

CROWN PERTH

WESTERN AUSTRALIA

2015 RULES OF THE AUTHORISED GAME OF

**- CASINO WAR -**

Approved under Section 22 of the  
Casino Control Act 1984

Last amended by RAG/554 on 12 April 2019

## 1. **DEFINITIONS**

### 1.1. In the Rules of play for the game:

“**A Bomb**” is a betting option and a wager that wins or loses based on the value of the players 1<sup>st</sup> card drawn;

“**Automatic Shuffler**” means a machine approved by the Gaming and Wagering Commission used for both the shuffling and dealing of cards;

“**Betting Area**” means an area marked on the table layout where wagers are placed.

“**Box**” means a group of Betting Areas, consisting of a Casino War Betting Area and may include any or all of the following:

- (a) A Bomb;
- (b) Tie;
- (c) Perfect Pairs.

“**Burn**” means removing a card(s) from the Shoe, face down, and either placing it in the Discard Rack or alongside the Dealers 1<sup>st</sup> card;

“**Casino Operator**” means the holder of the Casino Licence;

“**Chemmy Shuffle**” means the thorough mixing of cards face down on the table using both hands in a swirling circular motion;

“**Coloured Pair**” is when the player’s 1<sup>st</sup> card and the Dealer’s 1<sup>st</sup> card or the player’s 2<sup>nd</sup> card and the Dealer’s 2<sup>nd</sup> card have the same Face Value and suit colour but are different suits;

“**Cut**” means the placement of a Cutting Card into multiple decks of cards;

“**Cutting Card**” means a card with no markings which is inserted into multiple decks of cards to indicate when to shuffle;

“**Dealer**” means the Casino employee responsible for dealing the game;

“**Deck**” means a set of 52 cards;

“**Discard Rack**” means an area on the table into which cards are discarded during or at the completion of a Round of Play, and includes the “feed in” tray of an Automatic Shuffler;

“**Mixed Pair**” is when the player’s 1<sup>st</sup> card and the Dealer’s 1<sup>st</sup> card or the player’s 2<sup>nd</sup> card and the Dealer’s 2<sup>nd</sup> card have the same Face Value but the suits are different colours;

“**Perfect Pair**” is when the player’s 1<sup>st</sup> card and the Dealer’s 1<sup>st</sup> card or the player’s 2<sup>nd</sup> card and the Dealer’s 2<sup>nd</sup> card have the same Face Value and suit;

“**Perfect Pairs**” is a betting option and a wager that wins or loses based on the values of the player’s 1<sup>st</sup> card and the Dealer’s 1<sup>st</sup> card, or the player’s 2<sup>nd</sup> card and the Dealer’s 2<sup>nd</sup> card;

“**Table Games Manager**” means a person assigned responsibility for the operation and conduct of gaming tables in a pit configuration;

“**Round of Play**” means a period of play commencing with the removal of the first card from the Shoe and concludes on the final placement of cards in the Discard Rack;

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**"Shoe"** means a device used either for the dealing of cards, or both the shuffling and dealing of cards;

**"Standoff"** means neither win or lose;

**"Surrender"** is when the player elects to forfeit half of their original wager;

**"Table Inspector"** means the Casino employee responsible for the immediate supervision of the game;

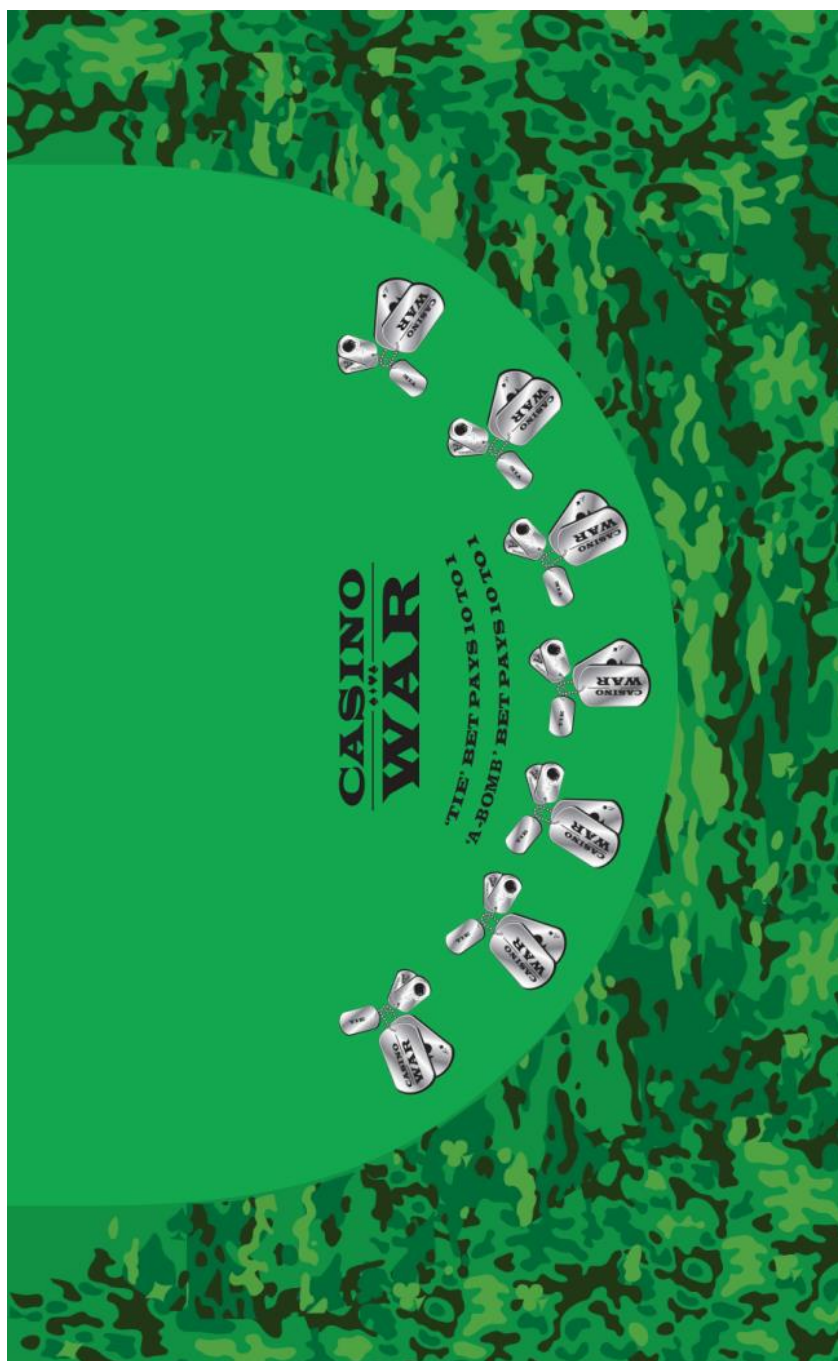
**"Tie"** is a betting option, a wager and an outcome where both the player's card and the Dealer's card are of equal ranking.

## 2. EQUIPMENT

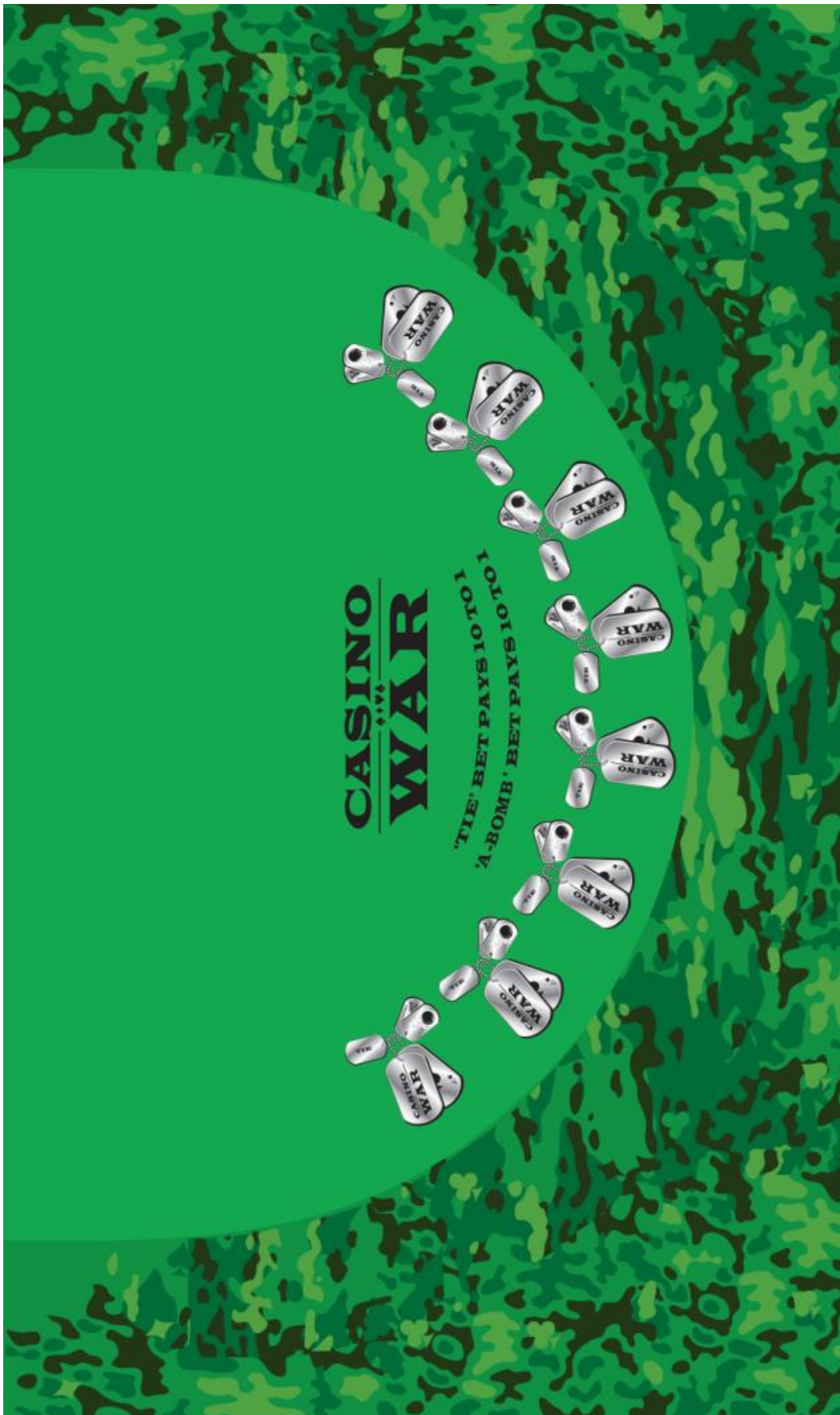
### Table Layout

- 2.1. The game shall be played on any of the following table layouts, which may:
- (a) be imprinted with a logo provided the logo does not impede on the Betting Areas; and/ or
  - (b) vary in colour

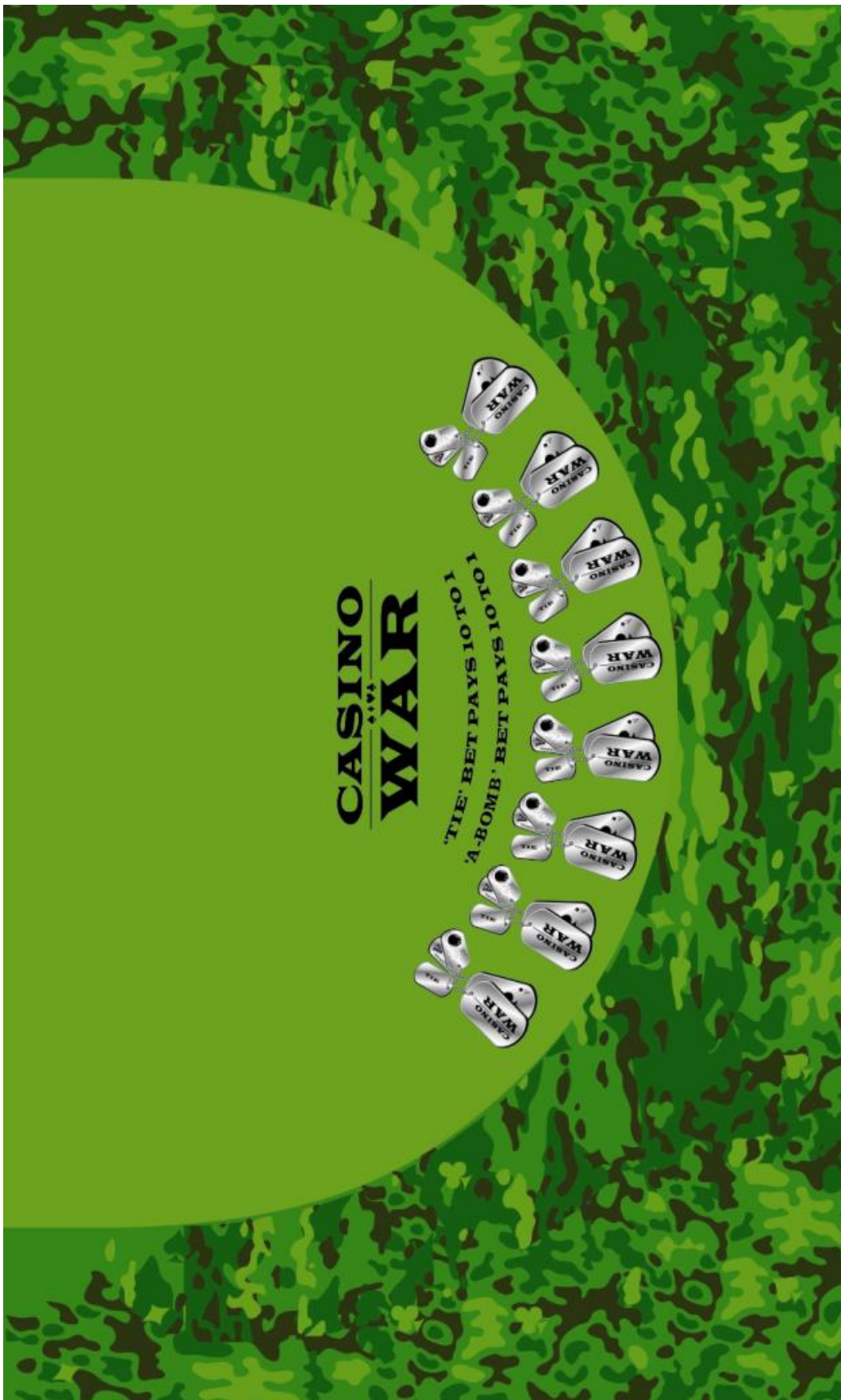
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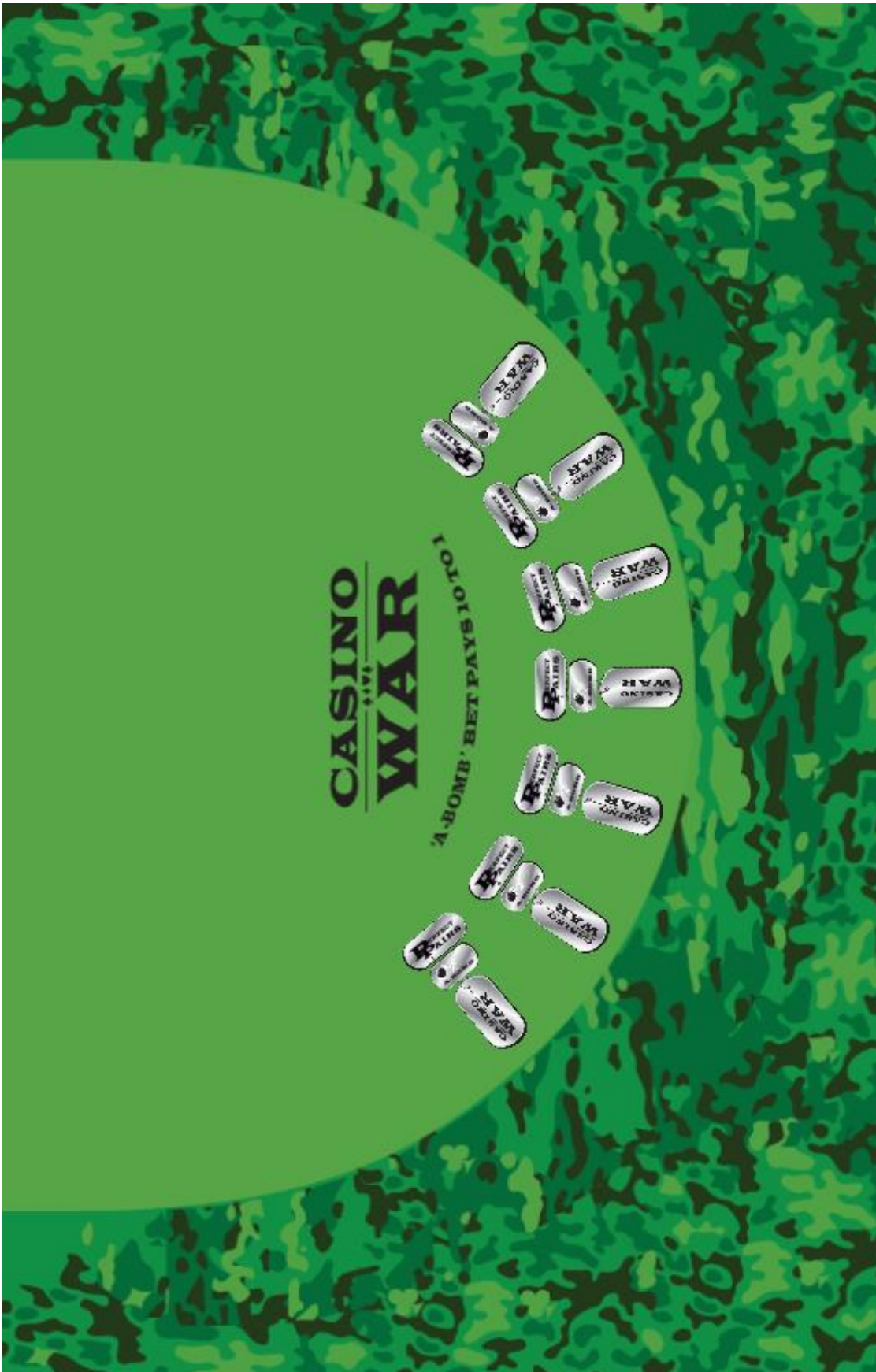
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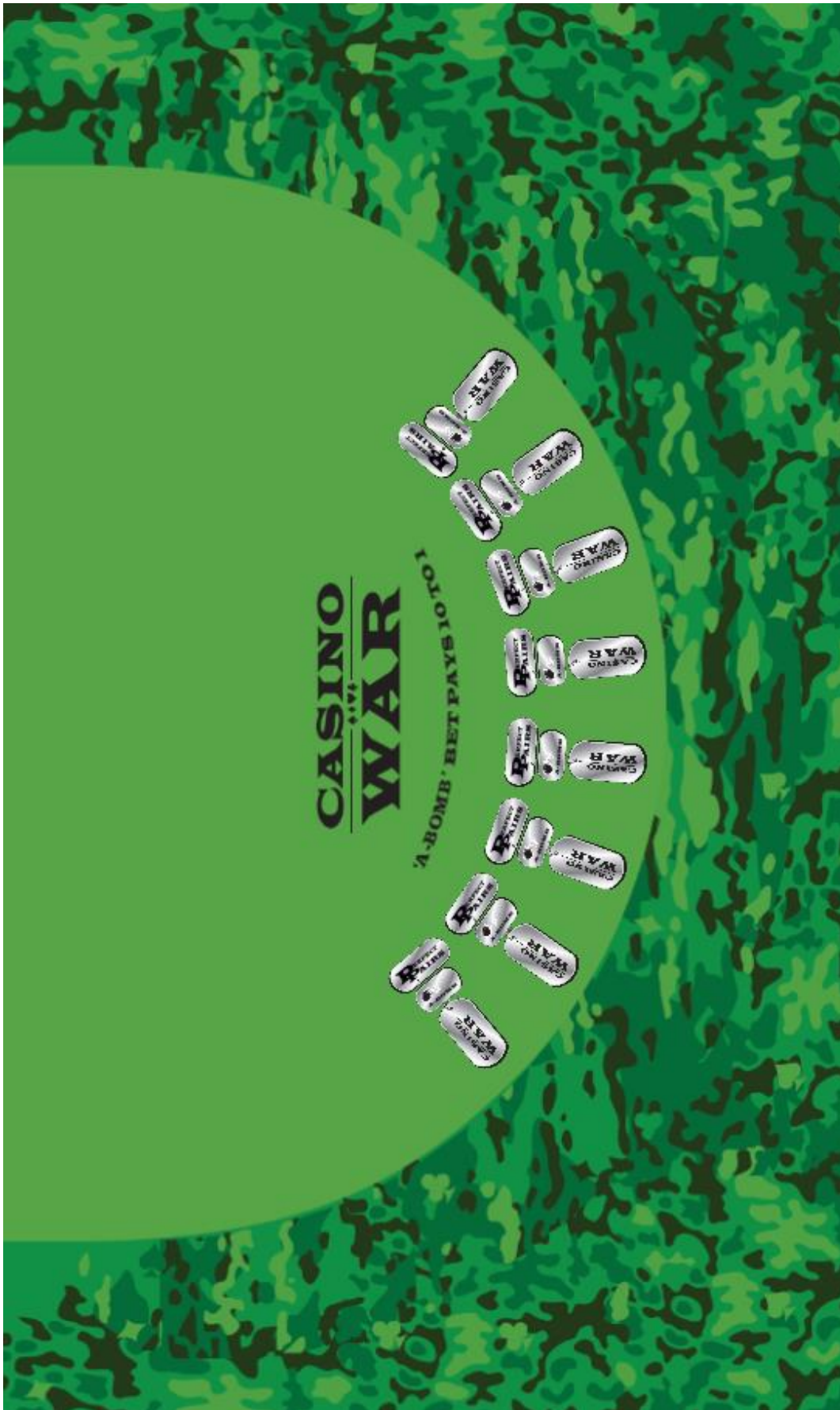
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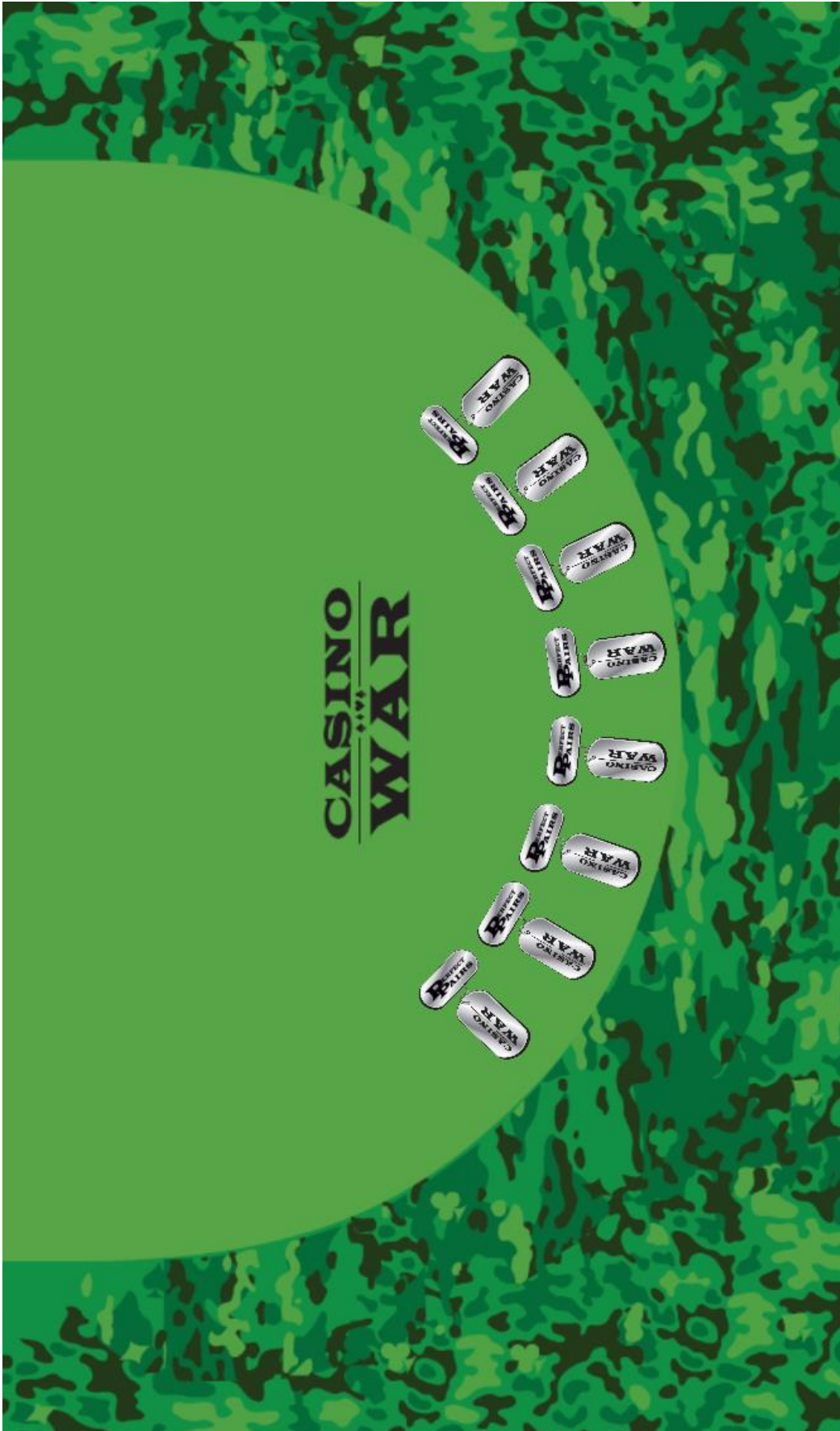


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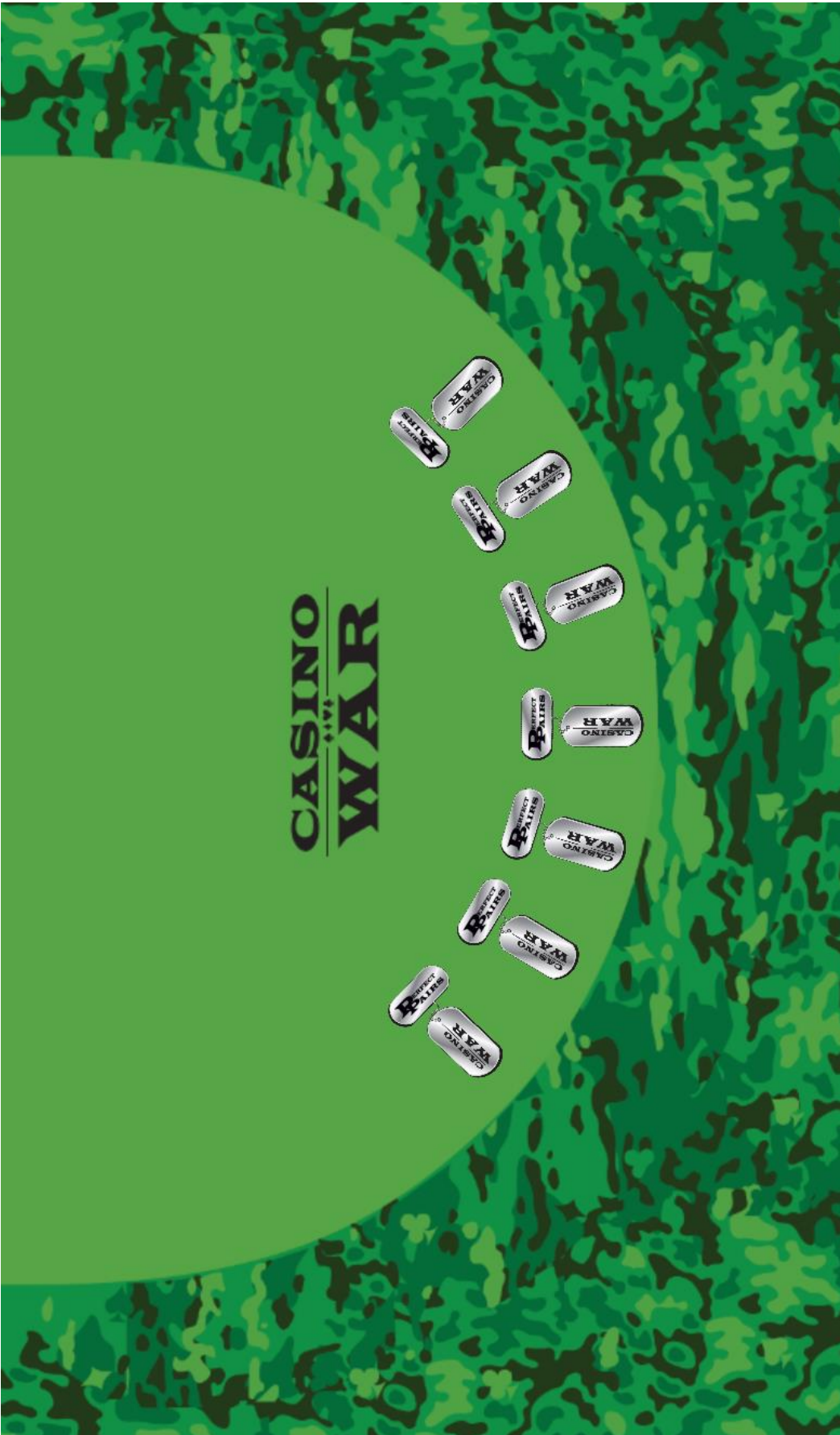




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Layout:7



## **Cards**

- 2.2. The game shall be played with four, six or eight decks of cards less the jokers.
- 2.3. The number of decks to be used will be:
- (a) determined at, or prior to, the table opening;
  - (b) may only be changed with Table Games Manager approval, by providing 30 minutes notice on a sign on the table;
  - (c) displayed on a sign, on the table, during play.
- 2.4. The backs of the cards shall be of the same colour and design.
- 2.5. Where no Automatic Shuffler is in use, a cutting card shall be used.
- 2.6. The ranking of cards shall be from lowest to highest;
- (a) 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace; and
  - (b) all suits shall be of equal ranking
- 2.7. Cards may be replaced after any Round of Play if, for any valid reason, they become unfit for further use. If all the cards are replaced, the new cards shall be introduced in accordance with these rules.

## **3. WAGERS**

### **General**

- 3.1 All wagers must be made by placing gaming chips in a Betting Area.
- 3.2 Unless explicitly allowed by these rules, all wagers must be placed prior to the commencement of a Round of Play.
- 3.3 A maximum of three wagers are permitted in each Betting Area.
- 3.4 A player seated at a table shall have priority in placing their wager(s) in the Betting Area that is directly in front of their seat.

### **Casino War**

- 3.5 A Casino War wager shall:
- (a) win if;
    - (i) the player's 1<sup>st</sup> card is of a higher ranking than the Dealer's 1<sup>st</sup> card; or
    - (ii) the player's 1<sup>st</sup> card is of equal ranking to the Dealer's 1<sup>st</sup> card and the player's 2<sup>nd</sup> card is equal ranking to the Dealer's 2<sup>nd</sup> card;
  - (b) be a standoff if the player's 1<sup>st</sup> card is of equal ranking to the Dealer's 1<sup>st</sup> card and the player's 2<sup>nd</sup> card is of a higher ranking than the Dealer's 2<sup>nd</sup> card; or
  - (c) lose if;
    - (i) the player's 1<sup>st</sup> card is of a lower ranking than the Dealer's 1<sup>st</sup> card; or
    - (ii) the player's 1<sup>st</sup> card is of equal ranking to the Dealer's 1<sup>st</sup> card and the player's 2<sup>nd</sup> card is of a lower ranking than the Dealer's 2<sup>nd</sup> card.
- 3.6 A winning Casino War wager shall be paid at the odds of 1 to 1.

**Go to War**

- 3.7 When the player's 1<sup>st</sup> card is of equal ranking to the Dealer's 1<sup>st</sup> card, any player with a Casino War wager on that Box will have the option to place an additional Go to War wager, which will be of equal value to their Casino War wager.
- 3.8 A Go to War wager shall:
- (a) win if the player's 2<sup>nd</sup> card is either equal to or higher in ranking than the Dealer's 2<sup>nd</sup> card; or
  - (b) lose if the player's 2<sup>nd</sup> card is of a lower ranking than the Dealer's 2<sup>nd</sup> card.
- 3.9 A winning Go to War wager shall be paid at the odds of 1 to 1.

**Tie**

- 3.10 A Tie wager (where available) shall:
- (a) win if the player's 1<sup>st</sup> card is of the same ranking as the Dealer's 1<sup>st</sup> card; or
  - (b) lose if the player's 1<sup>st</sup> card is not of equal ranking to the Dealer's 1<sup>st</sup> card.
- 3.11 A winning Tie wager shall be paid at the odds of 10 to 1.

**A Bomb**

- 3.12 An A Bomb wager (where available) shall:
- (a) win if the player's 1<sup>st</sup> card is an Ace; or
  - (b) lose if the player's 1<sup>st</sup> card is not an Ace.
- 3.13 A winning A Bomb wager shall be paid at the odds of 10 to 1.

**Perfect Pairs**

- 3.14 A Perfect Pairs wager (where available) may be:
- (a) placed prior to the start of the Round of Play, and determined by the players and the Dealers 1<sup>st</sup> cards, or
  - (b) placed when a Go to War wager is made on the corresponding Betting Area, and determined by the players and the Dealers 2<sup>nd</sup> cards.
- 3.15 A Perfect Pairs wager shall:
- (a) win if a Mixed Pair, Coloured Pair or a Perfect Pair is achieved; and
  - (b) lose on any other result.
- 3.16 A winning Perfect Pairs wager shall be paid at the odds detailed below, as determined by the Casino Operator:

Payout Odds							
Number of Decks	4	6	6	6	6	8	8
Perfect Pair	30 to 1	25 to 1	30 to 1	30 to 1	25 to 1	25 to 1	25 to 1
Coloured Pair	12 to 1	12 to 1	12 to 1	10 to 1	12 to 1	12 to 1	12 to 1
Mixed Pair	5 to 1	5 to 1	5 to 1	5 to 1	6 to 1	5 to 1	6 to 1

**4. GENERAL RULES OF DEALING**

### Shuffle and Cut of Cards

- 4.1 Prior to the start of play and after each shoe is completed, all the cards shall be shuffled.
- 4.2 Before the opening of a table, the Casino Operator may determine to Burn a card at the beginning of each Round of Play. Where such a determination is made each Burn card will be placed in the Discard Holder and the procedure shall not be varied until the table is closed.
- 4.3 When an Automatic Shuffler is not in use, and after the cards have been shuffled, the cards shall be cut by:
  - (a) the first player to the table if the game is just beginning;
  - (b) the player on whose Box the Cutting Card appeared during the last Round of Play; or
  - (c) the player at the farthest point to the right of the Dealer if the:
    - (i) cards are replaced in accordance with these rules;
    - (ii) Cutting Card appeared on the Dealer's hand.
- 4.4 If a player refuses to Cut, the cards shall be offered to each player, moving clockwise around the table until a player accepts the Cut. If no player accepts the Cut, the Table Inspector shall Cut the cards.
- 4.5 The cards shall be cut by placing the cutting card in the stack at least one deck in from either end.
- 4.6 Before the start of the first Round of Play, and following each shuffle and Cut of the cards, the Dealer shall:
  - (a) remove the first card from the Shoe face up;
  - (b) Burn the number of cards equal to the face value of the first card; and
  - (c) place the face up card and the Burn cards in the Discard Holder.
- 4.7 For the purposes of Rule 4.6, a Jack, Queen or King has a face value of 10 and an Ace has a face value of 1.

### The Deal

- 4.8 At the commencement of a Round of Play and starting from the Dealers left, working in a clockwise direction, the Dealer shall deal:
  - (a) one card face-up to each Box containing any wager; and then
  - (b) one card face-up to the Dealer.
- 4.9 The Dealer shall then pay or collect wagers that have been determined.
- 4.10 Once all the above wagers have been actioned, any player that has a Casino War wager on a hand that is equal in ranking to the Dealer's hand will be required to either place a Go to War wager or elect to Surrender.
  - (a) If a player elects to Surrender, by using a hand signal, the Dealer will then collect 50% of the player's Casino War wager.
  - (b) If all players wagering on the same Betting Area elect to Surrender, the Dealer shall, after collecting half of each the player's wager, remove the cards and place them in the Discard Rack.
  - (c) If a player elects to place a Go to War wager then the Dealer shall leave that player's Casino War and Go to War wagers and the cards and move on to the next hand.

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- 4.11 A player that places a Go to War wager shall have priority to place a Perfect Pairs wager, in the corresponding Betting Area.
- 4.12 If there are any hands that have Go to War wagers placed, the Dealer shall:
- (a) Burn 3 cards and place them alongside their 1<sup>st</sup> card, and
  - (b) deal a 2<sup>nd</sup> card to each remaining hand and then a 2<sup>nd</sup> card to the Dealer's hand.
- 4.13 The Dealer shall then, starting from their right, act on each remaining hand either paying or collecting the wagers.
- 4.14 Whenever the Cutting Card is dealt, the Dealer shall continue dealing until that Round of Play is completed, after which the Dealer shall shuffle the cards.
- 4.15 Whenever the Cutting Card is dealt as the first card of a new Round of Play, the cards shall be immediately shuffled.

**5. IRREGULARITIES**

- 5.1. A card found turned face upward in the Shoe shall be Burned and placed in the Discard Rack.
- 5.2. A card dealt or Burned in error shall be dealt to the players, or the Dealer, as though it were the next card from the Shoe.
- 5.3. Should a card be exposed during a Round of Play and not required in that Round of Play, the Dealer shall Burn it and place it in the Discard Rack.
- 5.4. Should any hand contain an error caused by the incorrect dealing of a card, every effort must be made to reconstruct that hand in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. However, should every effort to reconstruct the hand fail, then the Casino Operator may authorise the hand being declared void and the wagers shall then be returned to the players.
- 5.5. If there are insufficient cards remaining in the Shoe to complete a Round of Play, all of the cards in the Discard Rack shall be shuffled and Cut and then dealt in accordance with these Rules.
- 5.6. If an Automatic Shuffler malfunctions or fails to present cards in the Shoe mouth during a round, the Table Games Manager may declare a void hand and return the wagers for that hand and any other affected hand.
- 5.7. After a Round of Play has commenced, wagers:
- a) below the minimum, will be paid or collected according to the amount placed;
  - b) above the minimum but not in accordance with the displayed betting units will be paid or collected to the nearest betting unit below the wager; or
  - c) above the maximum will be paid or collected up to the displayed maximum and the player shall be advised of the correct table limits.
- 5.8. Partnerships with a view to exceeding the maximum wager displayed will not be allowed.

6. GENERAL PROVISIONS

- 6.1 Subject to these Rules, a wager shall not be touched until the Dealer makes full payment of all winning wagers within the Betting Area.
- 6.2 A seated player who abstains from placing a wager for three consecutive Rounds of Play may be requested by the Casino Operator to vacate the seat.
- 6.3 The Casino Operator may permit a player to wager on more than one Betting Area of the Casino War layout at any one time provided there are sufficient Betting Areas at the table or other tables with equivalent limits operating in the vicinity to accommodate patron demand.
- 6.4 The Casino Operator shall display the minimum wagers, maximum wagers and betting units at the table, which may be altered in the following circumstances:
- (a) where there are no players at the table; or
  - (b) all players at that table agree to the change; or
  - (c) by providing players with 10 minutes notice of the change, which shall be displayed at the table.
- 6.5 A player, either alone or in concert with any other person, shall not –
- (a) use; or
  - (b) have in their possession or control,  
at or near a Casino War gaming table or location related to the playing of the game Casino War -
  - (c) a calculator;
  - (d) computer; or
  - (e) any other device,  
that is capable, with respect to a game of –
  - (f) recording, projecting or analysing an outcome; or
  - (g) changing the probabilities or the playing strategies to be used.
- 6.6 Where the Casino Operator is satisfied that a player has contravened any provision of these Rules, they may:
- (a) declare the hand and wager/s of the player as Void; and/or
  - (b) exclude the player from further participation in the game.
- 6.7 A table at which players are present may only be closed if a sign indicating the proposed time of closure is displayed at that table at least 10 minutes prior to the proposed time of closure.
- 6.8 An onlooker or another player may not advise a player of any decision regarding their hand, unless requested to do so by that player.
- 6.9 The Casino Operator may invalidate the outcome of a Round of Play if :
- (a) the Round of Play is disrupted by civil commotion, fire, riot, brawl, robbery or any Act of God; or
  - (b) any fraudulent act is perpetrated by a player and/or a Dealer that affects the outcome of the Round of Play.

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- 6.10 Where the outcome of a Round of Play is invalidated under Rule 6.9 the Dealer shall refund all wagers made by players on that Round of Play.
- 6.11 In any dispute that arises from these Rules, the decision of the Casino Operator shall be final subject to the condition that the Gaming and Wagering Commission may review such decision.

**AMENDMENTS**

**1. Definitions.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>
1.1	499	16 October 2015

**2. Equipment.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>
2.3	499	16 October 2015

**3. Wagers.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>
3.4; 3.14	554	12 April 2019

**4. General Rules for Dealing.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>
4.11	554	12 April 2019

**5. Irregularities.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>
5.6	499	16 October 2015

**6. General Provisions.**

<b>Rule</b>	<b>RAG #</b>	<b>Date Amended</b>