

Crown Melbourne Limited



Victorian Commission
for Gambling Regulation
Three Card Poker Rules

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1 DEFINITIONS

1.1 In these **Rules** the following meanings apply:

“Ante” means the initial wager placed by the player.

“Ante Bonus” means a payment made to Ante wagers for hands that have a value of straight or better.

“Dealer” means the person responsible for dealing the cards at a Three Card Poker 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.

“Fold” means the cards are placed face-down on the table to be collected by the Dealer. This indicates that the player no longer wants to continue in the game.

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

“Misdeal” means that the cards have been dealt incorrectly and the round of play will be void.

“No hand” means that the Dealer’s hand does not qualify.

“Pair Plus” means a wager placed by a player which pays if the player’s hand has a poker value of a pair or better regardless of a Dealer’s hand.

“Play” means that the player elects to remain in the game by placing an additional wager after the cards have been dealt and he/she has had an opportunity to look at his/her hand.

“Qualify” means that the Dealer has a poker hand with a value of Queen high, or better.

“Single Deck Card Shuffling Shoe” means a device specifically designed to automatically shuffle one deck of cards at a time and then dispense that deck of cards to be dealt..

“**Stand-off**” means when the player's hand equals the Dealer's hand **and** neither wins nor loses.

“**Void**” means an invalid hand or wager, as the context requires, 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 Three Card Poker 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 Three Card Poker will be played on a table having places for nine or less 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 on Ante, Play and Pair Plus.

2.2.2 The name and/or logo of the casino imprinted thereon.

2.3 A dealing shoe from which all cards will be dealt.

3 THE CARDS

3.1 Three Card Poker will be played with one deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.1.1 Where a Single Deck Card Shuffling Shoe is in use:

- (a) No cutting card will be used; and
- (b) Two decks will be in use, one at a time, with the colour of the first deck being different to the second deck.

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

3.3 A Game Supervisor (or above) may, at any time, instruct the Dealer to check and verify the correct number of cards.

3.4 Cards may, at the discretion of a Game Supervisor (or above), be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these **Rules**.

3.5 All suits have the same rank. The rank of cards, from highest to lowest, will be as follows:

3.5.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in **Rule 3.6** where the Ace may be counted low.

3.6 The Order and Meaning of Poker Hand Values:

3.6.1 The order of hands, lowest to highest is as follows:-

- (a) Three odd cards. For example Q, 10, 6
- (b) One pair. For example 10, 10, K
- (c) Flush - three cards of the same suit, not in sequence. For example K, J, 9, all diamonds

- (d) Straight - any three cards of more than one suit, in sequence. An Ace may count high or low in a straight. For example 3, 2, Ace or Ace, King, Queen
- (e) Three of a kind. For example Q, Q, Q
- (f) Straight flush - three cards of the same suit in sequence. For example 5, 6, 7, all clubs

3.6.2 Hands of the same poker hand value but consisting of different card values are ranked according to rule 3.5. For example K, Q, J, straight, beats a J, 10, 9, straight.

4 THE SHUFFLE AND CUT

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 each round of play;
- (b) Immediately if, in the opinion of a Game Supervisor (or above), the cards are dealt in a sequence which is abnormal; or
- (c) At other times when in the opinion of a Game Supervisor (or above) there is reasonable cause to believe that a shuffle is warranted.

4.1.2 Cards may be pre-checked 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 will cut the cards, once only and place them on the cutting card.

- (a) Where a Single Deck Card Shuffling Shoe is in use, the cards will not be cut.

4.2.2 The player never cuts the cards.

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 area of the 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 layout before the Dealer announces that no more bets may be placed.
- 5.4 Except as provided by 5.5, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.
- 5.4.1 In the event that a Single Deck Card Shuffling Shoe is used, this **Rule** applies when the first set of three cards is removed from the shoe.
- 5.5 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a wager on either one or both of the following:
- 5.5.1 Ante;
- 5.5.2 Pair Plus; and
- After having been dealt a hand of cards, where the player has placed an Ante wager, he/she may elect to continue in the game by placing a wager of an equal amount on:
- 5.5.3 Play.

5.6 A wager placed on Ante will:

5.6.1 Win:

- (a) Where the Dealer's hand does not qualify and the player has elected to Play.
- (b) Where the Dealer's hand qualifies and the player has elected to Play and his/her hand has a higher poker value than that of the Dealer.

5.6.2 Lose:

- (a) Where the player elects to Fold and take no further part in the game.
- (b) Where the Dealer's hand qualifies and has a higher poker value than that of the player.

5.6.3 Stand-off where the Dealer's hand qualifies and the player has elected to Play and his/her hand has the same poker value as that of the Dealer.

5.7 A wager placed on Pair Plus will:

5.7.1 Win where the player's hand has at least a pair;

5.7.2 Lose where the player's hand does not have at least a pair.

5.8 A wager placed on Play will:

5.8.1 Win where the Dealer's hand qualifies and the player's hand has a higher poker value than that of the Dealer.

5.8.2 Lose where the Dealer's hand qualifies and **is of** a higher poker value than that of the player.

5.8.3 Stand-off where the Dealer's hand qualifies and the player's hand has the same poker value as that of the Dealer.

5.8.4 Be void where the Dealer's hand does not qualify.

5.9 A player may place a wager on one or more betting areas in accordance with Rule 5.5.

5.9.1 Players may only place a wager on more than one betting area providing that no other player(s) is excluded from participating in the game and there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand; and

5.9.2 Where a player places a wager on more than one betting area, he/she will only be permitted to view one hand and that hand will be the one dealt to the area at which the player was seated when the cards were dealt. Any additional hands must be played 'blind', i.e. no person, including the player who placed the wager, or the Dealer, will be permitted to view the cards until the hand is settled in accordance with Rule 8.

5.10 At the settlement of wagers for a round of play, the Dealer must clear any losing wagers from the table layout and pay any winning wagers according to Rule 8 as follows:

5.10.1 If the Dealer's hand does not qualify, announce that the hand is a no hand and:

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(a) Pay all the Ante wagers;

(b) Check each hand, in turn, to establish if that hand is eligible for a Pair Plus or Ante Bonus payment.

(i) For non-eligible hands, count and collect the cards;

(ii) Pay Ante Bonuses for hands which **are eligible**.

(iii) Pay or take all Pair Plus wagers, as applicable.

(iv) Play wagers will be void.

5.10.2 If the Dealer's hand does qualify, commencing from his/her right, compare his/her hand to each player's hand in turn and:

- (a) Pay the Ante and the Play wagers for those hands with a higher poker **value** than the Dealer's;
- (b) Collect the Ante and the Play wagers for those hands with a lower poker **value** than the Dealer's; or
- (c) The Ante and the Play wagers stand-off for hands with an equal poker value to that of the Dealer;
- (d) Ante Bonuses are paid on all straights or better, irrespective of whether or not the Dealer has a hand with a higher poker value than the player.
- (e) All Pair Plus wagers are paid or taken, **as applicable**.

5.10.3 After the Dealer compares hands and pays or collects wagers; he/she will count and collect **each** player's cards.

5.10.4 A player is responsible for declaring his/her whole poker hand.

5.10.5 At the time of settlement, the Dealer will be responsible for declaring the optimum value of each player's hand with respect to each wager placed by a particular player.

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(1)(d) and section 66(2) 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;
- 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; **and**
- 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.
- 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 and in such cases, the position occupied by the player will be denoted by a distinctive marker.

¹ Sections 66(1)(d) and 66(2) of the **Casino Control Act 1991** state:

66. Assistance to patrons

- (1) A Casino Operator must ensure that—
- ...
- (d) there is prominently displayed 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.

7 DEALING THE GAME

7.1 All cards used in the game of Three Card Poker will be dealt from a dealing shoe specifically designed for such purpose.

7.2 Immediately prior to the commencement of a round of play and after all wagers have been placed, the Dealer will announce that no more bets may be placed.

7.3 If a hand held dealing shoe is used, the Dealer will, commencing from his/her left and continuing clockwise around the table, deal the cards in the following manner:-

7.3.1 One card, face-down, to each betting area containing a wager;

7.3.2 One card, face-down, to him/her self; and

7.3.3 In sequence, deal a second card face-down to each betting area containing a wager and to him/her self. Continue dealing in this manner until all betting areas containing a wager, and the Dealer, each have a hand consisting of three cards face-down.

7.4 If a Single Deck Card Shuffling Shoe is used, the Dealer will, commencing from his/her left and continuing clockwise around the table, deal the cards in the following manner:

7.4.1 A set of three cards dispensed by the Single Deck Card Shuffling Shoe, face-down to each betting area containing a wager;

7.4.2 A set of three cards dispensed by the Single Deck Card Shuffling Shoe, face-down to him/her self.

(a) At the direction of a Game Supervisor (or above), the set of three cards comprising the Dealer's hand may remain in the Single Deck Card Shuffling Shoe tray until all players have decided to either Play or Fold.

7.5 Betting Round

7.5.1 Once the **final card for a round of play** has been **dispensed or** dealt, the players may pick up their cards.

- (a) Players will not exchange cards or communicate information about their cards or cause the exchange of cards or communication of information about their cards. Any violation may result in the player forfeiting his/her wagers.

7.5.2 Each player will decide to either Fold or Play.

- (a) A player who decides to Fold must place his/her cards, face-down, on the table, next to the area marked Ante.

- (i) The Dealer will collect the Ante wager and/or Pair Plus wager and the cards from each player who elects to Fold.

- (ii) Before the cards are removed from a player's betting area and placed in the discard rack, the cards will be spread face-down to ensure that three cards are present.

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- (b) A player may elect to Fold in respect of his/her Ante wager but elect to Play with respect to his/her Pair Plus wager. In this case, the Ante wager will be collected by the Dealer and the player will place his/her cards in accordance with 7.5.3.

- (c) A player who decides to Play must place his/her cards face-down and place a bet equal to the Ante in the area marked Play.

- (i) If a player decides to Play, an additional wager of the same amount as the Ante must be placed on the appropriate area of the layout, i.e. \$5 Ante = \$5 Play,

- (ii) The cards will be placed under the Play wager.

7.5.3 A player who has only placed a Pair Plus wager, without also placing an Ante wager and whose hand contains at least a pair, will place his/her cards in the area marked Play without a wager placed on top.

7.5.4 The Dealer will then **remove his/her cards from the Single Deck Card Shuffling Shoe (if applicable)**, turn the cards face-up and declare the best possible three card poker hand.

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 5.5 are described in the **Table 1** below.

8.2 Ante Bonus and Pair Plus wagers for a particular game may be paid using a combination of the tables listed. For example, Ante Bonus may be paid according to Table B and Pair Plus paid according to Table E, or any other combination.

(a) The particular options to be used will be determined at, or prior to, the table opening and displayed on the Table Limit Sign.

(b) Any changes to the combinations of pay tables used will be confirmed by a **Pit Boss (or above)** prior to the commencement of a game and all players must be notified prior to the changes taking effect.

Table 1: Payout Table

Bet	Payout Odds					
Ante	1 to 1 (even money)					
Play	1 to 1 (even money)					
Ante Bonus						
	Table A	Table B	Table C			
Straight Flush	5 to 1	5 to 1	4 to 1			
Three of a Kind	4 to 1	3 to 1	3 to 1			
Straight	1 to 1	1 to 1	1 to 1			
Pair Plus						
	Table A	Table B	Table C	Table D	Table E	Table F
Straight Flush	40 to 1	40 to 1	40 to 1	40 to 1	35 to 1	35 to 1
Three of a Kind	30 to 1	25 to 1	30 to 1	30 to 1	25 to 1	33 to 1
Straight	6 to 1	6 to 1	5 to 1	6 to 1	6 to 1	6 to 1
Flush	4 to 1	4 to 1	4 to 1	3 to 1	4 to 1	4 to 1
Pair	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1	1 to 1

9 IRREGULARITIES

- 9.1 One exposed card dealt will not constitute a misdeal and the Dealer will turn the card over and continue to deal the game, except as described in **Rule 9.3**.
- 9.2 Two or more exposed cards dealt by the Dealer will constitute a misdeal.
- 9.3 One or more card/s exposed in the Dealer's hand will constitute a misdeal.
- 9.4 If no cards, or an incorrect number of cards is dealt to any betting area containing a wager or the Dealer, and the error is discovered prior to the Dealer announcing that the players may Play or Fold, the Dealer will immediately notify the Game Supervisor (**or above**), who will direct that that round of play be declared a misdeal.
- 9.5 If no cards, or an incorrect number of cards is dealt to any betting area containing a wager, and the error is not noticed until after the Dealer has announced that the players may Play or Fold, the Dealer will immediately notify the Game Supervisor (**or above**), who will direct that the Dealer count all the cards to verify the correct number. The Pit Boss (**or above**) will be notified.
- 9.5.1 If there is a discrepancy in the number of cards, that round of play will be declared a misdeal.
- 9.5.2 If the correct number of cards is found to be present, the wager placed by a player(s) that has not been dealt any cards or has been dealt an incorrect number of cards will be void and will be returned to that player(s). Each player at the table will be then be given the option of retracting his/her Ante wager, Pair Plus wager and Play wager, as appropriate.

- 9.6 If an incorrect number of cards is dealt to the Dealer, and the error is not noticed until after the Dealer has announced that the players may Play or Fold, the Dealer will immediately notify the Game Supervisor (**or above**), who will direct that the Dealer count all the cards to verify the correct number. The Pit Boss (**or above**) will be notified.
- 9.6.1 If there is a discrepancy in the number of cards, that round of play will be declared a misdeal.
- 9.6.2 If the correct number of cards is found to be present, the Dealer's hand will be declared a No Hand.
- (a) The Ante wager of any player who has folded will be re-instated and all Ante wagers paid even money.
 - (b) All Ante Bonuses will be paid the appropriate Ante Bonus payment.
 - (c) Players' hands with a Pair Plus wager will be checked and paid the appropriate Pair Plus payment.
- 9.7 Where cards are dealt to any betting area where there is no Ante or Pair Plus wager, **and the error is noticed** prior to the Dealer announcing that the players may Play or Fold, that round of play will be declared a misdeal.
- 9.8 Where cards are dealt to a betting area where there is no Ante or Pair Plus wager, and the error is not discovered until the Dealer has announced that the players may Play or Fold, the incorrectly dealt cards will be burnt and players will be given the option to retract their Ante wager, Pair Plus wager and Play wager, as appropriate.
- 9.9 In the event that a player has looked at their cards and the cards are mistakenly taken by the Dealer:
- 9.9.1 Where the player is able to nominate the exact value of the three cards and the cards nominated agree with the top three cards in the discard rack, the cards can be returned to the player; or
 - 9.9.2 The cards will remain in the discard rack, except where the cards are the only cards in the discard rack.

- 9.10 If it is discovered that the deck in use does not contain 52 cards, the round of play will be void.
- 9.11 If, during play, a player cannot place a Play wager of exactly the same amount as his/her Ante wager, then the player's hand is void and the Ante returned. The player will be informed that any further instances will result in forfeiture of the Ante and removal of his/her cards.
- 9.12 If, during settlement, the Dealer becomes aware that a Play wager is:
- 9.12.1 More than the Ante, the Dealer will return the excess amount to the player and then take or pay accordingly.
- 9.12.2 Less than the Ante, the Dealer will take or pay according to the amount wagered and inform the player of the amount to be wagered on subsequent rounds.
- 9.13 In the event that a Single Deck Card Shuffling Shoe jams, stops shuffling or fails to complete a shuffle cycle, the cards will be reshuffled.
- 9.14 In the event that a Single Deck Card Shuffling Shoe does not verify that the correct number of cards is available for play, the Dealer will count all the cards. If the count proves to have too few or too many cards, that round of play will be void.

10 THREE CARD POKER TOURNAMENT PLAY

- 10.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play Three Card Poker with an equal chance.**
- 10.2 For each tournament conducted by the Casino Operator, the Casino Operator must:**
- 10.2.1 In accordance with clause 10.4, document relevant Terms and Conditions;**
- 10.2.2 Prior to a tournament being conducted and entries having been taken:**
- (a) Make the relevant Terms and Conditions available to patrons; and**

(b) Advise the VCGR on-site inspectorate of the intention to conduct the tournament.

10.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.

10.2.4 Designate the gaming tables to be used in the conduct of the tournament.

10.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under 10.2.4 is used exclusively for tournament play.

10.3 Prior to the commencement of play in a tournament:

10.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

10.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

10.4 The Tournament Terms and Conditions referred to in Rule 10.2.1 must include the following information at a minimum:

10.4.1 Tournament Details:

(a) Information pertaining to:

(i) When the tournament will be conducted.

(ii) The amount of the entry fee, buy-in re-buy or add-on, if any.

(iii) The minimum and maximum number of tournament players.

(iv) The location of the tournament.

- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.**
- (c) A statement to the effect that the VCGR will be notified of any change to the tournament details prior to the tournament.**

10.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:**
 - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.**
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.**
 - (iii) If the Casino Operator is reserving the right generally to deny entry to a tournament, a statement that the Casino Operator may refuse any application.**
 - (iv) If the Casino Operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.**

(v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.

(b) In respect of the Terms and Conditions:

(i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.

(ii) Information detailing how the Terms and Conditions will be made available to tournament players.

(iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.

(c) The method of entry into the tournament;

(d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

10.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:**
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;**
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;**
 - (iii) If applicable, the method of progression from round to round or session to session;**
 - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and**
 - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a tournament player qualifies to participate, or alternatively, a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds; whichever is appropriate to the circumstances.**
- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the tournament.**
- (c) As applicable, the disposition of tournament chips at the completion of the tournament.**

10.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.**
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.**
- (c) If 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.**

10.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.**

10.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.**

10.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and**
- (b) Details for how the prize pool will be distributed.**

10.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:**
 - (i) Be penalised and any relevant penalties;**
 - (ii) Be disqualified from the tournament;**
 - (iii) Nominate a substitute; and**

- (iv) Have his/her entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
 - (i) Late arrival or non-attendance for a round or session in the tournament;
 - (ii) Absence from the tournament;
 - (iii) Use of a mobile phone or similar device during play;
 - (iv) Nominating a substitute;
 - (v) Disqualification, including action regarding tournament chips in the player's possession; and
 - (vi) Retirement from the tournament.
- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Three Card Poker and that in the event of any inconsistency, the Rules of Three Card Poker will prevail.
- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - (i) If the tournament player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.

- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the tournament will be conducted by the Tournament Director and/or his/her deputies in accordance with the Terms and Conditions and the Rules of Three Card Poker.
- (h) A statement to the effect that in the event of a dispute relating to any tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGR, pursuant to legislative requirements and the Rules of Three Card Poker.

11 GENERAL PROVISIONS

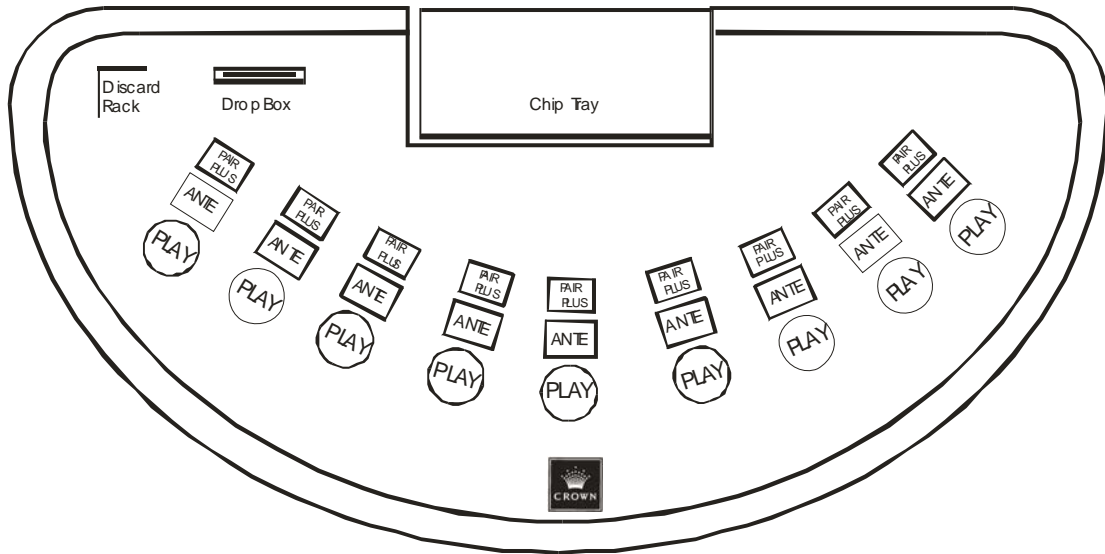
- 11.1 **A person will not, with respect to a game of Three Card Poker or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome, or the changing probabilities, or the playing strategies to be used.**
- 11.2 Where a player has contravened any provision of the **Rules**, a **Pit Boss (or above)** may:
- 11.2.1 declare that any wager made by the player(s) will be void;
 - 11.2.2 direct that the player(s) will be excluded from further participation in the game;
 - 11.2.3 seize any monies won by that player/s while in possession of a prohibited device and retain such monies, pending completion of an investigation.
 - 11.2.4 confiscate the prohibited device; and
 - 11.2.5 cause the person/s in possession of the prohibited device to be detained in accordance with section 81 of the *Casino Control Act 1991*.
- 11.3 **A Pit Boss (or above)** may invalidate the outcome of a game if:-
- 11.3.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 11.3.2 any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 11.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 11.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these **Rules**.
- 11.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

- 11.7 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.
- 11.8 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.
- 11.9 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an inspector appointed under the Casino Control Act 1991.
- 11.10 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.
- 11.11 Players are not permitted to have side bets against each other.
- 11.12 A copy of these **Rules** will be made available, upon request.



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Diagram A



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