning high hand will be the highest ranking five card poker hand consisting of any combination of the player's seven cards.
 - (ii) The winning low hand will be the highest ranking low eight qualifier five card poker hand consisting of any combination of the player's seven cards.
 - (iii) One player may contest for both the High and Low using the same or different combination consisting of any five of the player's seven cards.
 - (e) If there is no low hand the pot will be won by the highest ranking high hand.
 - (f) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand/s.
- 8.11 Two Card Manila
- 8.11.1 Prior to the first card being dealt,
 - (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
 - 8.11.2 The Initial Deal
 - (a) The Dealer will deal to each player two cards face-down and then deal the first of a possible five community cards.
 - 8.11.3 First Round of Betting
 - (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.
 - (b) Should the player designated in rule 8.11.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
 - (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

- 8.11.4 The Second, Third and Fourth Rounds of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing a community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) Each player will follow the procedure as described in rules 8.11.4 (a) through 8.11.4 (c) inclusive.
- 8.11.5 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five card hand consisting of the player's two hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s.
- 8.12 Three Card Manila
- 8.12.1 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
- 8.12.2 The Initial Deal
- (a) The Dealer will deal each player three cards. And then deal the first of a possible five community cards.
- 8.12.3 First Round of Betting
- (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.
 - (b) Should the player designated in rule 8.12.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.

- (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.12.4 The Second, Third and Fourth Rounds of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before dealing a community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) Each player will follow the procedure described in rules 8.12.5 (a) through 8.12.5 (c) inclusive.
- 8.12.5 The Final Round of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five card hand consisting of two of the players three hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s.
- 8.13 Faro Manila
 - 8.13.1 Prior to the first card being dealt,
 - (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
 - 8.13.2 The Initial Deal
 - (a) The Dealer will deal each player five cards and then deal the first of a possible five community cards.
 - 8.13.3 First Round of Betting
 - (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.

- (b) Should the player designated in rule 8.13.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
 - (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.13.4 The Second, Third and Fourth Rounds of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing a community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) Each player will follow the procedure in rules 8.13.4 (a) through 8.13.4 (c).
- 8.13.5 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five card hand consisting of two of the player's five hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand or hands.
- 8.14 Holdem
- 8.14.1 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds and/or antes will be placed by the requisite players. Some Holdem games require antes.
- 8.14.2 The Initial Deal
- (a) The Dealer will deal to each player two cards.

8.14.3 First Round of Betting

- (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call; raise or fold.
- (b) Should the player designated in rule 8.14.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
- (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

8.14.4 The Second Round of Betting

- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards will be called the flop and are dealt one at a time face-down and then turned face-up in a pile and spread.
- (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

8.14.5 The Third Round of Betting

- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fourth community card.
- (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

8.14.6 The Final Round of Betting

- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
- (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.

- (d) If two or more players remain in the game the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five card hand consisting of any combination from the five community cards and the player's two hole cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s.
- 8.15 Omaha
- 8.15.1 Prior to the first card being dealt,
 - (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
 - 8.15.2 The Initial Deal
 - (a) The Dealer will deal to each player four cards.
 - 8.15.3 First Round of Betting
 - (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.
 - (b) Should the player designated in rule 8.15.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
 - (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - 8.15.4 The Second Round of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards will be called the flop and are dealt one at a time face-down and then turned face-up in a pile and spread.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - 8.15.5 The Third Round of Betting
 - (a) If two or more players remain in the game the Dealer will burn a card before dealing the fourth community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.

- (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.15.6 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. The winning hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s.
- 8.16 Omaha Hi-Low Eight Qualifier
- 8.16.1 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
- 8.16.2 The Initial Deal
- (a) The Dealer will deal to each player, in a clockwise direction, commencing with the player to the immediate left of the button, one card at a time face-down until each player receives four cards.
- 8.16.3 First Round of Betting
- (a) After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.
 - (b) Should the player designated in rule 8.16.3 (a) fold, the option to open the betting or fold will pass to the next player in a clockwise direction.
 - (c) Subsequent players in order will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.16.4 The Second Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before the start of the dealing round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards will be called the

- flop and are dealt one at a time face-down and then turned face-up in a pile and spread.
- (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.16.5 The Third Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fourth community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
- 8.16.6 The Final Round of Betting
- (a) If two or more players remain in the game the Dealer will burn a card before dealing the fifth and final community card.
 - (b) Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
 - (c) Players in a clockwise direction from the opener, will call, raise or fold until—
 - (i) Only one player remains in the game, this player will win the pot; or
 - (ii) Two or more players remain in the game.
 - (d) If two or more players remain in the game the player being called will then expose his/her cards. All remaining players will if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand/s.
 - (i) The winning high hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards.
 - (ii) The winning low hand will be the highest ranking low eight qualifier five card hand consisting of two of the players four hole cards and three community cards.
 - (iii) One player may contest for both the High and Low, using the same or different combination consisting of two of the player's four hole cards and three community cards.

- (e) If there is no low hand the pot will be won by the highest ranking high hand.
- (f) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand/s.

9 IRREGULARITIES

9.1 Misdeals

9.1.1 Whenever a misdeal occurs there will be a new shuffle and cut. The same player will be first to receive cards in the new deal as in the previous misdeal. Only a Dealer or a Poker Room Supervisor (or above) will determine if there is a misdeal. There is a misdeal if—

- (a) In all games—
 - (i) One or more cards are exposed in cutting.
 - (ii) Before any substantial action takes place, it is noticed that the cards were not shuffled or cut prior to the deal. Once there has been substantial action the hand will be played out.
 - (iii) The Dealer has dealt the cards out of order and the error was noticed prior to substantial action and the error cannot be corrected.
 - (iv) During the initial deal a Dealer deals a player out or deals an extra hand in and it is discovered before there has been substantial action and the hand/s cannot be re-constructed.
 - (v) At the end of the initial deal an eligible player has received an incorrect number of cards and the error cannot be corrected and there has been no substantial action.
 - (vi) A player is dealt an incorrect number of cards, and this is discovered before substantial action is taken. If there has been substantial action before it is discovered, but the affected player has not acted, all wagers, forced bets and blinds will be returned to the player and the player's hand is voided. If the affected player has acted prior to discovering the inappropriate number of cards, his/her hand is dead and all wagers, forced bets, and blinds will remain in the pot.
 - (vii) Only one player remains in the game at the completion of the showdown and that player has the incorrect number of cards his/her hand will be declared a dead hand and all wagers will be returned.
 - (viii) The deck is found to be defective before the Dealer pushes the pot. All wagers, forced bets and blinds will be returned to the players.
- (b) In Draw Poker
 - (i) More than one card is exposed by the Dealer during the initial dealing round. However, should this occur during the draw the cards will be used in sequence.

- (c) In Five Card Stud during the initial dealing round the Dealer deals—
 - (i) The incorrect card face-up or deals an incorrect number of cards face-up and is unable to correct.
 - (ii) More than one player two cards face-up.
 - (d) In Crown Stud during the initial dealing round, the Dealer deals:
 - (i) The incorrect card face-up or deals an incorrect number of cards face-up and is unable to correct.
 - (ii) More than one player two cards face-up.
 - (e) In Seven Card Stud during the initial dealing round the Dealer deals:
 - (i) The incorrect card face-up or deals an incorrect number of cards face-up and is unable to correct.
 - (ii) More than one player two cards face-up.
 - (iii) A player three cards face-up.
 - (f) In all Manila games more than one of the players' hole cards are exposed by the Dealer during the initial deal.
 - (g) In all Flop games more than one card is exposed by the Dealer during the initial deal.
- 9.2 In all games:
- 9.2.1 Each player will be required to keep all cards dealt to him/her in full view of the Dealer at all times.
 - 9.2.2 It is the player's responsibility to protect his/her hand at all times.
 - 9.2.3 A Dealer (or above) may inspect a player's hand at the completion of the hand.
 - 9.2.4 If a player shows another player his/her hand, at the completion of the hand, he/she will be required to show the entire table, upon request.
 - 9.2.5 A boxed card is considered a non existent card and is placed in the muck. The next card immediately replaces it.
 - 9.2.6 If the Dealer neglects to burn a card and there has been no substantial action the Dealer will reconstruct the hand/s if possible and burn the correct card. If it is not possible to reconstruct the hand/s or there has been substantial action the hand will continue. In this instance there will be less burn cards than the normal number required for the game.
 - 9.2.7 If a player discards his/her hand and this player was in the final called betting round, and a player wishes to see that player's hand, they may do so. The Dealer will tap the hand on the muck and expose the hand on the table. In this case the hand is ineligible to win the pot. If however, the requesting player is a pot winner then the hand in question will not be tapped on the muck prior to it being exposed and the hand is live and will still be eligible to win.
 - 9.2.8 If a card/s is dropped and or exposed by a player this card/s will still be played.
- 9.3 In Draw Poker if cards are dealt-out of sequence during the draw and the wrong player has looked at them, then he/she will retain those cards. The next cards will then be dealt to the player who should have received the cards dealt-out of sequence and thereafter cards will be dealt to all players in sequence.

- 9.4 In Five Card Stud:
- 9.4.1 If the first card is dealt face-up the second card will be dealt face-down.
 - 9.4.2 If in the initial dealing round the Dealer deals one player two cards face-up, the Dealer will complete the deal and then replace the second face-up card with the card that was to be the first burn card, this card will be dealt face-down. The second face-up card will become the first burn card.
 - 9.4.3 An all-in player in the first round of betting will not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, for the purpose of starting the betting, if an all-in player is the player required to act then the action will pass to the player to the immediate left of the all-in player.
 - 9.4.4 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that round of betting will not exceed the maximum amount already wagered for that round of betting. The exposed card will then be used in the normal sequence.
 - 9.4.5 If any player folds after making a forced bet, or on a round of checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.
 - 9.4.6 If a community card is used to complete the deal the opener will be the highest value hand showing not including the community card.
- 9.5 In Crown Stud:
- 9.5.1 If the first card is dealt face-up the second card will be dealt face-down.
 - 9.5.2 If in the initial dealing round the Dealer deals one player two cards face-up, the Dealer will complete the deal and then replace the second face-up card with the card that was to be the first burn card, this card will be dealt face-down. The second face-up card will become the first burn card.
 - 9.5.3 An all-in player in the first round of betting will not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, for the purpose of starting the betting, if an all-in player is the player required to act then the action will pass to the player to the immediate left of the all-in player.
 - 9.5.4 If any card is exposed by the Dealer prior to the completion of a betting round the maximum wager allowed for that round of betting will not exceed the maximum amount already wagered for that round of betting. The exposed card will then be used in the normal sequence.
 - 9.5.5 If any player folds after making a forced bet, or on a round of checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.
 - 9.5.6 If the fifth card is dealt face-up or exposed by the Dealer while being dealt, if it is the first card to be dealt for that round, then all final cards will be dealt face-up and the opener will be the opener from the previous round. If the exposed card or cards is not the first card dealt then the player or players receiving an exposed card will have the option of being treated as an all-in player. The Dealer will request the effected player to determine how he/she will be treated before substantial action occurs. If substantial actions has occurred then the effected player will be treated as an all-in player for the remainder of the hand.

- 9.5.7 If a community card is used to complete the deal the opener will be the highest value hand showing not including the community card.
- 9.6 In Seven Card stud:
- 9.6.1 If one of the first two cards is dealt face-up the third card will be dealt face-down.
- 9.6.2 If in the initial dealing round the Dealer deals one player two cards face-up, the Dealer will complete the deal and then replace the second card incorrectly dealt face-up with the card that was to be the first burn card, this card will be dealt face-down. The replaced card will become the first burn card.
- 9.6.3 An all-in player in the first round of betting will not be considered an active player for the purpose of starting the betting. For all subsequent rounds of betting, for the purpose of starting the betting, if an all-in player is the player required to act then the action will pass to the player to the immediate left of the all-in player.
- 9.6.4 If any card is exposed by the Dealer prior to the completion of a betting round, the maximum wager allowed for that round of betting will not exceed the maximum amount already wagered for that round of betting. The exposed card will then be used in the normal sequence.
- 9.6.5 If any player folds after making a forced bet, or on a round of checking, that player's hand will be placed in the muck and that player's position will continue to receive a card until there is a subsequent wager at the table.
- 9.6.6 If the seventh card is dealt face-up or exposed by the Dealer while being dealt, if it is the first card to be dealt for that round, then all final cards will be dealt face-up and the opener will be the opener from the previous round. If the exposed card or cards is not the first card dealt then the player or players receiving an exposed card will have the option of being treated as an all-in player. The Dealer will request the effected player to determine how he/she will be treated before substantial action occurs. If substantial action has occurred then the affected player will be treated as an all-in player for the remainder of the hand.
- 9.6.7 If a community card is used to complete the deal the opener will be the highest value hand showing not including the community card.
- 9.7 In all Stud games:
- 9.7.1 If prior to the final round of betting the Dealer has commenced dealing cards for that round of play and doesn't have sufficient cards remaining to deal each active player one card the Dealer will continue to deal the remaining cards in sequence until there are no more cards. The Dealer will then shuffle the burn cards, cut and deal a final card to all remaining active players.
- 9.8 In all Manila games:
- 9.8.1 If one of the face-down cards is exposed by the Dealer while dealing, the Dealer will complete the deal and then replace the exposed card with the card that was to be the first burn card and the exposed card becomes the first burn card.
- 9.8.2 If any card is exposed by the Dealer prior to the completion of a betting round the maximum wager allowed for that round of betting will not exceed the maximum amount already wagered for that round of betting. The exposed card will then be used in the normal sequence.

9.8.3 If the Dealer exposes two cards simultaneously when dealing a community card, only the correct card will remain in play. The incorrect exposed card will become the next burn card, or if no more cards are to be dealt it will be placed in the muck. If the Dealer opens more than two cards, only the correct card for that round of betting will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, and continue dealing.

9.9 In all Flop games:

9.9.1 If one of the face-down cards is exposed by the Dealer while dealing, the Dealer will complete the deal and then replace the exposed card with the card that was to be the first burn card and the exposed card becomes the first burn card.

9.9.2 If the Dealer neglects to burn a card prior to dealing the flop, and there has been no substantial action it will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, burn a card, and re-deal a flop.

9.9.3 If the flop has too many cards dealt and turned face-up it will be taken back without the burn card by the Dealer, and shuffled with the remainder of the deck. The Dealer will cut, and then re-deal the flop.

9.9.4 If the flop is dealt and turned face-up prior to the completion of the first betting round, it will be taken back without the burn card by the Dealer, and shuffled with the remainder of the deck. The Dealer will cut, and then re-deal the flop.

9.9.5 If the fourth community card is exposed by the Dealer prior to the completion of the second betting round that card will be taken back and set aside by the Dealer the burn card will remain. The second betting round will then be completed. The Dealer will then burn a card, turn a new fourth community card, and ensure that the betting for that round is complete. The set aside card will then be shuffled with the stub and a fifth card will be turned without burning a card.

9.9.6 If the fifth community card is exposed by the Dealer prior to the completion of the third betting round that card will be taken back by the Dealer and shuffled with the remainder of the deck. The burn card will remain. The third betting round will be completed and then a new card dealt. No further burn cards will be dealt for that round of betting.

9.9.7 If the Dealer opens two cards simultaneously when dealing a community card, only the correct card will remain in play. The incorrect exposed card will become the next burn card, or if no more cards are to be dealt it will be placed in the muck. If the Dealer opens more than two cards, only the correct card for that round of betting will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, and continue dealing.

10 TOURNAMENT RULES

10.1 General

10.1.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play Poker with an equal chance.

10.1.2 The Casino Operator—

- (a) Must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
- (b) May nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

10.1.3 A tournament may only be conducted if the conditions for the

tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

10.2 Tournament Conditions

10.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount of tournament chips to be allocated to each entrant at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of tournament chips at the end of each session or round;
- (c) Whether there is a minimum or compulsory wager for each hand in a session or round;
- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, *repechage*, catch-up or secondary rounds or sessions;
- (e) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) In respect of eligibility for entry—
 - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) If the Casino Operator is reserving the right generally to deny entry to the tournament, a statement that the Casino Operator may refuse any application; and
 - (iii) If the Casino Operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (h) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;
- (i) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (j) The prizes;
- (k) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Poker and that, in the event of any inconsistency, the rules prevail.

10.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Poker rules.

10.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

10.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

10.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.

10.3 Conduct of Play

10.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

10.3.2 The Casino Operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 10.3.1 is used exclusively for tournament play.

10.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.

10.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

10.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—

(a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and

(b) If the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

11 GENERAL PROVISIONS

11.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a poker table or location related to the playing of a poker game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a poker game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

11.2 Where a player has contravened any provision of the rules a Poker Room Supervisor (or above) may—

11.2.1 Declare that any wager made by the player/s will be void;

11.2.2 Direct that the player/s will be excluded from further participation in the game;

11.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation;

11.2.4 Confiscate the prohibited device; and

11.2.5 Detain the person/s in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.

11.2.6 Close a poker table at which players are present provided prior notice of at least three hands has been given to the players, or sooner if all players are in agreement.

- 11.3 A Poker Room Supervisor (or above) may determine a player is acting in a manner detrimental to the integrity of the game. The decision of the Poker Room Supervisor (or above) will be final, subject to a review by the Director of Casino Surveillance or his/her delegate, if requested.
- 11.4 A casino supervisor may invalidate the outcome of a game if—
- 11.4.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 11.4.2 Any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 11.5 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 11.6 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 11.7 No onlooker or any player wagering at any table may influence another player's decisions of play.
- 11.8 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an inspector appointed under the **Casino Control Act 1991**.
- 11.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the Poker Room Supervisor (or above) will be final, subject to a review by the Director of Casino Surveillance or his/her delegate, if requested.
- 11.10 Players are not permitted to have side bets against each other.
- 11.11 A copy of these rules will be made available, upon request.
- 11.12 Players will not exchange cards, or exchange information, or communicate information regarding their hand. Any violation may result in the hand being declared a dead hand.
- 11.13 No player will communicate during the game with any other person or persons with the intent to affect the outcome of the game.

Diagram A

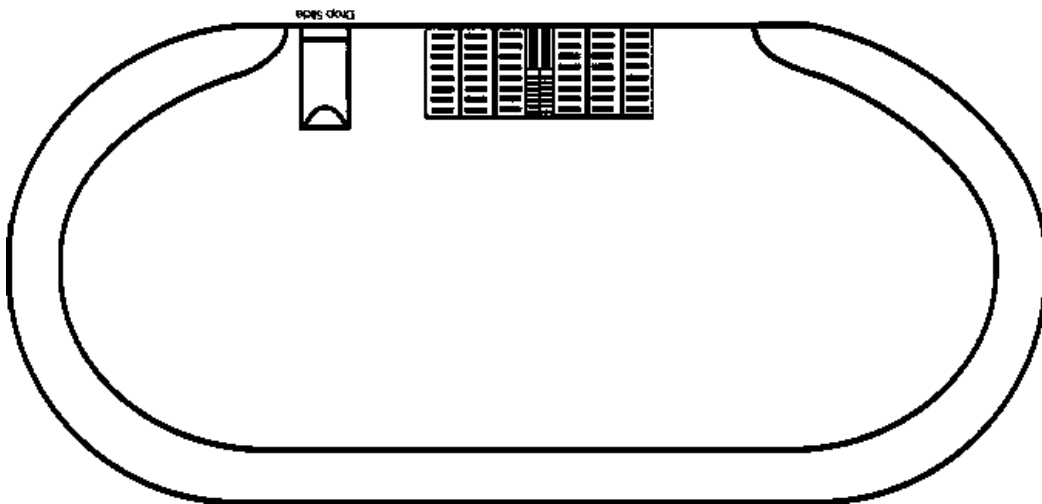
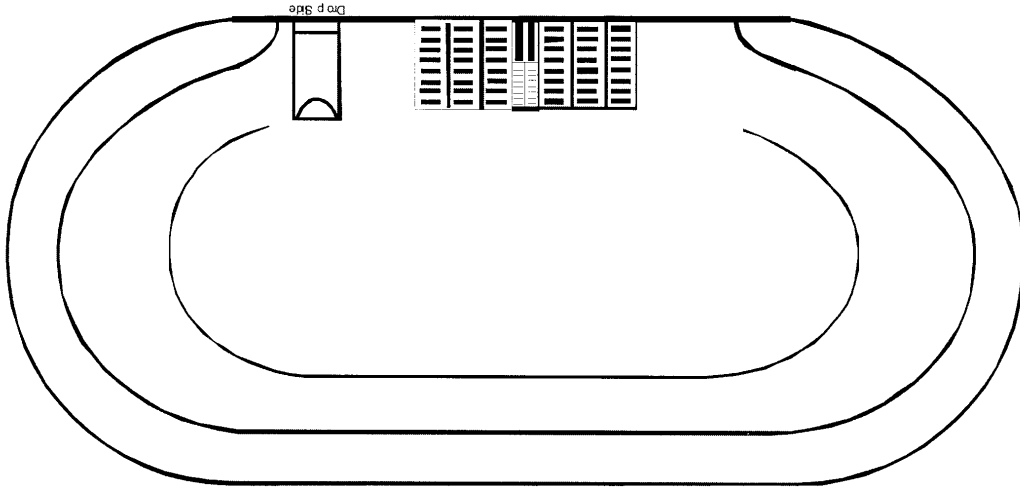


Diagram B



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