

Crown Casino

Blackjack Rules

RULES OF THE GAME
BLACKJACK

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1 DEFINITIONS

1.1 In these rules-

"Blackjack" means an ace and any card having a value of 10 dealt as the initial two cards to a player or a Dealer.

"Continuous Shuffling Machine" means a device which continuously shuffles and deals the cards.

"Dealer" means the person responsible for dealing the cards at a Blackjack table.

"Dealing Shoe" means a device from which cards are dealt.

"Distinctive Marker" means a marker button labelled with, but not limited to, the words personal limit or higher limit.

"Game Supervisor" means the person responsible for the supervision of the operation of the game.

"Hard Total" means the total of a hand which contains no aces or which contains aces that are each counted as 1 in value.

"Insurance wager" means a wager which may be placed in addition to the player's original Blackjack wager when the Dealer's first card is an Ace.

"Side Wager" means a betting option which is an accessory to the main game and on which players may place a wager in addition to, his/her original Blackjack wager. For example: Perfect Pairs, Pontoon Pandemonium.

"Soft Total" means the total of a hand containing an ace when the ace is counted as 11 in value.

"VCGR" means Victorian Commission for Gambling Regulation.

"Void" means an invalid hand with no result.

1.2 Unless contrary intention appears, a Game Supervisor (or above) 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 Blackjack played at a particular gaming table.

- 1.4 A reference in these rules -
 - 1.4.1 To a bet is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.4.2 To a wager is to the money appropriated to such a bet in a particular case.

2 EQUIPMENT

- 2.1 Blackjack will be played on a table having places for nine or less seated players.
- 2.2 The table cloth (layout) will be marked in a manner similar to that shown in Diagram A with:-
 - 2.2.1 Areas for wagers, the number of areas being nine or less; and
 - 2.2.2 The name and/or logo of the casino imprinted thereon.
- 2.3 A dealing shoe will be used from which all cards will be dealt.
- 2.4 **A continuous shuffling machine may be used.**

3 THE CARDS

- 3.1 Blackjack will be played with four to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.
 - 3.1.1 Where a **continuous shuffling machine** is in use no cutting card will be used.

3.2 The value of cards is as follows;

3.2.1 An ace has the value of 11 except when that would give a player or the Dealer a score of more than 21, in which case it will have a value of 1.

(a) The Dealer may announce the separate cumulative total of each hand as it progresses, counting the ace as 1 or 11 until such time as the player stands or has reached a total where to count the ace as 11 the hand would exceed a score of 21. The cumulative result of any further cards drawn to that hand will then be announced.

(b) The first ace dealt to the Dealer's hand must count as 11 if this gives the Dealer a total between 17 and 21, inclusive, in which case the Dealer must stand.

3.2.2 Cards from 2 to 10 inclusive have the value that appears on the face of the card.

3.2.3 Jacks, queens and kings will have a value of 10.

3.2.4 Each player wagering at the table will be responsible for correctly computing the total of his/her hand and no player will be entitled to rely on the total announced by the Dealer.

3.2.5 The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.

4 SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT

4.1 The Shuffle

4.1.1 The cards will be shuffled so that they are randomly intermixed:-

(a) Immediately prior to the start of play;

(b) When the cut card is exposed or drawn as the first card of a new round;

- (c) At the completion of the round of play in which the cutting card is exposed;
- (d) Immediately if, in the opinion of a **Pit Boss (or above)**, the cards are dealt in a sequence which is abnormal.
- (e) At other times when in the opinion of a **(Pit Boss (or above))** there is reasonable cause to believe that a shuffle is warranted; and
- (f) Continuously where an approved **continuous shuffling machine** is in use on the table.

4.1.2 Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

4.2 The Cut

4.2.1 After the cards have been shuffled the Dealer may offer the stack of cards, with backs facing away from him/her to be cut. The player to cut the cards will be:-

- (a) The first player to arrive at the table if the game is just beginning;
- (b) The player on whose betting area the cutting card was dealt during the last round of play;
- (c) The player furthestmost to the right of the Dealer if the cutting card was dealt to the Dealer's hand during the last round of play; or
- (d) The player furthestmost to the right of the Dealer if the cards are replaced in accordance with these rules.

4.2.2 If the player designated in rule 4.2.1 of these rules refuses the cut, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a Game Supervisor **(or above)** will cut the cards.

4.2.3 The person designated in rule 4.2.1 of these rules will cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.

4.2.4 Once the person designated in this rule has inserted the cutting card the Dealer will:

- (a) Take all cards in front of the cutting card and place them to the back of the stack; then
- (b) Insert the cutting card in a position no more than half way in from the back of the stack; and
- (c) Insert the cards into the dealing shoe ready for the commencement of play.

4.3 Burning a Card

4.3.1 Before the start of play following each shuffle and cut of the cards the Dealer will remove the first card from the dealing shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard rack.

4.4 Card Replacement

4.4.1 At the discretion of the Game Supervisor (**or above**) at the completion of the final round of play and prior to a shuffle, the cards may be removed from the table and checked and replaced by new cards.

4.4.2 Where a **Pit Boss (or above)** forms the opinion that any or all of the cards have become unfit for further use and provided no hand is in progress, the **Pit Boss (or above)** will direct that the cards be replaced.

4.4.3 Where all the cards are replaced the new cards will be shuffled, cut and a card(s) burned in accordance with rules 4.1, 4.2 and 4.3 respectively.

5 PLACEMENT OF WAGERS

- 5.1 Wagers will be accepted only in chips.
- 5.2 A wager by a player will be placed on the appropriate areas of the table layout prior to the first card being dealt for a round of play.
- 5.3 Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers or authorised tokens which must be immediately converted to chips and placed on the table layout before the Dealer announces that no more bets may be placed.
- 5.4 Except as provided in rules 5.5.2, 7.5.1, 7.5.4, 7.5.5 or until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.
- 5.5 Wagers may be made on:
 - 5.5.1 Blackjack: and
 - 5.5.2 Insurance.
- 5.6 A Blackjack wager placed by a player will:
 - 5.6.1 Win if the player's hand has achieved Blackjack and the Dealer's hand has not achieved Blackjack:
 - 5.6.2 Win if the total of the player's hand is less than or equal to 21 and that of the Dealer's hand is in excess of 21; and
 - 5.6.3 Win if the total of the player's hand exceeds the total of the Dealer's hand without either exceeding 21;
 - 5.6.4 Be void if the total of player's hand is the same as the Dealer's hand (including where both the player and the Dealer have achieved Blackjack);
 - 5.6.5 Lose if the total of the player's hand is in excess of 21;
 - 5.6.6 Lose if the total of the Dealer's hand exceeds that of the player's hand without either exceeding 21.

- 5.7 An insurance wager placed by a player will:
- 5.7.1 Win if the second card dealt to the Dealer has a value of 10; and
 - 5.7.2 Lose if the second card dealt to the Dealer does not have a value of 10.
- 5.8 Up to three players may wager on any one betting area, however at the discretion of the Game Supervisor that number may be restricted to less than three.
- 5.9 Where more than one player has placed a wager on a betting area the decisions with regard to the cards dealt to that area will be called by the player whose wager is nearest the Dealer.
- 5.9.1 Prior to the commencement of a round of play the Dealer will:
- (a) Ascertain the player who will call the decisions with respect to each particular betting area;
 - (b) Ensure that within a particular betting area, the player calling the decisions places his/her wager nearest to the Dealer's side of the table;
 - (c) Ensure that all other players wagering on the betting area place their wagers in a vertical line with the wager referred to in rule 5.9.1 (b); and
 - (d) Ensure that the wagers are placed in accordance with rule 6.5 and where it is stated on the table limit sign that the maximum wager applies to a betting area:**
 - (i) The player identified in accordance with rule 5.9.1 (a) and (b) above will have first entitlement to place a wager equal to the maximum; and**
 - (ii) Where he/she places a wager less than the maximum, subject to rule 5.8, second and subsequent entitlement will go to the remaining players until the maximum is reached.**

5.10 At the discretion of a Game Supervisor, a player may wager on more than one betting area at a Blackjack table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand.

5.10.1 In the case of full patronage a player may wager on more than one betting area but may only call the decisions with respect to the betting area at which he/she is seated or is otherwise entitled to control.

5.11 A Table Games Operations Manager may limit a player to wagering on only one betting area and placing the minimum wager for that betting area as displayed on the table limit sign at the particular Blackjack table.

5.11.1 A VCGR Inspector must be notified prior to a player being limited to a table minimum wager.

5.12 A Table Games Operations Manager (or above) may where a player has not wagered on all rounds of play dealt since the commencement of a particular shoe restrict that player to wagering at the table minimum until the completion of the shoe and/or the cards are re-shuffled.

5.13 A wager may be refused prior to the initial deal if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

5.14 At the settlement of wagers for a round of play, the Dealer must:

5.14.1 Clear any losing wagers from the table layout; and

5.14.2 Pay any winning wagers.

6 PERMISSIBLE WAGERS

- 6.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the **Casino Control Act 1991**¹.
- 6.2 If—
- 6.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; and
- 6.2.2 A player attempts to place an individual wager that is greater than the permitted maximum wager the wager will be paid or collected to the maximum.
- 6.2.3 A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.

¹ Section 66 of the **Casino Control Act 1991** states:

66. Assistance to patrons

(1) A casino operator must—

...

(c) display prominently at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

(2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

6.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players. **Where a personal limit is agreed to for a particular player:**

6.3.1 **The betting area at which the player is seated will be denoted by a distinctive marker;**

6.3.2 **The player may be permitted to wager on more than one betting area;**

6.3.3 **Other player's wagering at the table may do so in accordance with the table limits applicable to that table; and**

6.3.4 **Having consideration for the provisions of rule 6.3.3, the total value of wagers placed in any betting area must not exceed the value of the player's personal limit.**

6.4 A **Pit Boss (or above)** may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.

6.5 The minimum and maximum wagers permitted per betting area will be shown on a notice at the table. Unless stated on this notice, wagers do not have to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum and whether the wagers are per betting area or per player.

7 DEALING THE GAME

7.1 All cards used in the game of Blackjack will be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the Dealer. All cards will be dealt:-

7.1.1 Face-upwards; or

7.1.2 The first two cards to each player may be dealt face-downwards.

- (a) A player may handle only the first two cards dealt to him/her; and
- (b) Where the game is to be dealt in this style the VCGR Inspectorate and Surveillance will be notified.

7.2 No person will handle, remove or alter any cards used in the game of Blackjack other than as provided for in rule 7.1.2 above.

7.3 Initial Deal

7.3.1 The Dealer will:

- (a) Announce that no more bets may be placed; and
- (b) Commencing from the left and continuing clockwise around the table deal one card in sequence to each betting area where a wager(s) has been placed; then
- (c) Deal one card to the Dealer's position; and
- (d) In a like manner then deal a second card to each of the betting areas where a wager(s) has been placed.

7.3.2 Where the Dealer's first card is an ace, all players who have placed an initial Blackjack wager may place an insurance wager.

- (a) All insurance wagers will be placed before the commencement of the subsequent deal and must be placed on the insurance line.

7.4 Interim Settlement

7.4.1 On completion of the initial deal and prior to the subsequent deal:

- (a) Where a player has been dealt a Blackjack and the Dealer's first card does not have a value of ten or is not an ace, the Dealer will pay the wager(s) on that hand in accordance with rule 8.1; or
- (b) Where a player has been dealt a Blackjack and the Dealer's first card is an ace, the player may request to be paid an amount equal to his/her initial wager.

7.5 Subsequent Deal

7.5.1 Commencing from the left, the Dealer will announce the total of the player's hand. The player will indicate his/her decision to:-

- (a) Double in accordance with rule 7.5.4;
- (b) Split in accordance with 7.5.5;
- (c) Stand – ie. take no further cards; or
 - (i) A horizontal movement of the hand by the player indicates his/her intention to stand.
- (d) Draw additional cards whenever the total of his/her hand is less than 21 except when he/she has Blackjack or a hard or soft total of 21.
 - (i) The player scratching the table layout towards himself/herself indicates his/her intention to draw.

7.5.2 As each player indicates his/her decision(s), the Dealer will deal face-up the additional cards required by the player and will announce the total of the player's hand after each additional card is dealt.

7.5.3 If, the Dealer has asked the players to act on their hands, and a player-

(a) Refuses or fails to act; or

(b) Is not present-

a Game Supervisor (or above) may after a reasonable time has passed, direct the Dealer-

(c) If the player's hand, has a soft total of 17 or more **or a hard total of 12 or more**, to regard the player as having elected to stand; or

(d) If the total of the player's hand is a soft total of less than 17, **or a hard total of less than 12**, draw further cards to that hand until a soft total of 17 or more, or a hard total of 12 or more is reached.

7.5.4 Doubling

(a) A player may elect to double when the first two cards dealt to him/her or the first two cards of any split hand have a hard total of 9, 10 or 11.

(i) To double the player must make an additional wager up to the amount of his/her original wager on the condition that only one additional card will be dealt to that hand.

(b) If the Dealer achieves Blackjack after a player doubles, the player will only lose an amount equivalent to his/her original wager.

(c) A player is not permitted to double if the first two cards dealt to him/her constitute a Blackjack.

7.5.5 Splitting

- (a) When the initial two cards dealt to a betting area are identical in value, the player may elect to split the hand into two separate hands.
 - (i) The wager placed on any split hand must be of an amount equal to the player's original wager.
- (b) When a player splits his/her hand, the Dealer will deal a second card to the first of the hands so formed and that hand will then be completed before any further cards are dealt to the second hand.
- (c) After a second card is dealt to the first split hand, the Dealer will announce the total of the hand and the player will indicate his/her decision to:
 - (i) Stand,
 - (ii) Draw; or
 - (iii) Split again to form a third hand where the second card dealt is of the same value as the first except when splitting aces. Aces may be split only once to form two hands and only one additional card will be dealt to each ace. The player may not elect to receive additional cards or split again.
- (d) A player may not split to form more than three hands in any round of play;
- (e) Where a player elects not to split any hand he/she may not split any further hands of equal value so formed.
- (f) Where aces or 10 value cards are split, the split hands so formed cannot achieve Blackjack.

- (g) A player who splits hands and subsequently exceeds 21 in any of the hands so formed will lose the wager on that hand regardless of the result of the Dealer's hand.
- (h) If the Dealer achieves Blackjack after a player splits his/her hand (including aces), the player will lose only an amount equivalent to his/her original wager.

7.5.6 Additional Cards to the Dealers Hand

- (a) Except as provided in rule 7.5.6 (c), the Dealer will draw additional cards to his/her hand until a hard or soft total of 17, 18, 19, 20 or 21 is reached at which point no additional cards will be drawn.
- (b) Where the Dealer's first card is an ace and the second card dealt to his/her hand does not have a value of 10, any Insurance wager(s) will be lost. The losing wagers will be collected by the Dealer immediately upon the drawing the second card.
- (c) No additional cards will be drawn to the Dealer's hand, regardless of the count total of the hand, if decisions have been made on all players hands and the additional cards would have no effect on the outcome of the round of play.

7.5.7 Conclusion of a Round of Play

- (a) At the conclusion of a round of play, the Dealer will pick up all cards still remaining on the table layout so that the cards can be readily reconstructed to indicate each player's hand in the case of a dispute.

8 SETTLEMENT

8.1 The bets which can be placed in respect of an individual round of play and the odds payable for winning wagers placed on them as described in rule 5.6 and 5.7 are-

<i>Name</i>	<i>Description</i>	<i>Odds</i>
Blackjack	The initial two cards dealt to a player hand comprise an ace and any card having a value of 10.	3 to 2
	All other winning wagers	1 to 1
Insurance	A wager that may be placed in addition to the player's original Blackjack wager when the Dealer's first card is an ace and which wins when the Dealer's second card has a value of ten The wager must be equivalent to not more than half the amount placed as the player's initial Blackjack wager.	2 to 1

9 IRREGULARITIES

9.1 Where the Dealer fails to burn a card as described in 4.3 the results of rounds of play previously played in that shoe will stand and play in that shoe will continue.

9.1.1 Where the first round of play has not been completed, that round of play may be reconstructed and the shoe recommenced, ensuring compliance with rule 4.3.

9.2 A card found face-up in the dealing shoe will be discarded.

9.3 A card drawn in excess from the dealing shoe will be treated as undisclosed and, subject to 9.3.1 below, will be used as though it were the next card from the dealing shoe.

9.3.1 A card drawn in excess to a Dealer's completed hand will be discarded if the card has been disclosed.

- 9.4 If in a round of play, despite no wagers being placed, the Dealer deals one or more cards to one or more betting areas, the Game Supervisor will declare the round of play void and instruct the Dealer to burn the card(s) dealt in excess from the dealing shoe.
- 9.5 **Except if it is the first round of play as described in rule 9.1.1, if after the initial deal, and prior to:**
- 9.5.1 Any interim settlement of wagers, including side wagers as defined in rule 1.1; or
- 9.5.2 Any cards being drawn in the subsequent deal, where no interim settlement of winning wagers is required;
- an error of card placement has occurred, the Game Supervisor (or above) may reconstruct the hand. The player(s) will be given the option to retract their wager(s) from the betting area before a full reconstruction takes place.
- 9.6 If during the subsequent deal it is noticed that a hand has been dealt to a betting area without a wager the cards constituting that hand will be discarded.
- 9.7 If during the subsequent deal it is noticed that the Dealer has not taken a first card, the player with the hand being decided at the time may:-
- 9.7.1 Complete his/her hand prior to the Dealer taking a first card; or
- 9.7.2 Instruct the Dealer to take a first card prior to making further decisions.
- 9.8 If during the subsequent deal it is noticed that cards have not been dealt to a player's betting area containing a wager, that wager is void.
- 9.8.1 If only one card is dealt to a player's betting area containing a wager, the player will have the option of retracting his/her wager or receiving a second card when called upon to make a decision on that betting area.

9.9 If a player is not given the option of drawing additional cards or the Dealer fails to correctly act on a player's decision any subsequent cards dealt in the same round of play will be considered to be drawn in excess from the dealing shoe and according to rule 9.3 will be treated as undisclosed.

9.9.1 An error that is not disclosed until after all wagers have been settled for a particular round of play will have no effect on the result of that round of play or further rounds of play.

9.10 In the event that the cards are not shuffled following the exposure of the cutting card in accordance with rule 4.1.1 (b) and (c), a shuffle will take place immediately at the completion of the round of play.

9.11 If there are insufficient cards remaining in the dealing shoe to complete a round of play, all of the cards in the discard holder will be shuffled and cut in accordance with rule 4.1 and 4.2 and the Dealer will then complete the round of play and the game will continue in accordance with these rules.

9.12 If during a round of play the **continuous shuffling machine malfunctions, or two or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined** and that round cannot be completed, that round of play will be void.

9.12.1 Where any interim settlement of wagers, including the settlement of side wagers as defined in rule 1.1 has occurred, the results of such settlement will stand.

9.13 If during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for the particular version of Blackjack in play:

9.13.1 The result of any rounds of play previously completed will stand;

9.13.2 The round of play where the error is discovered will be declared void and all monies returned for that round of play; and

9.13.3 The remainder of the shoe will be declared void and the cards removed from play.

10 CROWN PONTOON

10.1 Where the version of Blackjack in play is Crown Pontoon the approved rules of Blackjack will apply, except where the rules are inconsistent with the rules of Crown Pontoon, in which case the rules of Crown Pontoon will prevail.

10.2 Additional Definitions.

10.2.1 In these rules-

“Pontoon” means an ace and any card having a value of 10, dealt as the initial two cards to a player or a Dealer.

“Surrender” means that the Dealer offers the player the option to forfeit half his/her original wager, after the interim settlement and prior to any further cards being dealt where the Dealer has a jack, queen, king or ace as his/her first card.

10.3 Equipment

10.3.1 The table cloth (layout) will be marked in a manner similar to that shown in Diagram C with:-

- (a) Areas for wagers, the number of areas being nine or less; and
- (b) The name and/or logo of the casino imprinted thereon.

10.4 The Cards

10.4.1 Crown Pontoon will be played with four to eight decks of 48 cards having had the four tens removed ie. ten of hearts, diamonds, clubs and spades.

10.5 Placement of Wagers

10.5.1 A wager placed on Crown Pontoon by the player will:

- (a) Win if the total of the player' s hand is less than 21 and that of the Dealer is in excess of 21.

- (b) Win if the total of the player's hand exceeds that of the Dealer without either exceeding 21.
- (c) Win if the player has a Pontoon.
- (d) Win if the total of the player's hand is 21.
- (e) Except as provided in rules 10.5.1 (c) and 10.5.1 (d), be void if the total of the player's hand is the same as the Dealer.
- (f) Lose if the total of the player's hand is in excess of 21.
- (g) Lose if the total of the Dealer's hand exceeds that of the player without either exceeding 21.

10.6 Dealing the Game

10.6.1 Interim Settlement

- (a) Where Perfect Pairs is offered, all Perfect Pairs wagers placed will be settled in accordance with rule 15.6.1, during the interim settlement, and prior to any winning Pontoon wagers being paid.
- (b) When a player has Pontoon the Dealer will announce and pay the Pontoon at odds of 3 to 2 and remove the player's cards before any player receives a third card regardless of the value of the Dealer's first card.
 - (i) Where the Dealer's first card is an ace, a player who has achieved Pontoon will not be eligible to place an insurance wager.
- (c) When a player hand has a total of 21 the Dealer will announce the hand, pay the wager at the appropriate odds outlined in Table 1 below, and remove the player's cards, except in the case of a Super Bonus win, before any further cards are dealt.

- (d) After all player Pontoon's and hand totals of 21 have been settled the Dealer will offer the players the option to surrender where the Dealer's first card is an ace, king, queen or jack.

10.7 Doubling

10.7.1 A player may elect to double as described in 7.5.4 (a)(i) on:

- (a) His/her original two cards (excluding Pontoon);
- (b) The first two cards of any split pair (except when splitting aces); or
- (c) Any hand with a total of less than 21 formed with a third or subsequent card.

10.7.2 Any ace in the first two cards of any double will have a value of one not eleven.

10.7.3 Subject to rule 10.5.1(d) if the Dealer obtains Pontoon after a player doubles, the Dealer will collect only an amount equivalent to the original wager and will not collect the additional amount wagered in doubling.

10.7.4 All winning doubled hands will be paid at odds of 1 to 1 and will not be eligible for payout odds and Super Bonus odds as set out in Tables 1.

- (a) Where a player elects not to double in line with the player controlling the box, that player's winning hand is paid at odds of 1 to 1, and is not eligible to be paid at other payout odds as described in Table 1.

10.7.5 If the total of a hand on which a player has doubled is not more than 21, the player may elect to withdraw the doubled portion of the wager. Where the player elects to withdraw the doubled portion, the Dealer will remove the original wager.

- (a) Each player wagering on a betting area may make the decision to play or forfeit his/her wager irrespective of the decision made by the player controlling the box.

10.8 Splitting

10.8.1 If the initial two cards dealt to a player are suited 7's and the player splits to form two separate hands the "Super Bonus" payout will not apply in the event that additional 7's are drawn to any of the split hands.

10.9 Surrender

10.9.1 Subject to rule 10.9.3 where the Dealer has a jack, queen, king or ace as their first card, the Dealer will, after the initial deal and before any further cards have been dealt, offer all players who have a total of less than 21 the option to surrender half their original bet.

10.9.2 If the player surrenders, a marker button will be placed on the top of the surrendered wager and no further cards will be dealt to that hand.

10.9.3 Where the Dealer obtains Pontoon, the surrender will be void and the player will lose his/her entire wager.

10.9.4 Where the Dealer does not achieve Pontoon the Dealer will complete the round of play and collect all surrenders in the final settlement.

10.9.5 Where the player controlling the box decides not to surrender other players wagering on that box may not choose to surrender.

10.10 Dealing the Game

10.10.1 If, the Dealer has asked the players to act on their hands, and a player-

(a) Refuses or fails to act; or

(b) Is not present-

a Game Supervisor (or above) may after a reasonable time has passed, direct the Dealer-

(c) If the player's hand, has a soft total of 18 or more, or a hard total of 12 or more, to regard the player as having elected to stand; or

(d) If the total of the player's hand has a soft total of 17 or less, or a hard total of less than 12, draw further cards to that hand until a soft total of 18 or more, or a hard total of 12 or more is reached.

10.11 Additional Cards to the Dealer's Hand

10.11.1 Except as provided by rule 7.5.6 (c), a Dealer will draw additional cards to the Dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18,19, 20 or 21 is achieved, at which point no additional cards will be drawn.

10.12 Settlement

10.12.1 The odds payable for winning wagers placed on Crown Pontoon are-

TABLE 1: CROWN PONTOON PAYOUT ODDS

Winning Hand	Description	Odds
Pontoon	The initial two cards dealt to either a player hand or the Dealer hand comprise an ace and any card having a value of 10.	3 to 2
5 cards totalling 21	The first five cards dealt to a player hand total 21.	3 to 2
6,7,8 mixed suits	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are not of the same suit.	3 to 2
7,7,7 mixed suits	The first three cards dealt to a player hand have a value of 7 and not all three cards are of the same suit.	3 to 2
6 cards totaling 21	The first six cards dealt to a player hand total 21.	2 to 1
6,7,8 same suits (except spades)	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are of the same suit except spades.	2 to 1
7,7,7 same suits (except spades)	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit except spades.	2 to 1
7 or more cards totaling 21	The first seven or more cards dealt to a player hand total 21	3 to 1
6,7,8 all spades	The first three cards dealt to a player hand have a value of 6, 7 and 8 and all three cards are of the suit of spades.	3 to 1
7,7,7 all spades	The first three cards dealt to a player hand have a value of 7 and all three cards are of the suit of spades	3 to 1
All other winning wagers		1 to 1

TABLE 1: CROWN PONTOON PAYOUT ODDS (cont)

Winning Hand	Description	Odds
Super Bonus	A player hand comprising three sevens of the same suit and the Dealer's first card has a value of 7.	\$1,000* if bet \$2 to \$24 \$5,000* if bet \$25 or greater All other original wagers, winning or losing on the round of play in which there is a Super Bonus winner will be eligible to receive a Bonus payment of \$50.
Super Bonus payouts are made in addition to the odds displayed above and will be paid at the completion of the hand and before the cards are collected.		

11 PONTOON PANDEMONIUM

11.1 Where the version of Crown Pontoon in play is Pontoon Pandemonium the approved rules of Crown Pontoon will apply, except where the rules are inconsistent with the rules of Pontoon Pandemonium”, in which case the rules of Pontoon Pandemonium will prevail.

11.2 Additional Definitions

11.2.1 In these rules:

"Pontoon Pandemonium wager" means a side wager which once placed, entitles the player to a bonus prize when dealt Pontoon.

“jackpot button” means a device offered to each player with a winning Pontoon Pandemonium wager which, when activated randomly selects a bonus prize.

“Pontoon Pandemonium Bonus Meter” means an electronic meter display used to display bonus prizes.

11.3 Equipment

11.3.1 The table cloth (layout) will be marked in a manner similar to that shown in Diagram D with:

- (a) Areas for wagers, the number of areas being nine or less;
- (b) Areas for Pontoon Pandemonium wagers; and
- (c) The name and/or logo of the casino imprinted thereon.

11.3.2 Additional Equipment

- (a) A jackpot button.
- (b) An electronic meter that displays bonus prizes.

11.4 Placement of Wagers

11.4.1 A Pontoon Pandemonium wager will:

- (a) Win if the player(s) hand is Pontoon as defined in rule 10.2.1.
- (b) Win where the Dealer and the player both achieve Pontoon.
- (c) Lose if the player(s) hand is not Pontoon as defined in rule 10.2.1.

11.5 Dealing the Game

11.5.1 Prior to the first card being dealt for each round of play players will be given the opportunity to place a Pontoon Pandemonium wager by placing a chip on the appropriate area of the table layout.

11.5.2 A player may only place a Pontoon Pandemonium wager if he/she has already placed a Crown Pontoon wager. The Pontoon Pandemonium wager must be placed in the betting area provided for Pontoon Pandemonium wagers corresponding to the area where the player has placed his/her Crown Pontoon wager.

11.5.3 A player may wager on more than one Crown Pontoon betting area and will be entitled to place a Pontoon Pandemonium wager for each Crown Pontoon wager in each corresponding betting area provided for Pontoon Pandemonium wagers.

11.6 Settlement

11.6.1 Where Perfect Pairs is also offered, all Perfect Pairs wagers will be settled in accordance with rule 15.6.1, during the Interim Settlement, and prior to any winning Pontoon Pandemonium and/or Pontoon wagers being paid.

11.6.2 The Bonus Prize for a winning "Pontoon Pandemonium" wager is determined by the random selection by the jackpot button of one prize outcome from among the prize possibilities shown in the selected pay table.

11.6.3 Pontoon Pandemonium may be played in accordance with one of the pay tables listed in 11.6.3.

11.6.4 The odds payable for winning wagers placed on Pontoon Pandemonium are-

(a) Table 1 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$250,000
30	\$7,500
300	\$750
750	\$250
1,500	\$50
7,050	\$25
17,370	\$20
23,250	\$15
29,250	\$10
33,000	\$5

(b) Table 2 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$100,000
50	\$1,000
70	\$500
345	\$100
5,000	\$50
12,100	\$20
34,000	\$10

(c) Table 3 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$50,000
50	\$1,000
80	\$500
400	\$100
5,000	\$50
14,000	\$20
30,000	\$10

(d) Table 4 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$25,000
50	\$1,000
80	\$500
400	\$100
4,000	\$50
8,000	\$20
24,970	\$10

(e) Table 5 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$10,000
50	\$1,000
75	\$500
400	\$100
3,900	\$50
8,400	\$20
23,000	\$10

(f) Table 6 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$25,000
2	\$1,000
10	\$500
87	\$100
100	\$50
250	\$40
250	\$35
500	\$30
750	\$25
750	\$20
1500	\$15
1500	\$14
1500	\$12
1500	\$11
1329	\$10

(g) Table 7 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$25,000
6	\$1,000
30	\$500
250	\$100
300	\$50
600	\$40
600	\$35
1200	\$30
1600	\$25
1600	\$20
3050	\$15
2850	\$14
2850	\$12
2850	\$11
2650	\$10

(h) Table 8 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
1	\$25,000
12	\$1,000
60	\$500
500	\$100
600	\$50
1200	\$40
1200	\$35
2400	\$30
3200	\$25
3200	\$20
5300	\$15
5060	\$14
5000	\$12
5000	\$11
4900	\$10

(i) Table 9 – Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
3	\$100
9	\$50
18	\$25
28	\$20
18	\$10
15	\$5
6	\$3
3	\$2

(j) Table 10 Prize Possibilities

<i>Number of possible prizes</i>	<i>Prize for each \$1 wagered on "Pontoon Pandemonium"</i>
3	\$100
9	\$50
10	\$30
31	\$20
27	\$10
20	\$5

11.6.5 When more than one player wagers on a Crown Pontoon betting area, each player having a valid Pontoon Pandemonium wager will have the opportunity to press the jackpot button.

- (a) The player who controls the betting area according to rule 5.9 will have the right to press the jackpot button first. All other players will then activate the jackpot button in the order in which their wagers are placed in the betting area.
- (b) If a player declines the jackpot button he/she may nominate another person without a winning Pontoon Pandemonium wager to press the jackpot button.
- (c) If no decision can be reached the Dealer or above will activate the button.
- (d) Once a player or his/her nominee has activated the jackpot button and a prize has been established the prize amount will be paid to the player before the jackpot button is offered to the next player with a valid Pontoon Pandemonium wager in that betting area.

11.6.6 In a round of play a player who has achieved Pontoon but has not placed a valid Pontoon Pandemonium wager may request to push the jackpot button or may be offered the jackpot button by the Dealer. If, in such an instance the player pushes the jackpot button, the result is void.

11.7 Irregularities

11.7.1 Where, in the course of offering the jackpot button to a player with a valid Pontoon Pandemonium wager the jackpot button is activated other than by being pushed by the player entitled to do so or his/her nominee, that player must be given the option of either accepting the result that has eventuated or pressing the jackpot button again.

11.7.2 In instances where the jackpot button is activated at a time other than in the course of offering the button to a player with a valid Pontoon Pandemonium wager or his/her nominee, the result is void.

11.7.3 If during a round of play, after the jackpot button has been pressed, there is a discrepancy between the bonus prize showing on the bonus meter and the bonus prize showing on the Central Control Panel:

- (a) The amount showing on the Central Control Panel will be deemed to be the winning amount; and
- (b) A malfunction may be declared.

11.7.4 Where a malfunction is declared:

- (a) The wager being actioned at the time will be paid the amount showing on the Central Control Panel in accordance with rule 11.7.3, multiplied by the amount of the Pontoon Pandemonium wager;
- (b) Any winning Pontoon Pandemonium wagers which have not as yet been settled will be paid an amount of \$20 multiplied by the amount of the Pontoon Pandemonium wager as appropriate.

- (c) The Pontoon Pandemonium wager will not be offered to patrons and a regular Crown Pontoon game will be conducted until the malfunction is rectified and the Pontoon Pandemonium wager can be re-introduced to the game.

12 VEGAS BLACKJACK

12.1 Where the version of Blackjack in play is Vegas Blackjack the approved rules of Blackjack will apply, except where the rules are inconsistent with the rules of Vegas Blackjack, in which case the rules of Vegas Blackjack will prevail.

12.2 Additional Definitions

12.2.1 In these rules:

“Surrender” means that the Dealer offers the player the option to forfeit half their original wager, after the interim settlement and prior to any further cards being dealt where the Dealer has a ten, jack, queen, king or ace as their first card.

12.3 The Cards

12.3.1 Vegas Blackjack will be played with four decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

12.4 Dealing the Game

12.4.1 Surrender

- (a) Subject to rule 12.4.1(c) where the Dealer has a ten, jack, queen, king or ace as their first card, the Dealer will, after the initial deal and before any further cards have been dealt, offer all players who have a total of less than 21 the option to surrender half their original wager.
- (b) If the player surrenders, a marker button will be placed on top of the surrendered wager and no further cards will be dealt to that hand.

- (c) Where the Dealer obtains Blackjack, the surrender will be void and the player will lose his/her entire wager.
- (d) Where the Dealer does not achieve Blackjack the Dealer will complete the round of play and collect all surrenders in the final settlement.
- (e) When the player controlling the box decides not to surrender other players wagering on that box may not choose to surrender.

12.4.2 Doubling

- (a) Players may elect to double (ie. make an additional wager up to the amount of the original wager), on the player's original two cards (excluding Blackjack), and the first two cards of any split pair with a total of less than 21(except when splitting aces) provided that only one additional card will be dealt to any hand on which a player has elected to double.

13 MAGNIFICENT SEVENS

13.1 Where the version of **Blackjack, Crown Blackjack, Vegas Blackjack, Premier Blackjack, Premium Doubling Blackjack, Sports Blackjack, Crown Pontoon or Pontoon Pandemonium** in play incorporates Magnificent Sevens the approved rules of **Blackjack, Crown Blackjack, Vegas Blackjack, Premier Blackjack, Premium Doubling Blackjack, Sports Blackjack, Crown Pontoon or Pontoon Pandemonium** will apply, except where the rules are inconsistent with the rules of Magnificent Sevens, in which case the rules of Magnificent Sevens will prevail.

13.2 Additional Definitions

13.2.1 In these rules:

"Magnificent Sevens wager "means a side wager that may be made in addition to a players original Blackjack or Crown Blackjack wager in the space provided for Magnificent Sevens wagers.

"Magnificent Sevens Tournament" means a tournament where eligible players are those who have played Magnificent Sevens and been dealt three sevens of the same suit while having a valid Magnificent Sevens wager.

13.3 Equipment

13.3.1 The table cloth (layout) will be marked in a manner similar to that shown in Diagram B with:

- (a) Areas for wagers, the number of areas being nine or less;
- (b) Areas for Magnificent Sevens wagers, the number of betting areas being nine or less, and
- (c) The name and/or logo of the casino imprinted thereon.

13.4 Placement of Wagers

13.4.1 A Magnificent Sevens wager will win if:-

- (a) The first, second and third cards dealt to a betting area with a Magnificent Sevens wager are all sevens.
- (b) The first and second cards dealt to a betting area with a Magnificent Sevens wager are both sevens but the wager has not won according to rule 13.4.1 (a).

13.4.2 A Magnificent Sevens wager will lose if:-

- (a) The first card dealt to the player placing the wager is not a seven.
- (b) The first card dealt to the player placing the wager is a seven but the second card dealt to the player is not a seven.

13.5 Dealing the Game

13.5.1 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a Magnificent Sevens wager by placing a chip in the appropriate area of the table layout.

13.5.2 A player may only place a Magnificent Sevens wager if he/she has already placed a Blackjack or Crown Blackjack wager. The Magnificent Sevens wager must be placed in the betting area provided for Magnificent Sevens wagers corresponding to the area where the player has placed his/her Blackjack or Crown Blackjack wager.

13.5.3 A player may wager on more than one betting area and will be entitled to place a Magnificent Sevens wager for each original Blackjack or Crown Blackjack wager placed in each corresponding betting area provided for Magnificent Sevens wagers.

13.6 Splitting

13.6.1 If the first two cards dealt to a player with a Magnificent Sevens wager are sevens and that player splits to form two separate hands, the Magnificent Sevens result is determined by these two cards and the next card dealt to the player.

- (a) The hand is settled according to the payout odds stated in Table 1 immediately there is a result. The hand is then completed according to the Blackjack and/or Crown Blackjack rules.

13.7 Versions of Play

13.7.1 Magnificent Sevens may be played according to one of two versions:

- (a) Version 1 utilising the payout schedule described in Table 1; or
- (b) Version 2 utilising the payout schedule described in Table 2.

13.7.2 Where a version of Magnificent sevens as described in rule 13.7.1 is in play, all Magnificent Sevens tables must offer that particular version.

13.7.3 Where a decision has been made to change the version of Magnificent Sevens played, a notice conveying the change must be displayed for a reasonable period of time prior to changing from version 1 to version 2 or vice versa.

(a) Where version 1 is in play, notice must be given to the players that Magnificent Sevens will be played according to version 2. Where no tournament entries have as yet been decided or when the final tournament entry has been determined all operational Magnificent Sevens games will be closed down for a reasonable period of time prior to re-opening as version 2.

(b) Where version 2 is in play and notice has been given that Magnificent Sevens will be played according to version 1, a time and date will be nominated at which point all operational Magnificent Sevens games will be closed down for a reasonable period of time prior to re-opening as version 1.

13.8 Settlement

13.8.1 The odds payable for winning wagers placed on Magnificent Sevens are paid according to Table 1 where version 1 is in play or Table 2 where version 2 is in play.

TABLE 1: MAGNIFICENT SEVENS PAYOUT ODDS VERSION 1

Qualifying Hands	Description	Payout Odds Number of Decks in Use				
		4	5	6	7	8
Three Sevens same suit	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit.	7770 to 1*	7770 to 1*	7770 to 1*	7770 to 1*	7770 to 1*
Three Sevens mixed suits	The first three cards dealt to a player hand have a value of 7 and all three cards not of the same suit	950 to 1	750 to 1	650 to 1	550 to 1	500 to 1
Two sevens same suit	The first two cards dealt to a player hand have a value of 7 and all three cards are of the same suit	150 to 1	150 to 1	150 to 1	150 to 1	150 to 1
Two sevens mixed suit	The first two cards dealt to a player hand have a value of 7 and all three cards not of the same suit	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1
* In addition to payout odds players receive a free entry to a subsequent Magnificent Sevens Tournament.						

TABLE 2: MAGNIFICENT SEVENS PAYOUT ODDS VERSION 2

Qualifying Hands	Description	Payout Odds Number of Decks in Use				
		4	5	6	7	8
Three Sevens same suit	The first three cards dealt to a player hand have a value of 7 and all three cards are of the same suit.	16,000 to 1	16,000 to 1	16,000 to 1	16,000 to 1	16,000 to 1
Three Sevens mixed suits	The first three cards dealt to a player hand have a value of 7 and all three cards not of the same suit	950 to 1	750 to 1	650 to 1	550 to 1	500 to 1
Two sevens same suit	The first two cards dealt to a player hand have a value of 7 and all three cards are of the same suit	150 to 1	150 to 1	150 to 1	150 to 1	150 to 1
Two sevens mixed suit	The first two cards dealt to a player hand have a value of 7 and all three cards not of the same suit	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1

13.9 Magnificent Sevens Tournament

- 13.9.1 The approved tournament rules of Blackjack will apply, except where the rules are inconsistent with the rules of the Magnificent Sevens tournament rules, in which case the rules of the Magnificent Sevens tournament will prevail.
- 13.9.2 The game to be played in a Magnificent Sevens tournament will be Magnificent Sevens as described in rule 13.
- 13.9.3 The eligible entrants as described in Table 1 will participate in a tournament with the respective prize pools as set out in Table 3.
- 13.9.4 Tournament heats and the tournament final will be conducted approximately every 100 days or at a later time if insufficient entries exist at that time.
- 13.9.5 By a process of elimination, tournament heats will be reduced to tournament heat winners who will participate in the Magnificent Sevens tournament final.
- (a) At the commencement of each tournament each eligible entrant will receive a bonus payment with a cash equivalent of \$770.
 - (b) At the commencement of each heat or final each player will be allocated an equal amount of tournament chips.
 - (c) The winner(s) on each table(s) will be the entrant(s) with the highest chip count(s) at the end of the specified number of shoes.
 - (d) In the event of a tie for any of the heats, the winner will be determined by dealing additional hands until the tie is broken. Only those players who are tied will continue the contest and they will continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional hands.

- (e) In the event of a tie in the final, the first placegetter will be determined by a “play-off” over one shoe. Only those players who are tied will continue the contest and they will continue wagering with their existing bank of chips. If the players' bank of chips is under the table minimum each of the players will be allocated the same amount of tournament chips to play the additional shoe. Should the tie remain unbroken at the end of the shoe, rule 13.9.5 (c) will be applied.
- (f) If a tie results for second, third place etc. procedure 13.9.5 (c) will be applied.
- (g) All heats will consist of 7 players at the respective number of tables each playing three(3) shoes to determine the winner(s) from each table.

13.9.6 The tournament schedules and total prize pools for the Magnificent Sevens Tournaments will be as described in Table 3.

**TABLE 3:
MAGNIFICENT SEVENS TOURNAMENT SCHEDULE AND PRIZE POOL**

Magnificent Sevens Tournament Schedule				
Eligible entrants	49	98	147	196
Tables	7	14	21	28
Heats	1	2	3	4
Progress/table	1	3	4	5
Other top chip holders to progress	0	7	14	7
Entrants in subsequent round	7	49	98	147
Tables	1	7	14	21
Heats	Complete	1	2	3
Progress/table		1	3	4
Other top chip holders to progress		0	7	14
Entrants in subsequent round		7	49	98
Tables		1	7	14
Heats		complete	1	2
Progress/table			1	3
Other top chip holders to progress			0	7
Entrants in subsequent round			7	49
Tables			1	7
Heats			complete	1
Progress/table				1
Entrants in subsequent round				7
Tables				1
Progress/table				complete

Table 3 (cont)

Magnificent Sevens Prize Pool				
Prize pool	\$ 370,000	\$ 740,000	\$ 1,110,000	\$ 1,480,000
First	\$ 250,000	\$ 500,000	\$ 750,000	\$ 1,000,000
Second	\$ 50,000	\$ 100,000	\$ 150,000	\$ 200,000
Third	\$ 25,000	\$ 50,000	\$ 75,000	\$ 100,000
Fourth	\$ 15,000	\$ 30,000	\$ 45,000	\$ 60,000
Fifth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Sixth	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000
Seventh	\$ 10,000	\$ 20,000	\$ 30,000	\$ 40,000

13.9.7 Substitution

- (a) Where a player is eligible to receive multiple entries into a Magnificent Sevens tournament heat as described in Table 1, that player may nominate a substitute(s).
- (b) Details of such substitution(s) will be stated in the Magnificent Sevens tournament terms and conditions.

14 CROWN BLACKJACK

14.1 Where the version of Blackjack in play is Crown Blackjack the approved rules of Blackjack will apply, except where the rules are inconsistent with the rules of Crown Blackjack in which case the rules of Crown Blackjack will prevail.

14.2 Dealing the Game

14.2.1 If, the Dealer has asked the players to act on their hands, and a player-

- (a) **Refuses or fails to act; or**
- (b) **Is not present-**

a Game Supervisor (or above) may after a reasonable time has passed direct the Dealer-

- (c) **If the player's hand, has a soft total of 18 or more, or a hard total of 12 or more, to regard the player as having elected to stand; or**

- (d) **If the total of the player's hand has a soft total of 17 or less, or a hard total of less than 12, draw further cards to that hand until a soft total of 18 or more, or a hard total of 12 or more is reached.**

14.2.2 Additional Cards to the Dealer's Hand

- (a) Except as provided by rule 7.5.6 (c), a Dealer will draw additional cards to the Dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.

15 PERFECT PAIRS

15.1 Where the version of Blackjack, Crown Blackjack, Vegas Blackjack, Premier Blackjack, **Premium Doubling Blackjack**, **Sports Blackjack**, Crown Pontoon or Pontoon Pandemonium in play incorporates Perfect Pairs, the approved rules of Blackjack, Crown Blackjack, Vegas Blackjack, Premier Blackjack, **Premium Doubling Blackjack**, **Sports Blackjack**, Crown Pontoon or Pontoon Pandemonium as the case may be will apply, except where the rules are inconsistent with the rules of Perfect Pairs, in which case the rules of Perfect Pairs will prevail.

15.2 Additional Definitions

15.2.1 In these rules:

"Mixed pair" means two cards that are exactly alike except for suit and colour

"Coloured pair" means two cards that are exactly alike (including colour) except for suit.

"Perfect pair" means two cards that are exactly alike including colour and suit.

15.3 Equipment

15.3.1 The table cloth will be marked in a manner similar to that shown in Diagram B or E with:

- (a) Areas for wagers, the number of areas being nine or less;

- (b) Areas for Perfect Pairs wagers, the number of betting areas being nine or less, and
- (c) The name and/or logo of the casino imprinted thereon.

15.4 Dealing the Game

15.4.1 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a Perfect Pairs side wager by placing a chip(s) on the appropriate area of the table layout.

15.4.2 A Table Games Operations Manager (or above) may permit a player to place a Perfect Pairs wager(s) on any Perfect Pairs betting area provided that there is a valid Blackjack or Crown Blackjack wager placed in the betting area corresponding to the Perfect Pairs wager.

15.4.3 A Perfect Pairs betting area may contain no more than three Perfect Pairs wagers. A player(s) that has placed a valid Blackjack or Crown Blackjack wager on a specific betting area will have first entitlement to place a Perfect Pairs wager in the corresponding area for Perfect Pairs wagers.

- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.

15.5 Wagers

15.5.1 A Perfect Pairs wager will:

- (a) Win if the initial two cards dealt to a player(s) are a pair as described in 15.2.1.
- (b) Lose if the initial two cards dealt to a player(s) hand do not comprise a pair as described in 15.2.1.

15.6 Settlement

15.6.1 The odds payable for winning wagers placed on Perfect Pairs are –

TABLE 1: PERFECT PAIRS PAYOUT ODDS

Perfect Pairs Payout Table								
		Blackjack, Crown Blackjack, Vegas Blackjack, Premier Blackjack					Crown Pontoon Pontoon Pandemonium	
		Number of Decks						
Name	Description	4	5	6	7	8	6	8
Perfect Pair	The initial two cards dealt to the player are exactly alike including colour and suit.	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1
Coloured Pair	The initial two cards dealt to the player are exactly alike (including colour) except for suit.	15 to 1	14 to 1	13 to 1	12 to 1	12 to 1	10 to 1	10 to 1
Mixed Pair	The initial two cards dealt to the player are exactly alike except for suit and colour.	6 to 1	6 to 1	6 to 1	6 to 1	6 to 1	5 to 1	5 to 1

15.6.2 All Perfect Pairs wagers will be settled during the Interim Settlement prior to any winning Blackjack wagers being paid in accordance with rule 7.4.1.

16 CROWN SUITS

16.1 Where the version of Blackjack, **Crown Blackjack, Premier Blackjack, Premium Doubling Blackjack, Sports Blackjack, Crown Pontoon or Pontoon Pandemonium** in play incorporates Crown Suits, the approved rules of Blackjack, **Crown Blackjack, Premier Blackjack, Premium Doubling Blackjack, Sports Blackjack, Crown Pontoon or Pontoon Pandemonium** will apply, except where the rules are inconsistent with the rules of Crown Suits, in which case the rules of Crown Suits will prevail.

16.2 Additional Definitions

16.2.1 In these rules:

"Crown Suits wager" means a side wager that may be made in addition to a player's original Blackjack, Crown Pontoon or Crown Blackjack wager in the corresponding space provided for Crown Suits wagers.

"Matching suit" means that the first two cards dealt to a player are of the same suit.

"Super Suit" means the first two cards dealt to a player and the Dealer's first card are of the same suit.

16.3 Equipment

16.3.1 The table cloth will be marked in a manner similar to that shown in Diagram B or D with:

- (a) Areas for wagers, the number of areas being nine or less;
- (b) Areas for Crown Suits wagers, the number of betting areas being nine or less, and
- (c) The name and/or logo of the casino imprinted thereon.

16.4 Dealing the Game

16.4.1 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a Crown Suits wager by placing a chip(s) on the appropriate area of the table layout.

16.4.2 A player may place one Crown Suits wager for each valid Blackjack, Crown Pontoon or Crown Blackjack wager that he/she has placed. The Crown Suits wager must be placed in the betting area provided for Crown Suits wagers corresponding to the area where the player has placed his/her Blackjack, Crown Pontoon or Crown Blackjack wager.

16.4.3 A player may wager on more than one Blackjack, Crown Pontoon or Crown Blackjack betting area and will be entitled to place one Crown Suits wager for each valid Blackjack, Crown Pontoon or Crown Blackjack wager in each corresponding betting area provided for Crown Suits wagers.

16.5 Wagers

16.5.1 A Crown Suits wager will:

- (a) Win if the first two cards dealt to a player(s) are of the same suit as described in 16.2.1.
- (b) Win if the first two cards dealt to a player(s) and the Dealer's first card are of the same suit as described in 16.2.1.
- (c) Lose if the first two cards dealt to a player(s) hand are not of the same suit as described in 16.2.1.

16.6 Settlement

16.6.1 The odds payable for winning wagers placed on Crown Suits are -

TABLE 1: CROWN SUITS PAYOUT ODDS

Crown Suits Payout Table				
Name	Description	4 Decks	6 Decks	8 Decks
Matching Suit	The initial two cards dealt to the player are of the same suit.	2 to 1	2 to 1	2 to 1
Super Suit	The initial two cards dealt to the player and the first card dealt to the Dealer are the same suit.	5 to 1	5 to 1	5 to 1

16.6.2 All Crown Suit wagers will be settled during the Interim Settlement prior to any winning Blackjack wagers being paid in accordance with rule 7.4.1.

17 PREMIER BLACKJACK

17.1 Where the version of Blackjack in play is Premier Blackjack, the approved rules of Blackjack will apply except where the rules are inconsistent with the rules of Premier Blackjack, in which case the rules of Premier Blackjack will prevail.

17.2 Doubling

17.2.1 A player may elect to double as described in 7.5.4 (a)(i) on:

- (a) His/her original two cards (excluding Blackjack);
or
- (b) The first two cards of any split hand (except when splitting aces).

17.3 Dealing the Game

17.3.1 If, the Dealer has asked the players to act on their hands, and a player-

- (a) Refuses or fails to act; or**
- (b) Is not present-**

a Game Supervisor (or above) may after a reasonable time has passed, direct the Dealer-

- (c) If the player's hand, has a soft total of 18 or more, or a hard total of 12 or more, to regard the player as having elected to stand; or**
- (d) If the total of the player's hand has a soft total of 17 or less, or a hard total of less than 12, draw further cards to that hand until a soft total of 18 or more, or a hard total of 12 or more is reached.**

17.4 Additional Cards to the Dealer's Hand

17.4.1 Except as provided by rule 7.5.6 (c), a Dealer will draw additional cards to the Dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.

18 PREMIUM DOUBLING BLACKJACK

18.1 Where the version of Blackjack in play is Premium Doubling Blackjack, the approved rules of Blackjack will apply except where the rules are inconsistent with the rules of Premium Doubling Blackjack, in which case the rules of Premium Doubling Blackjack will prevail.

18.2 Doubling

18.2.1 A player may elect to double as described in 7.5.4 (a)(i) on:

- (a) His/her original two cards (excluding Blackjack);
- (b) The first two cards of any split hand (except when splitting aces); or
- (c) Any hand with a total of less than 21 formed with a third or subsequent card.

18.3 Dealing the Game

18.3.1 If, the Dealer has asked the players to act on their hands, and a player-

- (a) Refuses or fails to act; or**
- (b) Is not present-**

a Game Supervisor (or above) may after a reasonable time has passed, direct the Dealer-

- (c) If the player's hand, has a soft total of 18 or more, or a hard total of 12 or more, to regard the player as having elected to stand; or**

- (d) **If the total of the player's hand has a soft total of 17 or less, or a hard total of less than 12, draw further cards to that hand until a soft total of 18 or more, or a hard total of 12 or more is reached.**

18.4 Additional Cards to the Dealer's Hand

- 18.4.1 Except as provided by rule 7.5.6 (c), a Dealer will draw additional cards to the Dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.

19 SPORTS BLACKJACK

- 19.1 Where the version of Blackjack in play is Sports Blackjack, the approved rules of Blackjack will apply except where the rules are inconsistent with the rules of Sports Blackjack, in which case the rules of Sports Blackjack will prevail.

19.2 Interim Settlement

- 19.2.1 Where a player has been dealt a Blackjack and the Dealer's first card is an ace, the player may not request to be paid an amount equal to his/her initial wager.

19.3 Additional Cards to the Dealer's Hand

- 19.3.1 Except as provided by rule 7.5.6 (c), a Dealer will draw additional cards to the Dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.

19.4 Settlement

<i>Name</i>	<i>Description</i>	<i>Odds</i>
Blackjack	The initial two cards dealt to a player hand comprise an ace and any card having a value of 10.	6 to 5
	All other winning wagers	1 to 1
Insurance	A wager that may be placed in addition to the player's original Blackjack wager when the Dealer's first card is an ace and which wins when the Dealer's second card has a value of ten The wager must be equivalent to not more than half the amount placed as the player's initial Blackjack wager.	2 to 1

20 TOURNAMENT PLAY

20.1 General

20.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Blackjack with an equal chance.

20.1.2 The casino operator must appoint a Tournament Director.

20.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Executive Commissioner for the VCGR.

20.2 Tournament conditions

20.2.1 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 the player 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 round of play 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 or not secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager;
- (f) 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;
- (g) 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;
- (h) 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;

- (i) 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;
- (j) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (k) The prizes;
- (l) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Blackjack and that, in the event of any inconsistency, the rules prevail.

20.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Blackjack rules.

20.2.3 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.

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

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

20.3 Conduct of Play

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

20.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 20.3.1 is used exclusively for tournament play.

20.3.3 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.

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

20.3.5 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.

21 GENERAL PROVISIONS

21.1 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 gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

21.2 Where a player has contravened any provision of the rules a **Pit Boss (or above)** may:-

21.2.1 Declare that any wager made by the player(s) will be void;

21.2.2 Direct that the player(s) will be excluded from further participation in the game;

21.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.

21.2.4 Confiscate the prohibited device; and

21.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

- 21.3 A **Pit Boss (or above)** may invalidate the outcome of a game if:-
- 21.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 21.3.2 Any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 21.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 21.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 21.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 21.7 The **Pit Boss (or above)** may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 21.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 21.9 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult a VCGR Inspector.
- 21.10 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the **Pit Boss (or above)** will be final, subject to a review by a VCGR Inspector, if requested.
- 21.11 Players are not permitted to have side bets against each other.
- 21.12 A copy of these rules will be made available, upon request.

DIAGRAM A

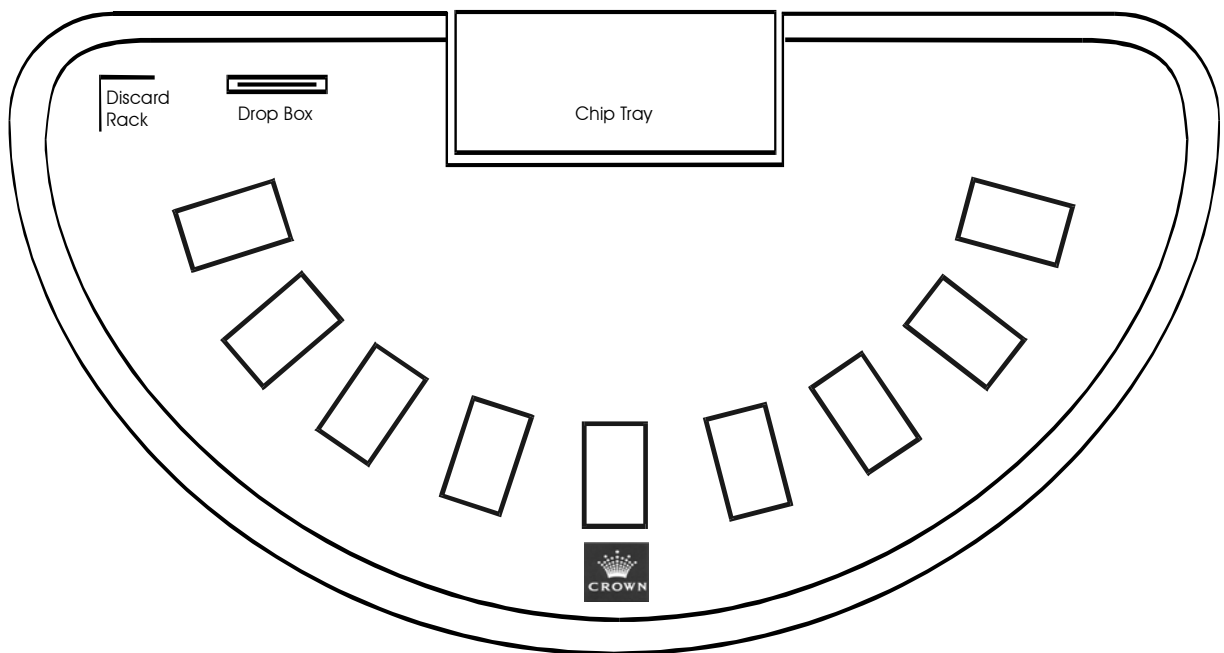


DIAGRAM B

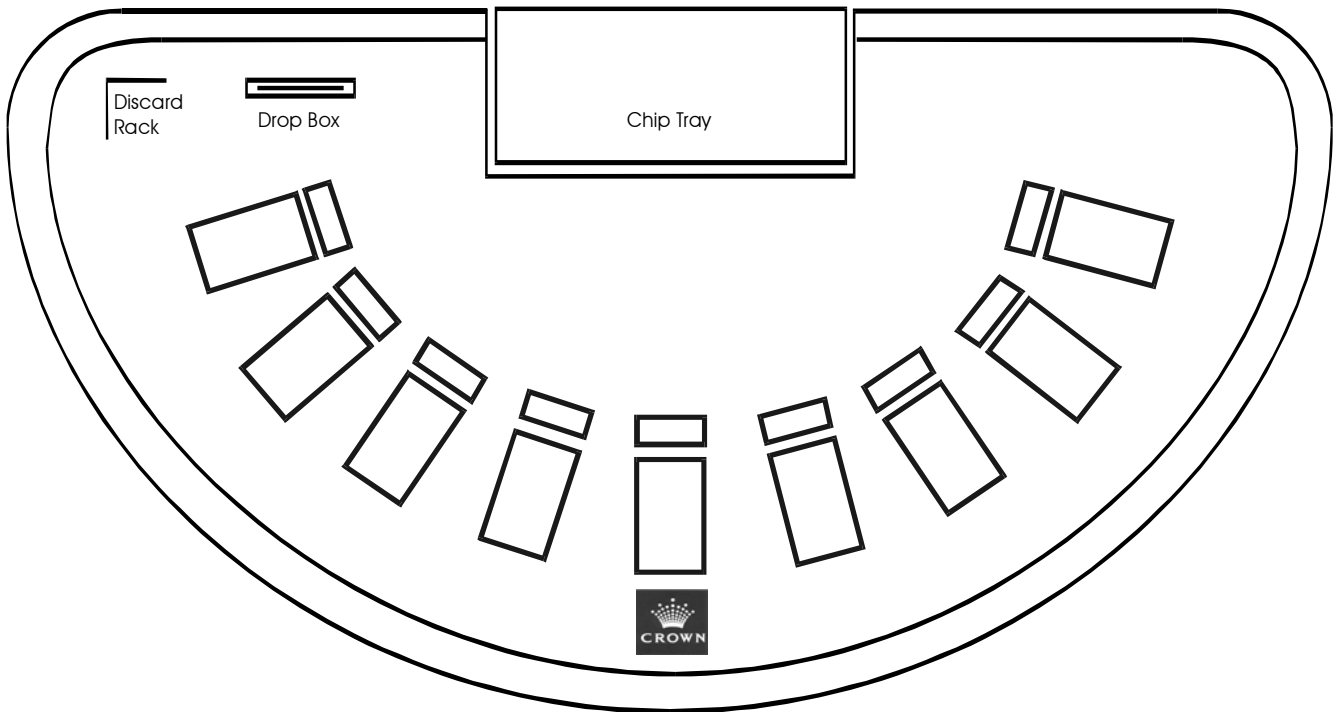


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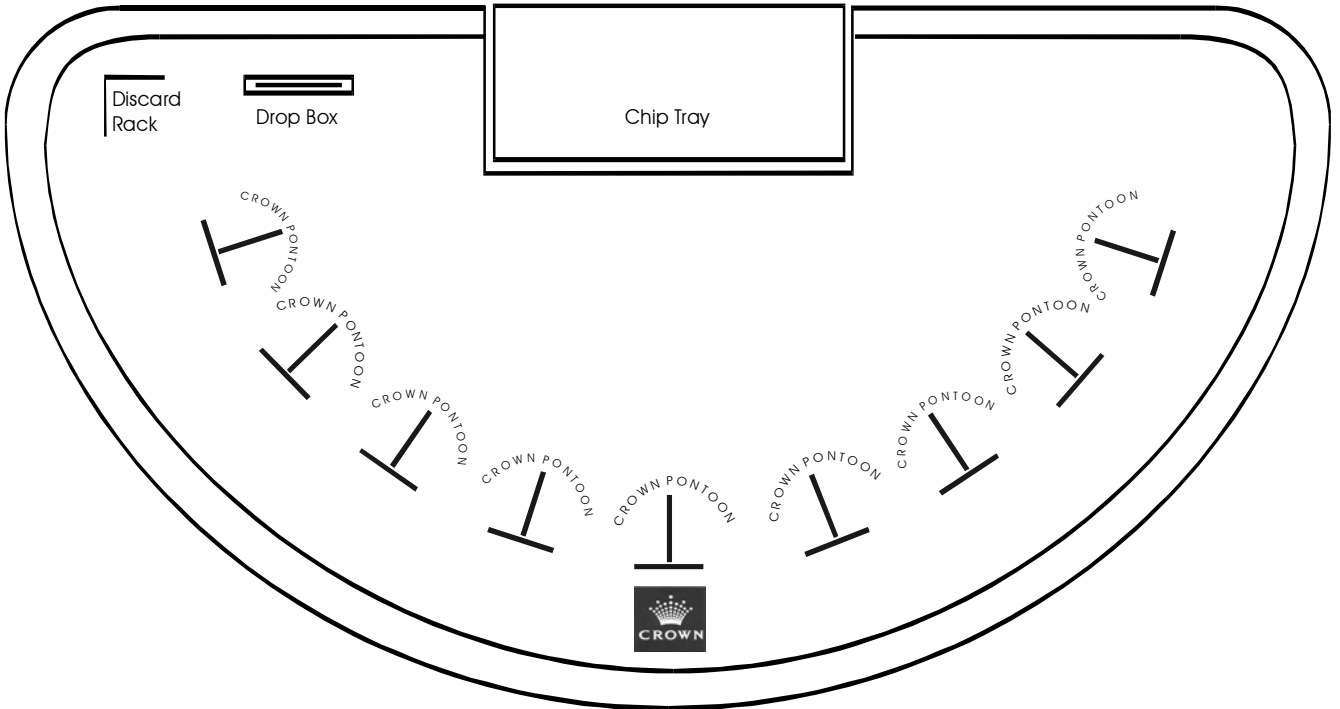


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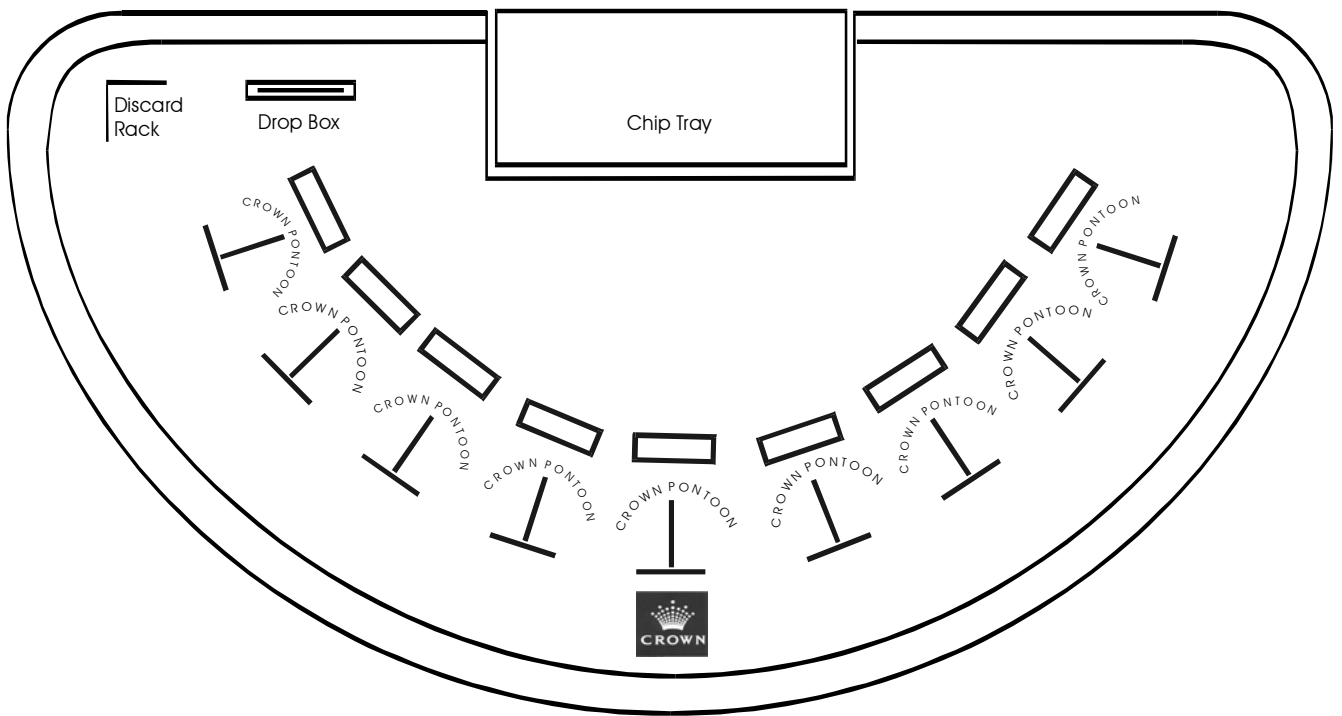


DIAGRAM E

