



Victoria Government Gazette

No. S 175 Thursday 29 July 2004
By Authority, Victorian Government Printer

Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 9 OF 2004
Rules of the Game—PAI GOW

By this notice, the Victorian Commission for Gambling Regulation amends the Rules in respect of the game “Pai Gow”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 30 July 2004.

Dated 26 July 2004

PETER COHEN
Executive Commissioner
Victorian Commission for Gambling Regulation

Schedule

The rules of the approved game of Pai Gow are amended as follows:

1. **Delete** rule 2.4
2. After rule 2.3.4, **insert** the following rules:
 - 2.4 “OFF” Button to signify a playing area removed from play.
 - 2.5 A sign displaying table limits.
 - 2.6 Chung to indicate the Banker.
3. **Replace** rule 7.6 with—
 - 7.6 When the House banks, the cut die total shall determine the type of cut to be used and the box dice total shall determine the first box to receive the first tiles as described in Appendix 3.
4. **Replace** rule 8.1.1 with—
 - 8.1.1 The single die (the cut die) will be of a different colour to the other three dice, which will all be of the same colour and will be used to determine the type of cut to be used as described in Appendix 3
5. **Delete** rules 8.4 and 8.7.
6. After rule 8.3.2 **insert** the following rules:
 - 8.4 The dice cup shall then be placed in its designated area on the table, (see Diagram D).
 - 8.5 All four dice must come to rest with one surface flat to the base of the dice cup. Otherwise the dice cup shall be shaken again.
7. **Replace** rule 10.8 with—
 - 10.8 In accordance with rule 10.7, where a new maximum limit is allocated to a player, he or she shall be the only player to play on that playing area.
8. **Replace** rule 12.1.4 with—
 - 12.1.4 At the request of a player or Player/Banker, the Dealer shall set that player’s or Player/Banker’s hands according to the Houseway. In such a case the hands shall be checked by the Game Supervisor or above. The Dealer shall then place those tiles in the front of the player’s betting area and subject to rule 12.1.5 may not be viewed again.

¹ The game of Pai Gow and its rules were approved by notices published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by—

- Casino Rules Notice No. 25 of 2000 published on 21 November 2000 (S173)
- Casino Rules Notice No 11 of 2002 published on 15 April 2002 (S65)
- Casino Rules Notice No 21 of 2002 published on 19 June 2002 (S102) and
- Casino Rules Notice No 30 of 2002 published on 10 September 2002 (S161).

SPECIAL

9. **Delete** rule 12.1.4.1.
10. **Replace** rule 12.1.5 with–
 12.1.5 Once a player has placed the tiles on the table in front of his/her betting area, the tiles will be considered set and shall not be retrieved again.
11. After rule 14.12, **insert** the following rule–
 14.13 A Casino Supervisor may direct a player/s to set his/her tiles before any other player has viewed his/her hand where the player/s is suspected of communicating or receiving information regarding the value of any tile.
12. After rule 17.11, insert the following rules–
- 18 Crown Pai Gow**
- 18.1 Where the version of Pai Gow in play is “Crown Pai Gow” the approved rules of Pai Gow will apply, except where the rules are inconsistent with the rules of “Crown Pai Gow”, in which case the rules of “Crown Pai Gow” will prevail.
- 18.2 Additional Definitions
- 18.2.1 In the rules of Crown Pai Gow the following meanings apply:
- 18.2.1.1 “Cut Die” means a single die marked with letters representing each of the cuts as described in Appendix 3 – Random Cuts that is used to determine the style of cut to be used in a round of play.
- 18.2.1.2 “Box Dice” means a single die that is used to determine the first box to receive the tiles in a round of play as described in Appendix 3 – Random Cuts.
- 18.3 Equipment
- 18.3.1 The table cloth will be marked in a manner similar to that shown in Diagram A or E with areas for Pai Gow wagers, the number of playing areas being six and the name and or logo of the casino imprinted thereon.
- 18.3.2 Two dice shall be used, as described in 18.2.1.
- 18.4 The Dice
- 18.4.1 After the dice cup has been shaken, both dice must come to rest with one surface flat to the base of the dice cup otherwise the dice cup shall be shaken again. The Dealer will announce:
- 18.4.1.1 the letter appearing on the uppermost face of the Cut Die and the corresponding style of cut to be used; and
- 18.4.1.2 where the house is Banking, the number appearing on the uppermost face of the Box Die and the first box to receive the tiles; or
- 18.4.1.3 where there is a Player/Banker, the playing area where the Player/Banker places his/her banking wager. This playing area will be determined as box 1 and a Chung will be placed in that box to denote this. The tiles shall be dealt counter clockwise commencing with the playing area as designated by the box die relative to the new position of the Chung.

18.5 The Play

18.5.1 After determining where to start, the Dealer shall deal four tiles to each playing area. The tiles are dealt face-down in groups of four to all the playing areas whether or not anyone is seated at that position. The eight remaining tiles will be placed, undisclosed to the right-hand side of the float.

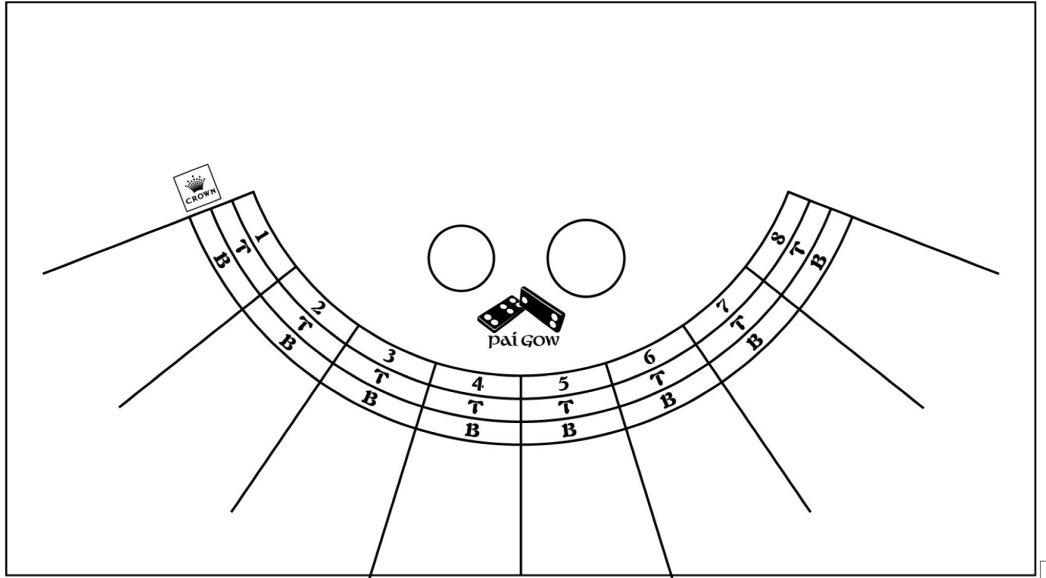
18.5.2 When all tiles are dealt, the Dealer shall retrieve the tiles dealt to playing areas without wagers and place them undisclosed together with the eight tiles discarded as described in 18.5.1 on the right-hand side of the float.

13. At Appendix 3 replace the Random Cuts table with the following table-

RANDOM CUTS

TILE DELIVERY			TYPE OF CUT TO BE USED				
'Pai Gow Box Dice' Total	Crown Pai Gow Box Die	Box	'Pai Gow Cut Die' Total	Crown Pai Gow Dice Markings	Cut to be used – Chinese	Orienta-tion	Cut to be used – English
9+17	1	1	1	L	Long Tau Fong May	right or left	Dragon's Head/ Phoenix Tail
10+18	2	2	2	J	Jung Quat	top or bottom	From the Heart
3+11	3	3	3	CS	Cup Say	top or bottom right or left	Tiger
4+12	4	4	4	D	Dai Pin	right or left	Big Slice
5+13	5	5	5	W	Wui Fung Bank		Hong Kong Bank
6+14	6	6	6	C	Chee Yee	top or bottom	Chop the Ears
7+15		7					
8 + 16		8					

14. **Replace** diagram E with the following diagram:



Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 10 OF 2004
Rules of the Game—Caribbean Stud Poker

By this notice, the Victorian Commission for Gambling Regulation amends the Rules in respect of the game “Caribbean Stud Poker”¹ as set out in the Schedule.

This notice operates with effect from 4.00am on 30 July 2004.

Dated 12 July 2004

PETER COHEN

Executive Commissioner

Victorian Commission for Gambling Regulation

Schedule

1. For rule 9.1.1 (g) **substitute**—
 - 9.1.1. (g) If a prize meter system is closed, at the time of closure an amount equal to the value recorded on the meter less the initial seed value as described in rule 9.3 (Table 2) multiplied by the cost of the Jackpot wager for the system must be transferred to the meter of one or more other prize meter systems;
2. For rule 9.3 **substitute**—
 - 9.3 The Casino Operator must ensure that the meter for a prize meter system from time to time records a monetary value no less than—
 - 9.3.1 The initial seed value as described in Table 2 multiplied by the cost of the Jackpot wager for the prize meter system; plus
 - 9.3.2 The percentage increment rate as described in Table 2, of the amount wagered as Jackpot wagers at all Caribbean Stud Poker tables from time to time, in the group of tables in respect of which the prize meter system operates, since the meter was last reset under rule 9.4; less
 - 9.3.3 The value of any prizes (other than bonus prizes) paid in accordance with rule 10.

Table 2 Seed Values and Increment Rates

Initial Seed	Increment Rate
10,000	34.06%
20,000	32.51%
30,000	30.94%
40,000	29.36%
50,000	27.76%
60,000	26.12%
75,000	23.50%

¹ The game of Caribbean Stud Poker and its rules were approved by notices published in the Victoria Government Gazette on 24 April 1997 (S44). The rules have subsequently been amended by—

- Casino Rules Notice No. 25 of 1999 published on 4 November 1999 (S161);
- Casino Rules Notice No. 31 of 1999 published on 16 December 1999 (S183);
- Casino Rules Notice No. 6 of 2000 published on 13 April 2000 (S46);
- Casino Rules Notice No. 18 of 2000 published on 8 September 2000 (S126); and
- Casino Rules Notice No. 4 of 2004 published on 12 February 2004 (G7).

3. For rule 9.4 **substitute**–
- 9.4 If, in respect of a round of play–
- 9.4.1 By operation of rule 9.3, the value recorded on the meter on a prize meter system would fall below the initial seed value as described in Table 2 multiplied by the cost of the Jackpot wager for the system; or
- 9.4.2 Simultaneous Royal Flushes have been paid under rule 10.3, the Casino Operator must cause the meter for the prize meter system to be reset to an amount no less than the initial seed value as described in Table 2 multiplied by the value of the Jackpot wager for the system.
4. For rule 10.3 **substitute**–
- 10.3 If, in a round of play–
- 10.3.1 There is more than one simultaneous Royal Flush, the payout for each Royal Flush and any simultaneous Straight Flush must be determined in accordance with the following formula–
- $$P = \frac{M + N(R - 1)}{(9)R + S}$$
- where–
- the Royal Flush prize is 9P;
 - the Straight Flush prize is P;
- and–
- M is the rounded meter value;
 - N is the value of the Jackpot wager multiplied by initial seed value as described in Table 2;
 - R is the number of Royal Flushes; and
 - S is the number of Straight Flushes.
- 10.3.2 There is one Royal Flush simultaneous with one or more Straight Flushes or there are simultaneous Straight Flushes, the payout for any Royal Flush and any Straight Flush must be determined in accordance with the following formula–
- $$P = \frac{M + U + V + W + X + Y + Z}{(10)S}$$
- where–
- the Royal Flush prize is 0.9M;
 - the Straight Flush prize is P;
- and–
- M is the rounded meter value;
 - S is the number of Straight Flushes;
 - U is 0.9M if S ≥ 2, otherwise 0;
 - V is 0.9U if S ≥ 3, otherwise 0;
 - W is 0.9V if S ≥ 4, otherwise 0;
 - X is 0.9W if S ≥ 5, otherwise 0;
 - Y is 0.9X if S ≥ 6, otherwise 0; and
 - Z is 0.9Y if S ≥ 7, otherwise 0.
-

This page left blank intentionally

craftsmanpress



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 2004

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

Address all enquiries to the Government Printer for the State of Victoria
Level 2 1 Macarthur Street
Melbourne 3002
Victoria Australia

How To Order

	Mail Order	Craftsman Press Pty Ltd 125 Highbury Road Burwood 3125 DX – 32510 Burwood
	Telephone	(03) 9926 1233
	Fax	(03) 9926 1292
	email	gazette@craftpress.com.au
	Retail & Mail Sales	Information Victoria 356 Collins Street Melbourne 3000
	Telephone	1300 366 356
	Fax	(03) 9603 9920
	Retail Sales	City Graphics Level 1 520 Bourke Street Melbourne 3000
	Telephone	(03) 9600 0977
	Fax	(03) 9600 0989

Price Code A