

CROWN PERTH

WESTERN AUSTRALIA

2016 RULES OF THE AUTHORISED GAMES OF

- MINI BACCARAT / BACCARAT -

Approved under Section 22 of the
Casino Control Act 1984

Last amended by RAG/578 on 22 August 2023

1. DEFINITIONS

1.1 In the Rules of play for the game:

“**ATS**” means an automated transaction station featuring a touch screen monitor designed to allow play in accordance with these Rules;

“**ATS Chip Account**” means the credit balance available and displayed on an ATS;

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

“**Banker Pairs**” is an optional wager that may be made in the designated Betting Area, regardless of whether any valid wagers are made on the Bankers Hand, Players Hand or Tie;

“**Bankers Hand**” means the designation of a hand of cards dealt, the outcome of which may be wagered upon by the player;

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

“**Card Shuffling Machine**” means a machine approved by the Gaming and Wagering Commission used to shuffle cards prior to their insertion into a Shoe;

“**Cash Out Period**” means that period of time when a player can activate the cash out option on an ATS;

“**Casino Manager Table Games**” means the person assigned each shift having responsibility for the supervision of gaming and activities related to gaming in the Casino;

“**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;

“**Coup**” means the period of play that commences with the removal of the first card from the Shoe and concludes when the Dealer has placed all the cards used in the Round of Play into the Discard Rack;

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

“**Cutting Card**” means a card with no markings which is used to insert into a deck or multiple decks of cards;

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

“**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;

“**Display Controller**” means a device which determines what is shown on the display screen(s);

“**Display Screen(s)**” means a device which displays the conduct of the game, the result and other related information;

“**Dragon Bonus Wager**” is a wager that may be made in the designated Betting Area, regardless of whether any valid wagers are made on the Players Hand, the Bankers Hand or Tie;

“**Dummy Coup**” means a hand played where no wagers are placed or made on the outcome of the Coup;

“**Electronic Layout**” means part of an ATS touch screen where the player places their wagers;

“Face Value” means the number of the card, namely 2, 3, 4, 5, 6, 7, 8, 9 or 10; or the type of card, namely Jack, Queen, King or Ace;

“Layout” means either a “Table Layout” or an “Electronic Layout” as per these definitions;

“Natural” means a two card total of eight or nine achieved by either the Players Hand or the Bankers Hand;

“Natural Winner” is a winning Bankers Hand or Players Hand which is a Natural;

“Players Hand” means the designation of a hand of cards dealt, the outcome of which may be wagered upon by the player;

“Player Pairs” is an optional wager that may be made in the designated Betting Area, regardless of whether any valid wagers are made on the Players Hand, Bankers Hand or Tie;

“Point Count” is the combined total of the Point Values of the cards in the hand as determined by these Rules;

“Point Value” is the value of the card contributing to the count or points score of the hand;

“Staff Game Console (SGC)” means hardware that is available when one or more ATS are in use, which is designed to enable the appropriate gaming staff to enter all information required for the operation of the game system;

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

“Stand Off” means neither win nor lose;

“Super 6” is a wager that may be made in the designated Betting Area regardless of whether any valid wagers are made on the Players Hand, the Bankers Hand or Tie and will only be available on Non-Commission tables;

“Table Differential” means the amount which the Casino Operator may be liable to lose on a Coup as displayed at the table, being a limit placed on the amount of the difference allowable between the total amount wagered on the Bankers Hand and the total amount wagered on the Players Hand for a Coup;

“Table Games Manager” means the person assigned responsibility for the supervision of the operation and conduct of a designated number of gaming tables;

“Table Inspector” means the person responsible for the immediate supervision of the game;

“Table Layout” means a cloth layout where the players place their wagers;

“The Tableau” means a pre-established set of Rules determining the drawing of the cards to each of the Players Hand and the Bankers Hand;

“Tie” is when the point count of the Players Hand and the Bankers Hand are equal;

“Void” means an invalid hand or wager, as the context requires, with no result;

“Wagering Period” means the period during which a player is permitted to place, move or cancel wagers on an ATS; and shall be

- (a) determined by the Casino Operator;
- (b) no less than 15 seconds; and
- (c) clearly displayed on the ATS.

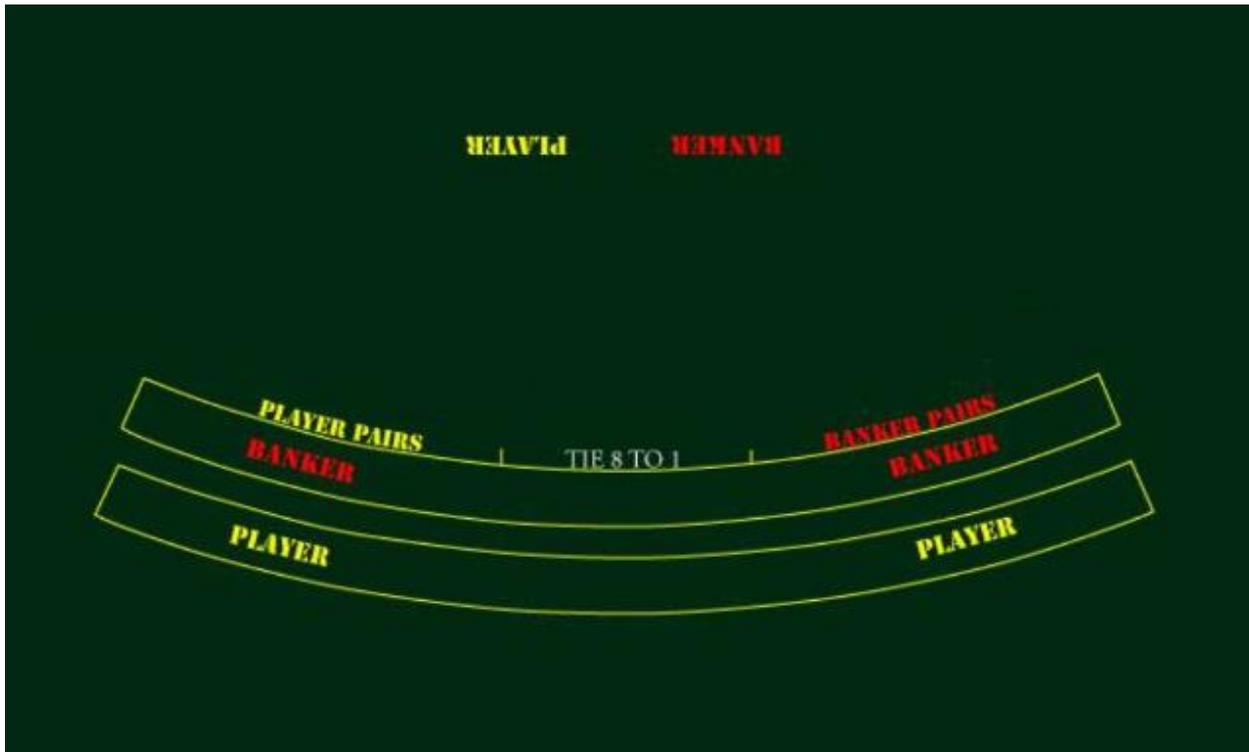
2. EQUIPMENT

Table Layout

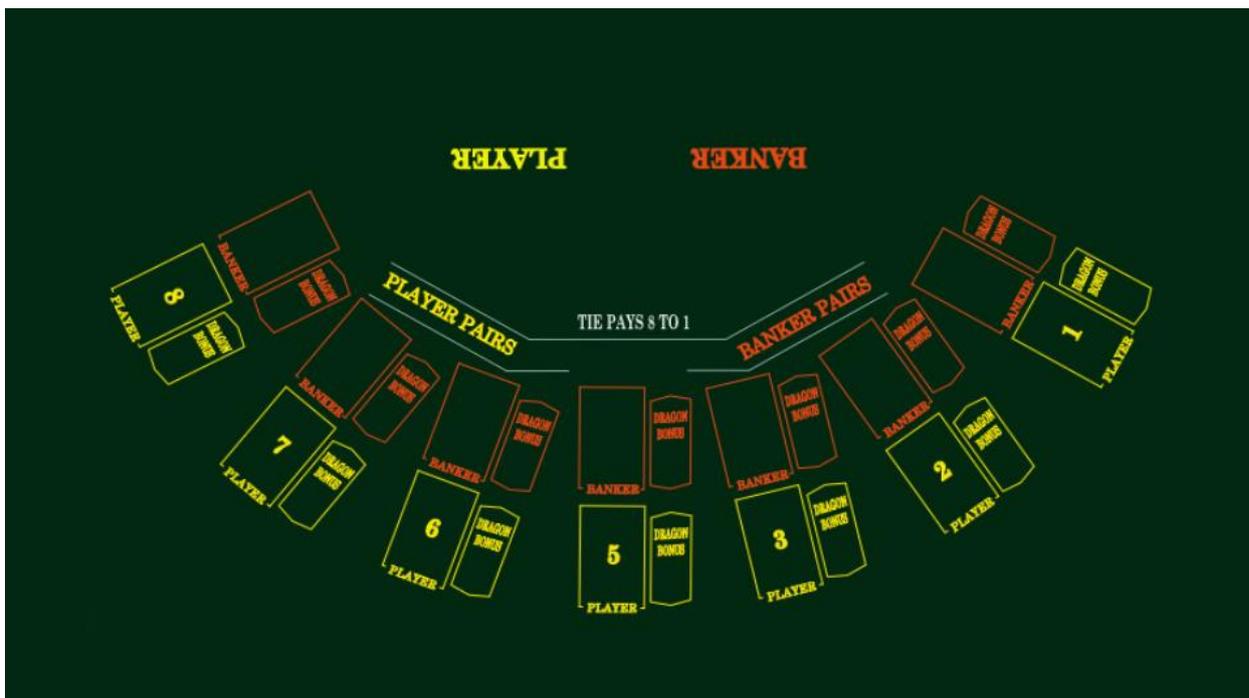
2.1 The game shall be played on the following table layouts, and:

- (a) may be imprinted with a logo provided the logo does not impede on the Betting Areas;
- (b) the cloth and betting areas may vary in colour; and/ or
- (c) the text may vary in font and colour.

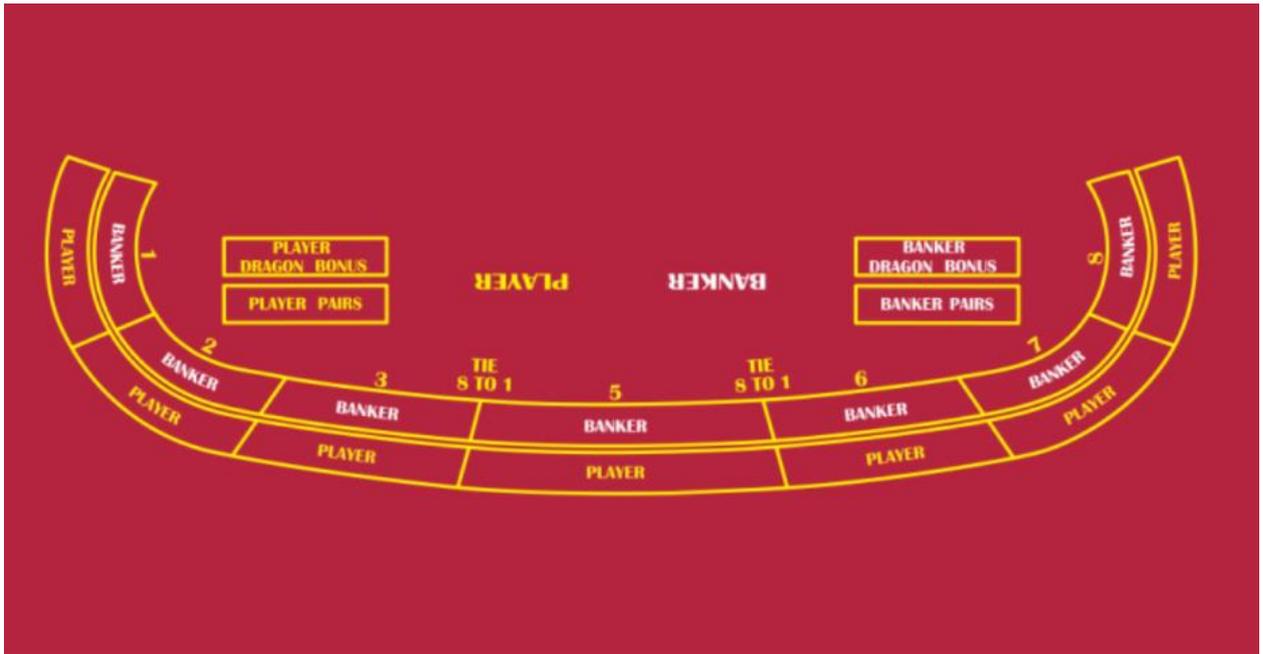
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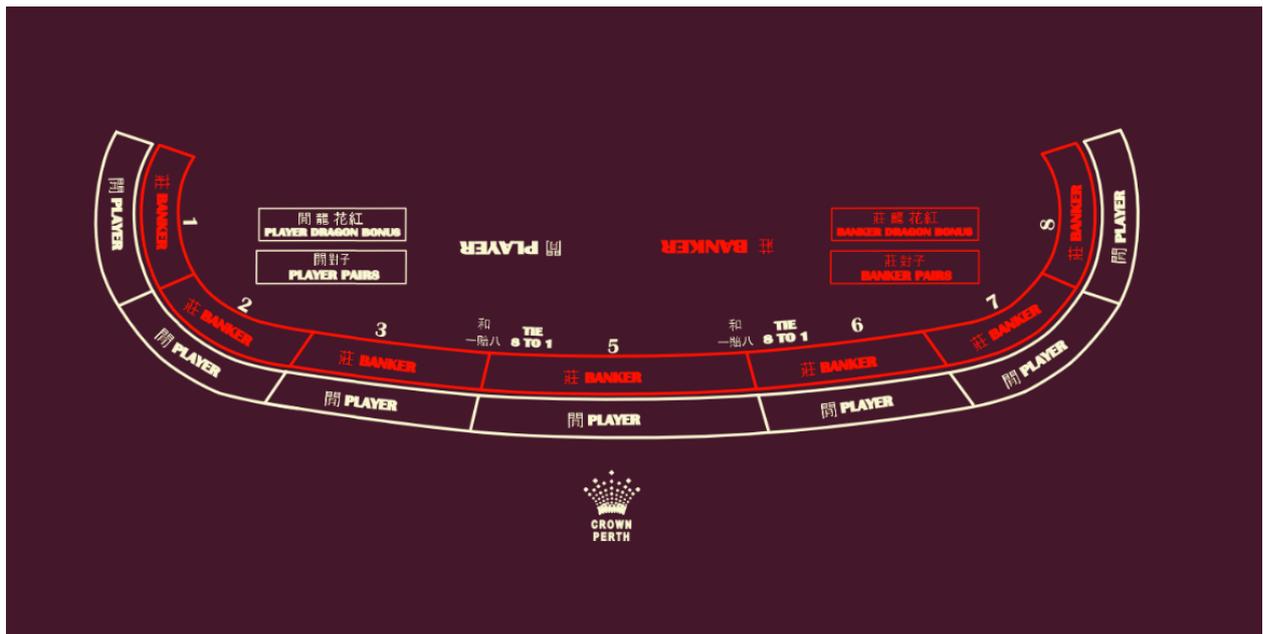
Layout: 2



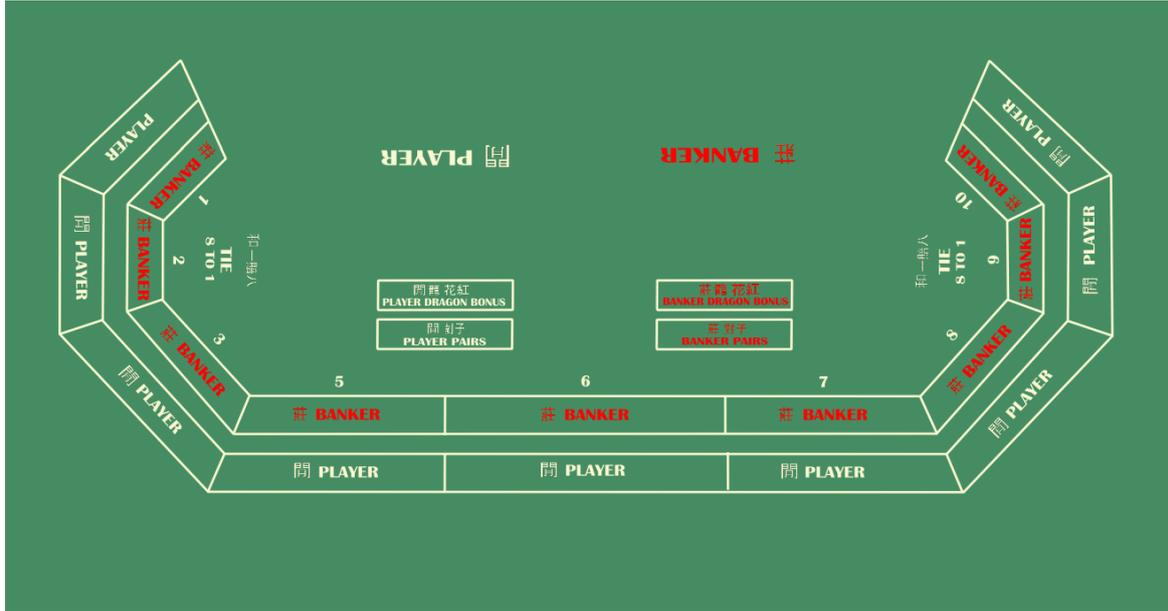
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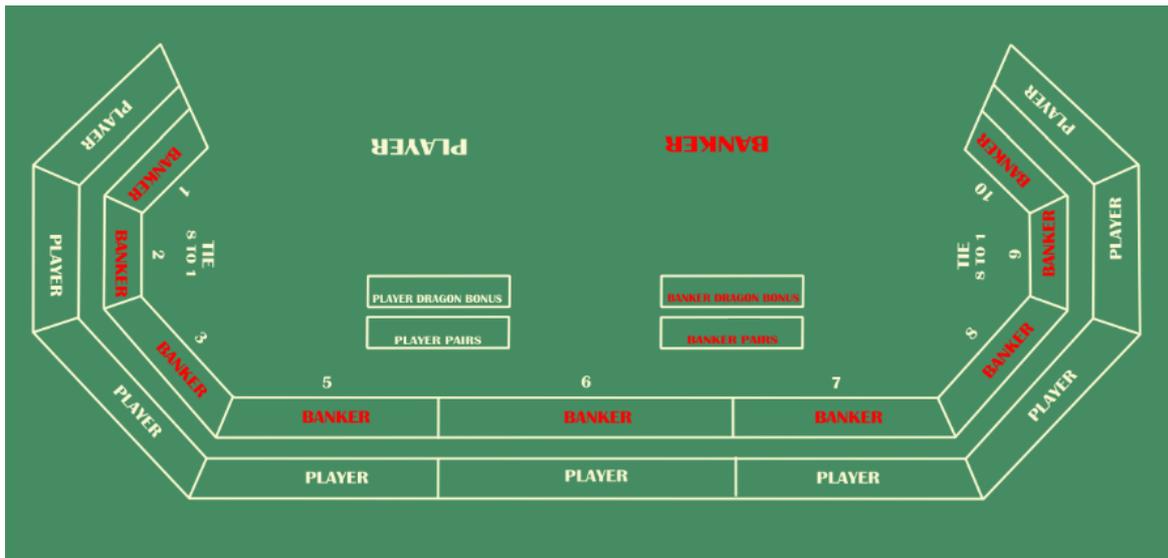
Layout: 4



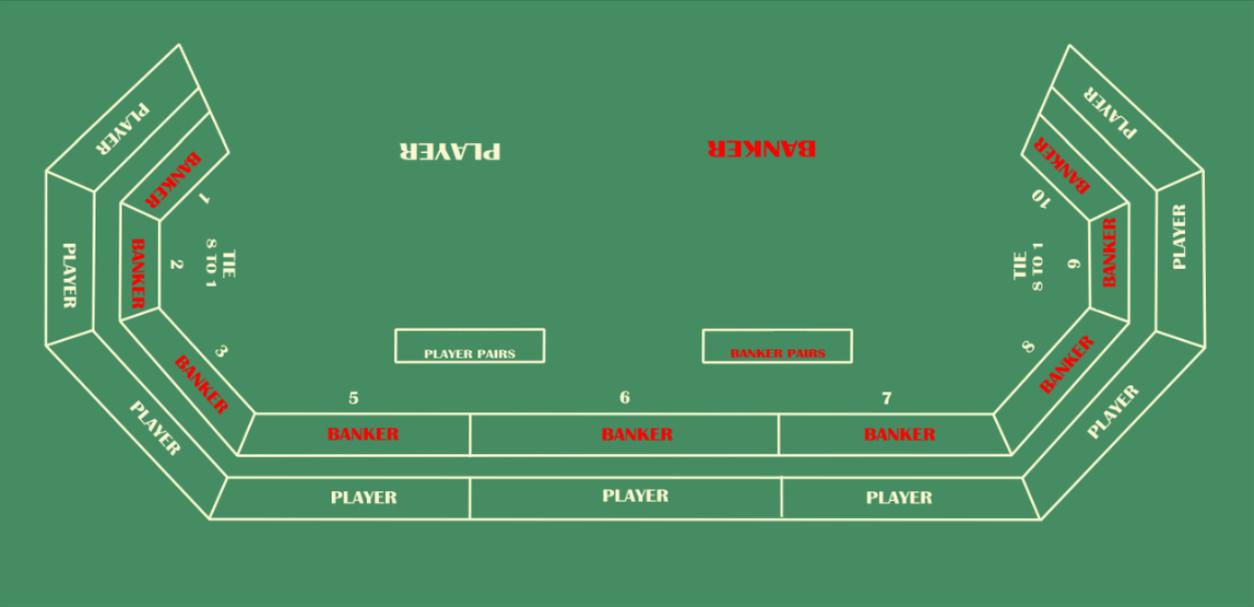
Layout: 5



Layout: 6



Layout: 7



Layout: 8



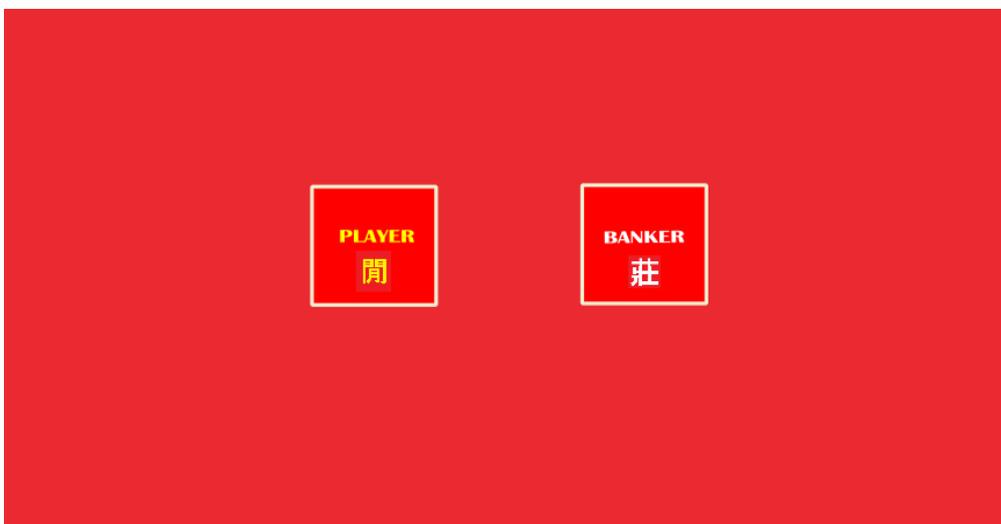
Layout: 9



Layout: 10



Layout: 11

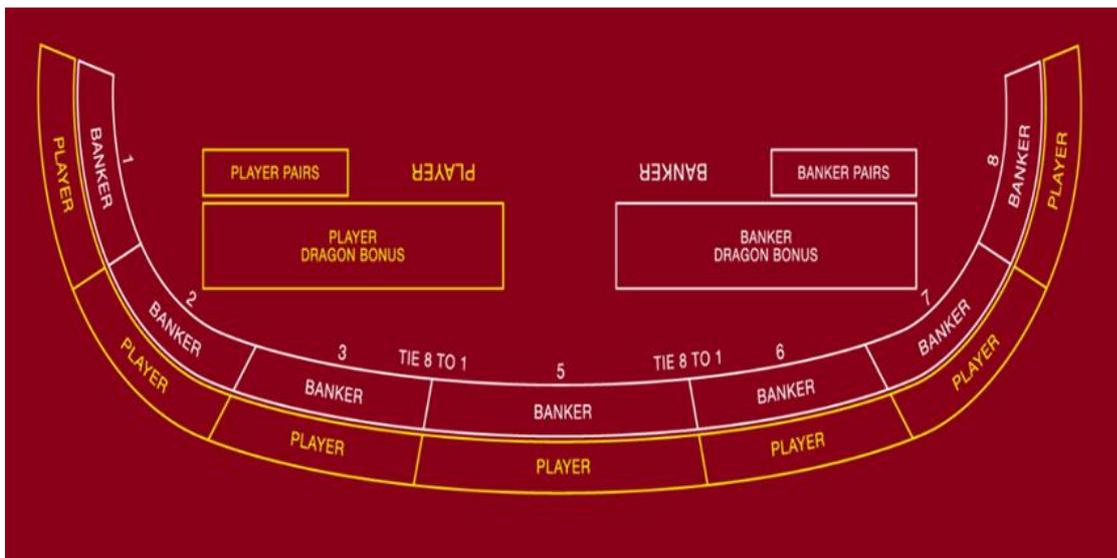


Layout 12



Note: Layouts 9, 10, 11 and 12 – can only be used during a Tournament and in circumstances where Tournament Redemption Chips are used that cannot be redeemed for cash gaming chips.

Layout: 13



ATS Layout and hardware

2.2 An ATS shall display the elements as shown in the Layouts below and:

- (a) may contain any additional elements necessarily required by these rules; and/or
- (b) may include features in addition to those shown, if those features are not inconsistent with the Layouts, or these rules; and
- (c) shall incorporate on-screen rules and where the on-screen rules are inconsistent with the Rules of Mini Baccarat / Baccarat, the on-screen rules shall prevail to the extent of the inconsistency.

Layout: 14



Layout: 15



- 2.3 Other electronic hardware may include:
- (a) a winning number display (WND) unit;
 - (b) a Staff Gaming Console (SGC); and
 - (c) a game system (other than an SGC and one or more ATS units)
 - (d) a Display Controller; and
 - (e) a monitoring system; and
 - (f) one or more display screens

Cards

- 2.4 The game shall be played with 4 to 8 decks of cards, all having backs of the same colour and design, less the jokers and with one Cutting Card.
- 2.5 The cards in each deck shall have a Point Value:
- (a) equal to its face value for cards between 2 and 9 inclusive;
 - (b) of Zero (0) for a 10, Jack, Queen or King, and
 - (c) of One (1) for an Ace.
- 2.6 The Point Count of a hand shall be:
- (a) where the combined Point Values of the cards in the hand is a number between 0 and 9 inclusive, that number; or
 - (b) where the combined Point Values of the cards in the hand is the number 10 or a higher number, the right digit of that number.
- 2.7 Where a Table Inspector forms the opinion that the cards have become unfit for further use, and provided no Coup is in progress, that person shall direct that the cards be replaced.
- 2.8 Except where pre-shuffled cards are introduced and accepted as such, any replacement cards shall be shuffled and Cut in accordance with these Rules.
- 2.9 All cards used shall be dealt from a Shoe.
- 2.10 Unless explicitly allowed for in these Rules, no person other than the Dealer or a person nominated by the Dealer shall handle a card.
- 2.11 No person shall:
- (a) remove a card from the layout; or
 - (b) hold a card away from the table.

3. WAGERS

General

- 3.1 All wagers shall be made by placing gaming chips on the appropriate Betting Areas of the layout prior to the Dealer calling 'No More Bets' and the Coup commencing.
- 3.2 A wager shall not be made, increased or withdrawn after the Coup has commenced.
- 3.3 No person shall touch a winning wager until the Dealer has paid it in full.
- 3.4 Orally declared wagers shall not be accepted.
- 3.5 The Casino Operator may:
 - (a) permit one or more wagers on any Betting Area where a Table Differential is in place; or
 - (b) limit the number of wagers on any Betting Area to 3 where a Total Maximum bet limit is in place.
- 3.6 The Casino Operator may upon notification to the Casino Surveillance Department fix a special limit for a particular player.
- 3.7 If the outcome of a hand is a Tie, a player may alter their wagers before the next Coup is dealt.
- 3.8 In relation to each table the Casino Operator shall determine, and shall display:
 - (a) the Game Version in force; being either
 - (i) Game Version A (Commission);
 - (ii) Game Version B (Non-Commission);
 - (iii) Game Version C (2 to 1); or
 - (iv) Game Version D (Even Money).
 - (b) the minimum and maximum wagers acceptable; and/or
 - (c) the maximum Table Differential.
- 3.9 Where a table limit sign is displayed stating that limits apply per person then a player may wager on 1 box only.
- 3.10 Wagers do not have to be in multiples of the minimum wager, unless so required by a displayed sign.
- 3.11 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 the table agree to the change; or
 - (c) by providing players with 10 minutes notice, which shall be displayed on the table.
- 3.12 A wager below the minimum shall be paid or collected after the result and the player concerned shall be informed that any further such wagers by that player may be returned irrespective of the result.
- 3.13 A wager above the maximum shall be paid or collected up to the permitted maximum only.
- 3.14 Partnerships with a view to exceeding the maximum wager are not permitted.
- 3.15 No person shall place a new wager until all losing wagers have been taken and the payment of the Coup has been completed.
- 3.16 A person wishing to play on, or continue to play on, an ATS shall have an ATS account by either;

- a) tendering to the Dealer an amount of cash, chips or casino vouchers; or
 - b) inserting cash or an ATS generated ticket into the ATS note acceptor; and
- the amount will be credited to the ATS and displayed on the ATS screen.

3.17 Accepted wagers placed on an ATS will result in the credit balance being debited by the amount of the wager.

Banker Wager

3.18 A Banker Wager shall:

- (a) win if the Point Count of the Bankers Hand is higher than the Point Count of the Players Hand;
- (b) lose:
 - (i) if the Point Count of the Bankers Hand is lower than the Point Count of the Players Hand; or
 - (ii) if the Point Count of the Bankers Hand is equal to the Point Count of the Players Hand and Game Version C is in use.
- (c) be a Stand Off if the Point Count of the Bankers Hand is equal to the Point Count of the Players Hand and Game Version A, Game Version B or Game Version D is in use.

3.19 A winning Banker Wager shall be paid according to the following:

Game Version A (Commission)	Game Version B (Non-Commission)		Game Version C (2 to 1)		Game Version D (Even Money)
1 to 1 less 5%	Winning Banker Point Count is 6	1 to 2	Winning Banker Point Count is 8 or 9 with 3 cards	2 to 1	1 to 1
	All other results	1 to 1	All other results	1 to 1	

Player Wager

3.20 A Player Wager shall:

- (a) win if the Point Count of the Players Hand is higher than the Point Count of the Bankers Hand;
- (b) lose:
 - (i) if the Point Count of the Players Hand is lower than the Point Count of the Bankers Hand; or
 - (ii) if the Point Count of the Players Hand is equal to the Point Count of the Bankers Hand and Game Version C is in use.
- (c) be a Stand Off if the Point Count of the Players Hand is equal to the Point Count of the Bankers Hand and Game Version A, Game Version B or Game Version D is in use.

3.21 A winning Player Wager shall be paid according to the following:

Game Version A (Commission)	Game Version B (Non-Commission)	Game Version C (2 to 1)		Game Version D (Even Money)
1 to 1	1 to 1	Winning Player Point Count is 8 or 9 with 3 cards	2 to 1	1 to 1
		All other results	1 to 1	

Tie Wager

3.22 A Tie Wager shall:

- (a) win if the Point Count of the Bankers Hand and the Point Count of the Players Hand are equal; and
- (b) lose if the Point Count of the Bankers Hand and the Point Count of the Players Hand are unequal; and
- (c) not be offered on Table Layout 10.

3.23 A Winning Tie Wager shall be paid at the odds of:

- (a) 8 to 1; or
- (b) 16 to 1 where the result is a Tie on a Point Count of 8, when prior approval has been given by the Casino Manager Table Games and a sign, as shown below, has been placed at the table.

(Promotion Name) BONUS

Payout 16 to 1

for a Tie bet with a point count of 8.

All other Ties pay 8 to 1.

Now available on this table.

Bankers Hand Dragon Bonus Wager

3.24 A player wagering on the Bankers Hand shall have priority in placing a Bankers Hand Dragon Bonus Wager.

3.25 A Bankers Hand Dragon Bonus Wager shall:

- (a) win if
 - (i) the Point Count of the Bankers Hand is higher than the Point Count of the Players Hand by four or more points; or
 - (ii) the Bankers Hand is a Natural and has a Point Count greater than the Players Hand;
- (b) be a Stand Off if the Bankers Hand and the Players Hand are equal Naturals;
- (c) lose with any other result.

3.26 A winning Bankers Hand Dragon Bonus Wager shall be paid at the odds detailed below:

- (a) if the winning hand is a Natural, winning wagers will be paid at the odds of 1 to 1; otherwise
- (b) payout odds to be used when the winning hand is not a Natural

Event	Payout Odds
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1

Players Hand Dragon Bonus Wager

3.27 A player wagering on the Players Hand shall have priority in placing a Player Hand Dragon Bonus Wager.

3.28 A Players Hand Dragon Bonus Wager shall:

- (a) win if:
 - (i) the Point Count of the Players Hand is higher than the Point Count of the Bankers Hand by four or more points; or
 - (ii) the Players Hand is a Natural and has a Point Count greater than the Bankers hand;
- (b) be a Stand Off if the Banker's Hand and the Player's Hand are equal Naturals;
- (c) lose with any other result.

3.29 A winning Players Hand Dragon Bonus Wager shall be paid at the odds detailed below:

- (a) if the winning hand is a Natural, winning wagers will be paid at the odds of 1 to 1; otherwise
- (b) payout odds to be used when the winning hand is not a Natural

Event	Payout Odds
Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1

Banker Pairs Wager

3.30 A Banker Pairs Wager shall:

- (a) win if first two cards dealt to the Bankers Hand have identical Face Values;
- (b) lose on any other result.

3.31 A winning Banker Pairs Wager shall be paid at the odds of 11 to 1.

Player Pairs Wager

3.32 A Player Pairs Wager shall:

- (a) win if first two cards dealt to the Players Hand have identical Face Values;
- (b) lose on any other result.

3.33 A winning Players Pairs Wager shall be paid at the odds of 11 to 1.

Super 6 Wager

3.34 A Super 6 Wager shall:

- (a) win if the Bankers Hand wins with a Point Count of 6;
- (b) lose on any other result.

3.35 A winning Super 6 Wager shall be paid at the odds of 15 to 1.

4. GENERAL RULES FOR DEALING

Shuffle and Cut

- 4.1 Immediately before the start of play and immediately after each Shoe is completed, or at other times when in the opinion of a Table Inspector a shuffle is warranted, the Dealer shall ensure that the cards are randomly mixed:
- (a) by, shuffling the cards by hand, only after the approval of the General Manager Table Games; or
 - (b) by introducing pre-shuffled cards provided they are accepted as such; or
 - (c) by using the Automatic Shuffler or Card Shuffling Machine if an Automatic Shuffler or Card Shuffling Machine is in use.
- 4.2 Where it is proposed in any game that pre-shuffled decks of cards be introduced, any of the players may:
- (a) on request, visually inspect the decks of pre-shuffled cards, or any of them, prior to their use; and
 - (b) require that any deck of cards issued as pre-shuffled be inspected and shuffled by the Dealer and Cut in accordance with these Rules.
- 4.3 If an Automatic Shuffler is used, the Dealer shall insert the cards in the machine immediately following the Chemmy Shuffle and shuffle, and the cards will not be offered for Cut by players.
- 4.4 Unless Rule 4.3 applies, after the cards have been shuffled:
- (a) the Dealer;
 - (b) the Table Inspector;
 - (c) the Table Games Manager;
 - (d) a player; or
 - (e) with prior approval of the Table Games Manager, another person;
- shall Cut the cards by placing the Cutting Card in the stack a minimum of approximately one deck in from either end.
- 4.5 Unless Rule 4.3 applies, the Dealer shall then:
- (a) move all the cards in front of the Cutting Card to the back of the stack and insert the Cutting Card approximately 20 cards in from the back of the stack; or
 - (b) fan 13 cards face down from the back of the stack and insert the Cutting Card, then place the cards into the shoe ready for play.
- 4.6 Before the start of play following each shuffle and Cut of the cards, the Dealer shall either:
- (a) remove the first card from the Shoe, face up; and draw, face down, a number of cards equal to the Face Value of the first card and burn them, including the face up card, by placing them in the Discard Rack (in this procedure, 10, Jack, Queen and King shall have a face value of 10 and an Ace a face value of 1);
- or
- (b) remove the first card from the Shoe and burn the card face down by placing the card into the Discard Rack. On the approval of a Table Games Manager the card may be shown.

The Deal

- 4.7 There shall be 2 hands dealt - the Player's Hand and the Banker's Hand.
- 4.8 Immediately before dealing the first four cards of a Coup the Dealer shall announce "no more bets" and, at the determination of a Table Games Manager, burn a card.
- 4.9 A Dealer may deal a Coup without the requirement of a wager being made.
- 4.10 The first and third cards shall respectively represent the first and second cards of the Player's Hand and the second and fourth cards dealt shall respectively represent the first and second cards of the Banker's Hand.
- 4.11 Subject to Styles C, D and E only being used with the prior approval of the Casino Manager Table Games, the game may be conducted according to:

Style A

With cards dealt in the area designated on the layout; or

Style B

With cards dealt passed to the player who has:

- (a) the highest amount wagered in the area of the layout designated for bets on the Player's Hand; and
- (b) the highest amount wagered in the area of the layout designated for bets on the Banker's Hand, respectively.

Style C

- (a) The cards when dealt:
 - (i) to the Players Hand, are passed to the player with the highest amount wagered in the area of the layout designated Player's Hand; and
 - (ii) to the Banker's Hand, are passed to the player who has wagered an amount on the area of the layout designated Banker's Hand and who is identified by the placement of the Banker's Hand Marker.
- (b) The Banker's Hand Marker shall be so placed as to designate the first active player in the closest seating position to the right of the Dealer and thereafter move around the table in a counter clockwise direction.
- (c) The Dealer shall move the Banker's Hand Marker:
 - (i) when the player before whom the Banker's Hand Marker is then placed so elects; or
 - (ii) when the Banker's Hand loses; and
 - (iii) to a player who has placed a wager on Banker for the next Coup.

Style D

- (a) the Shoe is offered counter-clockwise, commencing with the player in the closest seating position to the right of the Dealer; and
- (b) a player accepting the Shoe acts as Dealer only for the purposes of dealing the cards and of exposing the Banker's Hand. In this case the Dealer will be required to expose the Player's Hand.

Style E

- (a) the Shoe is offered to a pre-determined player.
 - (b) If either:
 - (i) a Dummy Coup is required, or
 - (ii) the player only wishes to place a wager on the Tie,then the pre-determined player, or their nominee, may still draw the cards for that hand.
- 4.12 Where either dealing Style D or Style E is used:
- (a) the cards must be handled only by the player (or their nominee) to whom they are dealt, or for the purpose of dealing.
 - (b) the Dealer may, with the approval of the Casino Manager Table Games, pass the opposing hand, on request, to the player with the highest amount wagered in the opposing Betting Area.
- 4.13 Whichever dealing style is adopted:
- (a) the cards must be handled only by the player (or their nominee) to whom they are dealt;
 - (b) the player accepting the Banker's Hand acts as the Dealer only to, expose the hand total;
 - (c) the Dealer shall turn over the cards, if they are not otherwise exposed.
 - (d) a player to receive the cards under these Rules may authorise another player seated at the table (whether or not that player has a wager) to open one or more of the cards;
 - (e) With approval of a Casino Manager Table Games;
 - (i) a player who under these Rules qualifies to accept the dealing Shoe may authorise another player at the table (whether or not that player has placed a wager) to deal the cards;
 - (ii) a player or their nominee who accepts the dealing Shoe may nominate another player seated at the table (whether or not that player has placed a wager) or the Dealer to open one or more of the cards;
 - (iii) a player may be authorised to handle both Player's Hand and Banker's Hand. In this circumstance, only one set of cards may be handled at any one time; and
 - (iv) Subject to the Rules of The Tableau, a player holding the Player's Hand may instruct the Dealer to draw a third card to the Banker's Hand, or a player holding the Banker's Hand may instruct the Dealer to draw a third card to the Player's Hand, without the Dealer announcing the point count of either hand.
 - (f) At any time a player or their nominee may be directed to relinquish control of the Shoe by a Table Games Manager.

The Tableau

4.14 If the point count of the Player's Hand or the Banker's Hand after the initial 4 cards are dealt is 8 or 9, which is called a Natural, no more cards shall be dealt to either hand.

4.15 If the point count of the Banker's Hand is 0 to 7, inclusive, the Player's Hand shall:

- (a) draw a third card; or
- (b) stand;

in accordance with the requirements of Table 1 below:

Table 1: Player's Hand

A player having a total of- 0-1-2-3-4-5 6-7 8-9	Draws a card Stands Has a Natural and cannot draw
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4.16 When the Player's Hand draws, the Banker's Hand shall:

- (a) draw (i.e. take a third card); or
- (b) stand (i.e. not take a third card),

in accordance with the requirements of Table 2 below:

Table 2: Bankers Hand

The Banker having total of -	When the third card in the Player's Hand is:-	When the third card in the Player's Hand is:-
3	0-1-2-3-4-5-6-7-9, draws	8, stands
4	2-3-4-5-6-7, draws	0-1-8-9, stands
5	4-5-6-7, draws	0-1-2-3-8-9, stands
6	6-7, draws	0-1-2-3-4-5-8-9, stands
7	Stands	
8-9	Has a Natural and cannot draw	
0-1-2	Draws	

4.17 If the point count of the Player's Hand is 6 or 7 after the initial 4 cards are dealt, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is 0 to 5, inclusive.

End of Shoe

4.18 When the Cutting Card appears as;

- (a) The first card of the Coup, the Dealer shall announce last Coup and complete that Coup,
- (b) Any other card of the Coup, the Dealer shall complete that Coup and announce last Coup, after which one last Coup shall be dealt.

Subject to rule 4.19, on the completion of this last Coup no more cards shall be dealt until the cards are shuffled.

- 4.19 A Table Inspector may, following the last Coup, authorise for one more Coup to be dealt as a Dummy Coup.
- 4.20 A Dealer may not be changed during the deal of any Coup.

5. IRREGULARITIES

- 5.1 If-
- (a) there is a misdeal; or
 - (b) more than 2 cards are dealt to a hand on the initial deal, and the hand cannot be reconstructed, the Coup shall be Void.
- 5.2 Where an unauthorised third card is dealt to the Player's Hand, that card shall become:
- (a) the third card of the Banker's Hand if the Banker's Hand is required to draw; or
 - (b) in any other case, it shall be dealt as though it were the next card from the Shoe.
- 5.3 Where an unauthorised third card is dealt to the Banker's Hand, it shall be dealt as though it were the next card from the Shoe.
- 5.4 An exposed card in the Shoe shall:
- (a) be used in accordance with Table 1 and Table 2 within these Rules; or
 - (b) if it is the first card of a Coup, the Coup shall be dealt as a Dummy Coup.
- 5.5 Subject to Rules 5.2, 5.3 and 5.4 where an unauthorised card drawn is used as the first card of the Players Hand, such Coup shall constitute a Dummy Coup.
- 5.6 If there are not enough cards in the Shoe to complete a Coup, that Coup shall be Void.
- 5.7 If an Automatic Shuffler malfunctions or fails to present cards in the Shoe mouth during a Coup, the Table Games Manager may declare that Coup Void and return all wagers on that Coup.
- 5.8 If during a Coup the Dealer inadvertently delivers:
- (a) any cards constituting the Player's Hand to the designated Banker's Hand area on the layout; and/or
 - (b) any cards constituting the Banker's Hand to the Player's Hand area on the layout; or
 - (c) any cards constituting the Player's Hand to the player accepting the Banker's Hand and/or
 - (d) any cards constituting the Banker's Hand to the player accepting the Player's Hand; and/or
 - (e) any cards not in accordance with the approved dealing Style in use, regardless of whether any card has been exposed, that Coup shall be either:
 - (i) reconstructed and completed with all wagers to be determined by the result; or
 - (ii) on approval of the Table Games Manager, completed after all players are given the option to retract their wagers and one or more player/s elect not to retract their wager; or
 - (iii) completed without the requirement of a wager being made.
- 5.9 If, after a Coup becomes a Dummy Coup, a wager remains on the Betting Area or a wager is placed on the Betting Area after the Dealer has indicated that a Coup is to be dealt as a Dummy Coup then:
- (a) The wager becomes a Void wager; and

(b) The relevant chips must be returned to the player who placed the wager.

5.10 Where any one of the first four cards dealt in a Coup have been drawn from the Shoe and none have been exposed a Table Games Manager may permit players to

- (a) change the position of their wager; or
- (b) alter the amount of their initial wager/s; or
- (c) place a new wager/s; or
- (d) withdraw their wager/s.

Where all players withdraw their wagers the Coup may be completed without the requirement of a wager being made.

5.11 If during a round of play an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.

ATS play

5.12 A WND unit shall be disregarded if the WND unit displays a number other than the actual outcome.

5.13 If the winning number displayed on the Display Screen is different to that displayed on the ATS, payouts will be made based on the outcome displayed on the ATS.

5.14 If the Dealer reasonably forms the view that they have entered an incorrect result into an SGC, the Dealer or designee shall freeze all ATS chip accounts and cause the results to be re-calculated based on the actual outcome.

5.15 If the Gaming System or an ATS has malfunctioned and it is determined that the player is entitled to a return of credits or wagers in the ATS, payment can be made from the table float that the ATS is connected to.

5.16 An ATS or SGC shall be taken to have malfunctioned where:

- a) multiple credits are displayed on the credit meter of the ATS and / or SGC that are not in keeping with the prize schedule and the amount bet;
- b) the ATS and / or SGC displays numbers not in keeping with the game format;
- c) the normal playing sequence of the ATS and / or SGC is permanently interrupted or the normal display is faulty; or
- d) for any other reason the Casino Operator is of the opinion that the ATS and / or SGC is not functioning correctly.

5.17 Where an ATS malfunctions, the Casino Operator may refuse to pay any amount claimed and may require the player to return any amount paid, in respect of that machine for a period of seventy two hours to allow the Casino Operator to investigate the malfunction. A Government Inspector is to be notified as soon as practicable of such an event.

5.18 Where in the opinion of the Casino Operator an amount has been credited to a person by an ATS:

- a) as a result of an ATS malfunctioning; or
- b) after an ATS has malfunctioned and before the ATS has been repaired;

the Casino Operator may refuse to pay or credit the person with the amount.

5.19 Players are required to notify the Casino Operator in the event of any malfunction of an ATS at which they are playing. Failure to do so, and the retention of any prizes, chip

account credit or free play as a result of an ATS malfunction or Dealer error, shall be considered to be a contravention of these rules.

- 5.20 If a player claims that an incorrect outcome has been announced or that any part of the game system has malfunctioned, the Casino Operator must consider the claim and take whatever reasonable action is permitted by this rule.
- 5.21 If the Game system, an ATS or the Display Controller experiences a malfunction:
- a) Prior to the expiry of the Wagering Period, all wagers placed on the ATS for the relevant round of play must be treated as void; and
 - b) On or after the expiry of the Wagering Period, the Table Games Manager must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 5.22 Where the Casino Operator investigates a malfunction and where the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.
- 5.23 If a display screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.
- 5.24 If, on an ATS, a player attempts to;
- a) place a wager that is less than the minimum permitted for a particular bet, at the end of the Wagering Period the ATS shall reject the wager and the players credit balance will not be debited; or
 - b) place a wager in a multiple over the minimum which is not permitted or is greater than the maximum permitted, the ATS must display only the number of chips or the denomination of chips as is the next lowest permitted wager and will not debit the players ATS credit balance in respect to that portion of the wager which is not permitted.
- 5.25 If, on an ATS, at the end of the Wagering Period for a Round of Play, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager, those wagers must not be recognised by the ATS for that round of play.

6. GENERAL PROVISIONS

- 6.1. If all the seats at a table are occupied, a person seated who has not made a wager for the last 3 Coups may be required to vacate that seat.
- 6.2. Subject to Rule 6.3, 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 the gaming table or location related to the playing of a game:
 - (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.
- 6.3. Notwithstanding Rule 6.2:
- (a) the Table Games Manager may permit the use of a portable communications or similar electronic device, such as a phone, computer or music listening device at, or near, a gaming table, in the Private Gaming Salons within the International Gaming Facility subject to:
 - (i) a minimum of one Table Inspector supervising the game;
 - (ii) the Table Games Manager notifying the Surveillance department beforehand.
 - (b) Under no circumstances is the communications or similar device to be used to record, project or analyse an outcome or the changing probabilities or the playing strategies to be used in relation to that game.
 - (c) The Table Games Manager may withdraw the permission referred to sub rule (a) of this rule at any time at their absolute discretion.
- 6.4. Where a Table Games Manager is satisfied that a player has contravened any provision of these Rules, the Table Games Manager may:
- (a) declare that any wager made by the player is Void; and
 - (b) direct that the player is excluded from further participation in the game.
- 6.5. The Casino Operator may close any gaming table in the following circumstances:
- (a) where there are no players at the table; or
 - (b) by providing players with 10 minutes notice of the time of closure, which shall be displayed at the table.
- 6.6. The Casino Operator may invalidate the result of a game if that result is affected by-
- (a) a fraudulent act by either a player or a Dealer or both; or
 - (b) civil commotion, fire, riot, brawl, robbery or act of God.
- 6.7. 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 any such decision

7. AMENDMENTS**1. Definitions.**

Rule	RAG #	Date Amended
1.1	522	26 July 2017

2. Equipment.

Rule	RAG #	Date Amended
2.7	522	26 July 2017
2.1	524	24 November 2017
2.2	524	24 November 2017
2.1	536	22 February 2018
2.1	539	14 June 2018
2.1	542	29 August 2018
2.1	550	22 January 2019

3. Wagers.

Rule	RAG #	Date Amended
3.21	522	26 July 2017
3.22	536	22 February 2018

4. General Rules for Dealing.

Rule	RAG #	Date Amended
4.1; 4.9; 4.18; 4.19	522	26 July 2017
4.11	550	22 January 2019

5. Irregularities.

Rule	RAG #	Date Amended
5.8	550	22 January 2019

6. General Provisions.

Rule	RAG #	Date Amended