

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Blackjack in the restricted gaming facility operated by The Crown Resorts Pty Limited under licence granted by the Regulator:

(1) Amended Rules for the playing of Blackjack

The amended rules for the playing of the game of Blackjack in the restricted gaming facility as set out in the **Annexure A**, are approved.

This Order shall take effect on the date of publication on The Crown Sydney's website.

Signed at Sydney, NSW, this 3rd day of June 2025.



Dion Jackomas

A/Director Licensing

For and on behalf of the **NSW Independent Casino Commission**

Encl.

Annexure A - Game Rules V4.2 – Blackjack



BLACKJACK

Approved Rules of the Game

Version 4.2



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1. Definitions

1.1. In these Rules:

'Act' means the Casino Control Act 1992 (NSW).

'Area Manager' means the authorised person responsible for the on-floor supervision of Table Games operations, service and Dealers within an allocated area.

'Blackjack' means an Ace and any card having a value of ten (10) dealt as the initial two (2) cards to a player or a Dealer.

'Blackjack Wager' means the original wager placed by a player prior to any cards being dealt for a Round of Play.

'Burn' means to remove a card from play by placing it in the discard rack.

'Casino Manager' means the authorised senior manager responsible for the management of Table Games operations, service and employees.

'Casino Promotional Token' means a token(s) issued by the Dealer in exchange for a Table Play Voucher of nominated value issued by Crown Sydney to enable a player to wager at a gaming table. Any winnings from such tokens wagered are to be paid in chips and the Dealer will retain the token(s) at settlement.

'Complementary Chip Voucher' means a voucher issued from Crown to the patron that can be redeemed for cash chips. No wagering requirements

'Crown Sydney' means Crown Sydney Gaming Pty Ltd, the casino operator licensed to operate the Barangaroo restricted gaming facility defined in section 6 of the Act.

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

'Dealer' means the authorised person responsible for the operation of the game.

'Dealing Shoe' means a device from which cards are dealt. This may include a Continuous Shuffling Machine.

'Distinctive Marker' means an object used to identify a particular action or function including, but not limited to, designating seat or player status at a Blackjack table. Each object will be distinctly designed and marked to denote its purpose.

'Hard Total' means the total of a hand which contains no Aces, or which contains Aces that are each counted as one (1) in value.

'Higher Duties Dealer' means the authorised person responsible for the supervision of routine operational matters relating to the conduct of gaming as may be required from time to time.

'Inspector' means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007 (NSW).

‘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. The wager must be equivalent to not more than half the amount placed as the player’s initial Blackjack Wager(s).

‘NICC’ means NSW Independent Casino Commission.

‘Pre-Shuffled Cards’ means playing cards that are shuffled prior to being delivered to the gaming floor or introduced for play at a table.

‘Promotional Prize’ means a promotional prize offered by Crown Sydney to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance (or part chance, part skill).

‘Proxy Betting’ means a prohibited form of betting, where one person places a wager on behalf of another person who is not present in the casino boundary.

‘Round of Play’ means from when the Dealer announces or indicates that no more bets may be placed, until the time all wagers have been settled and cards returned to the discard rack (if applicable) or the Shuffling Device.

‘Shuffling Device’ means a device used for shuffling the cards. This may include a Continuous Shuffling Machine.

‘Side Wager’ means a betting option which is an accessory to the main game and on which a player may place a wager in addition to, or instead of, a Blackjack wager. For example: Perfect Pairs, Pontoon Pandemonium.

‘Stand-off’ means neither the player’s hand nor Dealer’s hand wins or loses.

‘Soft Total’ means the total of a hand containing an ace when the Ace is counted as eleven (11) in value.

‘Tournament’ means a competition conducted in accordance with Rule 14.

‘Tournament Director’ means the person responsible for the overall management of a Tournament.

‘Tournament Player’ means a player in a Tournament.

‘Tournament Terms and Conditions’ means the terms and conditions approved for a Tournament in accordance with Rule 14.

‘Void’ means an invalid hand or wager as the context requires with no result.

- 1.2. Unless otherwise specified, a Higher Duties Dealer (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 to:
 - 1.4.1. A bet; is a reference to the contingency or outcome on which a player may place a wager; and

1.4.2. A wager; is to the money appropriated to such a bet in a particular case.

2. Table Layout and Equipment

- 2.1. Blackjack (or variation) will be played on a table having places for nine (9) or less seated players.
- 2.2. A Blackjack (or variation) table:
 - 2.2.1. Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A – 5 Player Blackjack Layout, Diagram B - 7 Player Blackjack Layout, **Error! Reference source not found.** or Diagram D – 6 Player Blackjack Layout.
- 2.3. The following equipment may also be used:
 - 2.3.1. A Dealing Shoe;
 - 2.3.2. A Continuous Shuffling Machine;
 - 2.3.3. A Shuffling Device;
 - 2.3.4. A discard rack capable of holding eight (8) decks of cards;
 - 2.3.5. A float tray; and
 - 2.3.6. Where cash is accepted at the table, a drop box will be inserted.

3. The Cards

- 3.1. Blackjack will be played with four (4), six (6) or eight (8) decks, each deck having fifty-two (52) cards without jokers, with backs of the same colour and design and one (1) 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 eleven (11) except when that would give a player or the Dealer a score of more than twenty-one (21), in which case it will have a value of one (1).
 - (a) The Dealer may announce the separate cumulative total of each hand as it progresses, counting the ace as one (1) or eleven (11) until such time as the player stands or has reached a total where to count the Ace as eleven (11) the hand would exceed a score of twenty-one (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 eleven (11) if this gives the Dealer a total between seventeen (17) and twenty-one (21), inclusive, in which case the Dealer must stand.
 - 3.2.2. Cards from two (2) to ten (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 ten (10).

- 3.2.4. Each player wagering at the table will be responsible for correctly computing the total of their hand and no player will be entitled to rely on the total announced by the Dealer.
- 3.2.5. The cards will be secured in a designated area until such time as they may be required and be checked prior to being introduced for play (with the exception of pre-shuffled cards).

4. The Shuffle, Cut, Burn and Card Replacement

4.1. The Shuffle

- 4.1.1. Pre-Shuffled Cards may be secured in a designated area and introduced directly into play at the table to be cut in accordance with Rule 4.2.
- 4.1.2. The cards will be shuffled so that they are randomly intermixed:
 - (a) 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 Higher Duties Dealer (or above), the cards are dealt in a sequence which is abnormal;
 - (e) At other times (including where the cards have been dropped or otherwise mishandled) when in the opinion of a Higher Duties Dealer (or above) there is reasonable cause to believe that a shuffle is warranted; and
 - (f) Continuously where a Continuous Shuffling Machine is in use on the table.

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 the Dealer to be cut. The person to cut the cards will be:
 - (a) One (1) of the players at the table; or
 - (b) A Higher Duties Dealer (or above).
- 4.2.2. When a Continuous Shuffling Machine is in use, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.2.3. Where one of the players cuts the cards in accordance with Rule 4.2.1(a) above, the player to cut the cards will be:
 - (a) The first player to arrive at the table if the game is just beginning; or
 - (b) The player on whose betting area the cutting card was dealt during the last Round of Play; or
 - (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.
- 4.2.4. If the player designated in Rule 4.2.3 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 Higher Duties Dealer (or above) will cut the cards.
- 4.2.5. The cards will be cut by the appropriate person as described in Rules 4.2.1 to 4.2.4 by placing the cutting card in the stack a minimum of approximately one (1) deck in from either end of the stack.
- 4.2.6. 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;
 - (b) Insert the cutting card in a position no more than approximately halfway and no less than approximately one and a half (1 ½) decks 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 may 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 holder.
- 4.4. Card Replacement
 - 4.4.1. At the discretion of the Higher Duties Dealer (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 with new cards.
 - 4.4.2. Where a Higher Duties Dealer (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 Higher Duties Dealer (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. Variations of Blackjack

- 5.1. Crown Sydney may offer the following variations of Blackjack, provided that the variation is appropriately displayed at the table:
 - 5.1.1. Blackjack; or
 - 5.1.2. Crown Blackjack (see Rule 10).
- 5.2. Crown Sydney may offer any of the Side Wagers listed in Rule 6.2.3 in conjunction with the variation of Blackjack in play provided that the table layout contains betting areas for those Side Wagers and the odds of those Side Wagers are appropriately displayed at the table.



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5.3. An Area Manager (or above) may change the variation or Side Wagers of Blackjack in play:

5.3.1. If no players are present; as soon as practicable; or

5.3.2. If players are present:

- (a) Notice indicating the game to be implemented and the proposed time of the change has been displayed for at least twenty (20) minutes prior to the change.
- (b) Where the players collectively consent to the change, the change may occur as soon as practicable.

5.3.3. Where a shoe is in progress, the Higher Duties Dealer (or above) will first end the shoe and a new shoe will commence after the change is implemented.

6. Wagers

6.1. Wagers will only be accepted in chips or Casino Promotional Tokens. All wagers must be placed on a betting area before:

6.1.1. The Dealer announces or indicates that no more bets may be placed; or

6.1.2. The initial deal has commenced.

6.2. Players may place wagers on the following betting areas and the outcomes of those wagers are described as follows:

6.2.1. Blackjack Wagers, which will:

- (a) Win if the player's hand has achieved Blackjack and the Dealer's hand has not achieved Blackjack; or
- (b) Win if the total of the player's hand is less than or equal to twenty-one (21) and that of the Dealer's hand is in excess of twenty-one (21); or
- (c) Win if the total of the player's hand exceeds the total of the Dealer's hand without either exceeding twenty-one (21); or
- (d) Stand-off 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); or
- (e) Lose if the total of the player's hand is in excess of twenty-one (21); or
- (f) Lose if the total of the Dealer's hand exceeds that of the player's hand without either exceeding twenty-one (21).

6.2.2. When offered by the Dealer, Insurance Wagers, which will:

- (a) Win if the Dealer's hand achieves Blackjack after the first card dealt to the Dealer's hand is an Ace; or
- (b) Lose if the Dealer's hand does not achieve Blackjack.



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- 6.2.3. Where offered, the following Side Wagers:
- (a) Perfect Pairs (see Rule 14);
 - (b) Crown Pairs (see Rule 15);
 - (c) Any Pairs (see Rule 16); or
 - (d) Pot of Gold (see Rule 12).
- 6.3. 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.
- 6.4. Except as provided in Rules 6.2.2, 8.5.5 and/or 8.5.6 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.
- 6.5. Up to three (3) players may wager on any one (1) betting area, however at the discretion of the Area Manager (or above), that number may be restricted to less than three (3).
- 6.6. Where more than one (1) 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.
- 6.6.1. 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 their 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 6.6.1.(b); and
 - (d) Ensure that the wagers are placed in accordance with Rule 6.1 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 6.6.1.(a) above will have first entitlement to place a wager equal to the maximum; and
 - (ii) Where the player places a wager less than the maximum, subject to Rule 6.5, second and subsequent entitlement will go to the remaining players until the maximum is reached.
- 6.7. At the discretion of a Higher Duties Dealer (or above), a player may wager on more than one (1) betting area at a Blackjack table provided there are insufficient seats to accommodate patron demand.
- 6.7.1. In the case of full patronage, a player may wager on more than one (1) betting area, but may only call the decisions with respect to the betting area at which they are seated or is otherwise entitled to control.
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- 6.8. A Casino Manager (or above) may limit a player to wagering on only one (1) betting area and placing the minimum wager for that betting area as displayed on the table limit sign at the particular Blackjack table.
 - 6.8.1. An Inspector must be notified prior to a player being limited to a table minimum wager.
- 6.9. A Casino 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.

7. Minimum and Maximum Wagers

- 7.1. The minimum and maximum wagers that may be played by a player and/or each betting area will be displayed at the table.
- 7.2. If a player attempts to place an individual wager that is:
 - 7.2.1. Less than the minimum wager for a particular bet as displayed on the table limit sign prior to announcing or indicating no more bets may be placed, the player will be advised that their wager must meet the minimum and will be given the opportunity to retract or top up their wager(s) to the minimum permissible wager; or
 - 7.2.2. Less than the minimum permissible wager for a particular bet as approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed and the initial deal has commenced, the wager will be declared Void and the wager returned to the player; or
 - 7.2.3. Less than the minimum wager for a particular bet as displayed on the table limit sign, but equal to or greater than the minimum approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed and the initial deal has commenced, the wager may be paid or taken according to the rules of the game.
 - 7.2.4. Greater than the maximum wager for a particular bet, as displayed on the table limit sign prior to announcing or indicating no more bets may be placed, the player will be advised, and the Dealer will return the amount exceeding the maximum to the player or give the player the opportunity to reduce their wager; or
 - 7.2.5. Greater than the maximum wager for a particular bet, as displayed on the table limit sign and remains undetected until after the Dealer announces or indicates that no more bets may be placed and the initial deal has commenced, the wager will be paid or collected to the maximum at settlement.
- 7.3. If a winning wager is in bet units which is not permitted with those stated on the table limit sign 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.
- 7.4. Minimum and maximum wagers which differ from those 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.



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- 7.5. An Area Manager (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:

7.5.1. If no players are present, as soon as practicable; or

7.5.2. If players are present, by placing a sign showing the proposed new minimum and that sign is displayed at the table for at least twenty (20) minutes prior to the time of the proposed change taking effect.

8. Dealing the Game

- 8.1. All cards used in the game of Blackjack (or variation) 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:

8.1.1. Face-upwards; or

8.1.2. A Casino Manager (or above) may allow the first two (2) cards to each player be dealt face-downwards.

(a) A player may handle only the first two (2) cards dealt to them; and

(b) Where the game is to be dealt in this style, an Inspector and Surveillance will be notified.

- 8.2. No person will handle, remove or alter any cards used in the game of Blackjack other than as provided for in Rule 8.1.2 above.

- 8.3. Initial Deal:

8.3.1. 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 (1) card in sequence to each betting area where a wager(s) has been placed; then

(c) Deal one (1) 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.

8.3.2. 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 must be placed before the commencement of the subsequent deal and will be placed on the insurance line.

- 8.4. Interim Settlement

8.4.1. On completion of the initial deal and prior to the subsequent deal:



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- (a) Where a player has been dealt a Blackjack and the Dealer's first card does not have a value of ten (10) or is not an ace, the Dealer will pay the wager(s) on that hand in accordance with Rule 9.2; 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 their initial wager.

8.5. Subsequent Deal

8.5.1. Commencing from the left, the Dealer will announce the total of the player's hand. The player will indicate their decision to:

- (a) Double in accordance with Rule 8.5.5; or
- (b) Split in accordance with Rule 8.5.6; or
- (c) Stand – i.e. take no further cards; or
 - (i) A horizontal movement of the hand by the player indicates their intention to stand.
- (d) Draw additional cards in sequence whenever the total of their hand is less than twenty-one (21). No additional cards may be drawn when the player has Blackjack or a hard or soft total of twenty- one (21).
 - (i) The player tapping or scratching the table layout towards the player indicates their intention to draw.

8.5.2. Notwithstanding Rule 8.5.1, where the total of the player's hand is less than twelve (12), and the player cannot double in accordance with Rule 8.5.5 or split in accordance with Rule 8.5.6, the Dealer must deal additional cards to the player's hand until a hard/soft total of twelve (12) or higher is reached. The player will then indicate their decision in accordance with Rule 8.5.1.

- (a) This Rule can be applied as directed by an Area Manager (or above) to any variation of Blackjack in play, providing the relevant information is displayed on a sign at the table.

8.5.3. As each player indicates their 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.

8.5.4. 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 Higher Duties Dealer (or above) may after a reasonable time has passed, direct the Dealer:

- (a) If the players hand is equal or higher to a hard/soft total of twelve (12), the dealer will draw no further cards and the players hand will stand; or



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- (b) If the players hand is less than a total of hard twelve (12), the dealer will draw additional cards to the players hand until the players hand is equal or higher to a hard/soft total of twelve (12).

8.5.5. Doubling:

- (a) A player may elect to double when the first two (2) cards dealt to the player or the first two (2) cards of any split hand have a hard total of nine (9), ten (10) or eleven (11).
 - (i) To double, the player must make an additional wager up to the amount of their original wager on the condition that only one (1) 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 their original Blackjack Wager.
- (c) A player is not permitted to double if the first two (2) cards dealt to the player constitute a Blackjack.

8.5.6. Splitting:

- (a) When the initial two (2) cards dealt to a betting area are identical in value, the player may elect to split the hand into two (2) separate hands.
 - (i) The wager placed on any split hand must be of an amount equal to the player's original Blackjack Wager.
- (b) When a player splits their 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 card of a split hand, the Dealer will announce the total of the hand and the player will indicate their decision to:
 - (i) Stand;
 - (ii) Draw;
 - (iii) Double in accordance with Rule 8.5.5; or
 - (iv) 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 (2) hands and only one (1) 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 (3) hands per betting area in any Round of Play.
- (e) Where Aces or ten (10) value cards are split, the split hands so formed cannot achieve Blackjack.



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

8.5.7. Additional Cards to the Dealer's Hand:

- (a) Except as provided in Rule 8.5.7.(c), the Dealer will draw additional cards to their hand until a hard or soft total of seventeen (17), eighteen (18), nineteen (19), twenty (20) or twenty-one (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 the Dealer's hand does not have a value of ten (10), any Insurance Wager(s) will lose. The losing wagers will be collected by the Dealer immediately upon the drawing of 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.

8.5.8. 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.

9. Settlement

9.1. At the settlement of wagers for a Round of Play, the Dealer must:

- 9.1.1. Clear any losing wagers from the table layout; and
- 9.1.2. Pay any winning wagers.

9.2. 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 6 are:

Name	Odds
Blackjack	3 to 2
Insurance	2 to 1
All other winning wagers	1 to 1

10. Crown Blackjack

10.1. Where the variation 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.



10.2. Dealing the Game

10.2.1. 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 Higher Duties Dealer (or above) may after a reasonable time has passed direct the Dealer:

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

10.2.2. Additional Cards to the Dealer's Hand

- (a) Except as provided by Rule 8.5.7(c), a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or greater, or a soft total of eighteen (18) or greater is achieved, at which point no additional cards will be drawn.

11. Free Bet Blackjack

11.1. Where the variation of Blackjack is Free Bet Blackjack, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Free Bet Blackjack, in which case the Rules of Free Bet Blackjack will prevail.

11.2. Additional Definitions

11.2.1. **'Free Bet Token'** means a gaming token carrying no individual value. When placed for a qualifying player double or split, the token carries the value of the player's original wager.

11.3. Placement of Wagers

11.3.1. A Free Bet Blackjack Wager placed by a player will:

11.3.2. Win if:

- (a) The score of the player's hand exceeds that of the Dealer's hand without either exceeding twenty-one (21); or
- (b) The player has achieved a Blackjack and the Dealer's hand has not; or
- (c) The total of the player's hand is twenty-one (21) or less and that of the Dealer's hand is in excess of twenty-two (22).

11.3.3. Lose if:



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- (a) The score of the player's hand is in excess of twenty one (21); or
- (b) The score of the Dealer's hand exceeds that of the player's hand without either exceeding twenty-one (21).

11.3.4. Stand off if:

- (a) The score of the Dealer's hand and player's hands are equal; or
- (b) The score of the Dealer's hand is twenty-two (22) for all wagers remaining on the layout except where the player's hand constitutes Blackjack.

11.4. Dealing the Game

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

11.4.1. Refuses or fails to act; or

11.4.2. Is not present;

a Higher Duties Dealer (or above) may after a reasonable time has passed direct the Dealer:

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

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

11.5. Additional Cards to the Dealer's Hand

11.5.1. Except as provided by Rule 1.1.1(c) above a Dealer will draw additional cards to the Dealer's hand until a hard total of seventeen (17) or greater, or a soft total of eighteen (18) or greater is achieved, at which point no additional cards will be drawn.

11.6. Doubling

11.6.1. A player may elect to double as per 8.5.5 but in lieu of 8.5.5(a)(i)

- (a) A Free Bet token shall be placed on the layout next to the original wager. This token represents the value of the original wager.
- (b) Only one additional card will be dealt to that hand.

11.7. Splitting

11.7.1. A player may elect to split as per 1.1.1(c) but, except where the value of the cards to be split is a pair of ten value cards, in lieu of 1.1.1(c)(a)(i)

- (a) A Free Bet token shall be placed on the layout in lieu of the additional wager required for the split hand. This token represents the value of your original wager.



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- (b) Where the value of the hand to be split is a pair of 10 value cards, 1.1.1(c)(a)(i) remains in force.

11.8. Settlement

- 11.8.1. Free Bet tokens have no individual or separate value but on settlement of a winning hand carry the same value as the original player wager.
- 11.8.2. Free Bet tokens are only valid for the hand in which they are used. Winning Free Bet tokens, once paid and any side wagers settled, are collected and returned to the float. Free Bet tokens that result in losing wagers and Stand-offs are collected and returned to the float after any applicable side wagers have been settled.

12. Pot of Gold

- 12.1. Where the variation of Blackjack in play is Free Bet Blackjack, and incorporates the Pot of Gold Side Wager, the approved Rules of Free Bet Blackjack will apply, except where the Rules are inconsistent with the Rules of Pot of Gold, in which case the Rules of Pot of Gold will prevail.

12.2. Additional Definitions

In these Rules:

‘Pot of Gold Wager’ means a Side Wager that may be made in addition to a player's original Free Bet Blackjack wager in the corresponding space provided for Pot of Gold wagers.

‘Free Bet Token’ is a gaming chip carrying no individual value. When placed for a qualifying player double or split, the token carries the value of the player's original wager.

12.3. Placement of Wagers

- 12.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Pot of Gold Side Wager by placing a chip(s) on the appropriate area of the table layout.
- 12.3.2. A Casino Manager (or above) may permit a player to place a Pot of Gold wager(s) on any Pot of Gold betting area provided that there is a valid Free Bet Blackjack wager placed in the betting area corresponding to the Pot of Gold wager.
- 12.3.3. A Pot of Gold betting area may contain no more than three (3) Pot of Gold wagers. A player(s) that has placed a valid Free Bet Blackjack wager on a specific betting area will have first entitlement to place a Pot of Gold wager in the corresponding area for Pot of Gold wagers.
- (a) Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.

12.4. A Pot of Gold wager will:

- 12.4.1. Win where the number of Free Bet Tokens played adjacent to where the Pot of Gold wager is placed is one (1) or more.



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12.4.2. Lose where zero Free Bet Tokens are played adjacent to where the Pot of Gold wager is placed.

12.5. Settlement

12.5.1. The odds payable for winning wagers placed on Pot of Gold are (applicable for 6 or 8 decks) as outlined below. These are dependent on the version in play as stipulated on the Table Sign:

Version 1		Version 2	
Free Bet Tokens	Payout	Free Bet Tokens	Payout
5	100 to 1	5	100 to 1
4	60 to 1	4	50 to 1
3	30 to 1	3	25 to 1
2	10 to 1	2	10 to 1
1	3 to 1	1	3 to 1

13. Blackjack Plus

13.1. Where the variation of Blackjack is Blackjack Plus, the approved Rules of Blackjack will apply, except where the Rules are inconsistent with the Rules of Blackjack Plus, in which case the Rules of Blackjack Plus will prevail.

13.2. Additional Definitions:

‘Five and Under’ means any player hand that consists of five (5) cards totaling less than twenty-one (21).

13.3. Placement of Wagers

A Blackjack Plus wager placed by a player will:

13.3.1. Win if:

- (a) The total of the player’s hand is twenty-one (21); or
- (b) The player achieves a Five and Under; or
- (c) The score of the player’s hand exceeds that of the Dealer’s hand without either exceeding twenty-one (21); or
- (d) The player has achieved a Blackjack; or The total of the player’s hand is less than twenty-one (21) and that of the Dealer’s hand is in excess of twenty-two (22).

13.3.2. Lose if:

- (a) The score of the player’s hand is in excess of twenty one (21); or
- (b) The score of the Dealer’s hand exceeds that of the player’s hand without either exceeding twenty-one (21).

13.3.3. Stand-off if:



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- (a) The score of the Dealer's hand and player's hands are equal; or
- (b) The score of the Dealer's hand is twenty-two (22) for all wagers remaining on the layout.

13.4. Dealing the Game

13.4.1. Initial Deal

- (a) Where the Dealer's first card is an ace, a player who is dealt a Blackjack may not place an insurance wager.

13.4.2. Interim Settlement

- (a) When a player has been dealt a Blackjack, the Dealer will announce and pay the Blackjack irrespective of the value of the first card dealt to the Dealer's hand. The player's cards will be removed before any player receives a third card.
- (b) When a player has achieved a hand as described in 1.1.1(a) or 1.1.1(b), the Dealer will announce and pay the bet irrespective of the value of the first card dealt to the Dealer's hand. The player's cards will be removed.

13.4.3. Subsequent Deal

- (a) A player cannot draw additional cards to their hand, once that hand has five (5) cards.

13.4.4. Doubling

A player may elect to double on:

- (a) The first two (2) cards dealt to them;
- (b) The first three (3) cards dealt to them with a point count total of less than twenty-one (21); or
- (c) The first two (2) cards of any hand formed by splitting, except when splitting Aces; or
- (d) The first three (3) cards of any hand formed by splitting with a total of less than twenty-one (21).

14. Perfect Pairs

14.1. Where the variation of Blackjack in play incorporates Perfect Pairs Side Wagers, the approved Rules of the variation of Blackjack will apply, except where the Rules are inconsistent with the Rules of Perfect Pairs, in which case the Rules of Perfect Pairs will prevail.

14.2. Additional Definitions

In these Rules:

'Mixed pair' means two (2) cards that are exactly alike except for suit and colour.



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‘Coloured pair’ means two (2) cards that are exactly alike (including colour) except for suit.

‘Perfect pair’ means two (2) cards that are exactly alike including colour and suit.

14.3. Placement of Wagers:

14.3.1. 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.

14.3.2. A player may place a Perfect Pairs Side Wager(s) on any Perfect Pairs betting area provided that there is a valid Blackjack (or variation) wager placed in the betting area corresponding to the Perfect Pairs Side Wager.

14.3.3. A Perfect Pairs betting area may contain no more than five (5) Perfect Pairs Side Wagers. A player(s) that has placed a valid Blackjack (or variation) wager on a specific betting area will have first entitlement to place a Perfect Pairs Side Wager in the corresponding area for Perfect Pairs Side Wagers.

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

14.3.4. A Perfect Pairs Side Wager will:

(a) Win if the initial two (2) cards dealt to a betting area form a pair as described in Rule 14.2.

(b) Lose if the initial two (2) cards dealt to a betting area do not form a pair as described in Rule 14.2.

14.4. Settlement

14.4.1. All Perfect Pairs Side Wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 8.4.1.

14.4.2. Each winning Perfect Pair side wager may only win one (1) type of Pair.

14.4.3. The odds payable for winning wagers placed on Perfect Pairs are:

Perfect Pairs Payout Table						
	Blackjack (or variation)					
	Number of Decks					
	4		6		8	
Name	Option A	Option B	Option A	Option B	Option A	Option B



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Perfect Pair	25 to 1	30 to 1	25 to 1	30 to 1	25 to 1	25 to 1
Coloured Pair	15 to 1	12 to 1	13 to 1	10 to 1	12 to 1	12 to 1
Mixed Pair	6 to 1	5 to 1	6 to 1	5 to 1	6 to 1	5 to 1

15. Crown Pairs

15.1. Where the variation of Blackjack in play incorporates Crown Pairs Side Wagers, the approved Rules of the variation of Blackjack will apply, except where the Rules are inconsistent with the Rules of Crown Pairs, in which case the Rules of Crown Pairs will prevail.

15.2. Additional Definitions In these Rules:

‘Mixed pair’ means two (2) cards that are exactly alike except for suit and colour.

‘Coloured pair’ means two (2) cards that are exactly alike (including colour) except for suit.

‘Crown pair’ means two (2) cards that are exactly alike including colour and suit.

15.3. Placement of Wagers:

15.3.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a Crown Pairs Side Wager by placing a chip(s) on the appropriate area of the table layout.

15.3.2. A player may place a Crown Pairs Side Wager(s) on any Crown Pairs betting area provided that there is a valid Blackjack (or variation) wager placed in the betting area corresponding to the Crown Pairs Side Wager.

15.3.3. A Crown Pairs betting area may contain no more than five (5) Crown Pairs Side Wagers. A player(s) that has placed a valid Blackjack (or variation) wager on a specific betting area will have first entitlement to place a Crown Pairs Side Wager in the corresponding area for Crown Pairs Side Wagers.

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

15.3.4. A Crown Pairs Side Wager will:

(a) Win if the initial two (2) cards dealt to a betting area form a pair as described in Rule 15.2.

(b) Lose if the initial two (2) cards dealt to a betting area do not form a pair as described in Rule 15.2.

15.4. Settlement



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15.4.1. All Crown Pairs Side Wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 8.4.1.

15.4.2. Each winning Crown Pair side wager may only win one (1) type of Pair.

15.4.3. The odds payable for winning wagers placed on Crown Pairs are:

Crown Pairs Payout Table						
	Blackjack (or variation)					
	Number of Decks					
	4		6		8	
Name	Option A	Option B	Option A	Option B	Option A	Option B
Crown Pair	25 to 1	30 to 1	25 to 1	30 to 1	25 to 1	25 to 1
Coloured Pair	15 to 1	12 to 1	13 to 1	10 to 1	12 to 1	12 to 1
Mixed Pair	6 to 1	5 to 1	6 to 1	5 to 1	6 to 1	5 to 1

16. Any Pairs

16.1. Where the variation of Blackjack in play incorporates Any Pairs Side Wagers, the approved Rules of the variation of Blackjack will apply, except where the Rules are inconsistent with the Rules of Any Pairs, in which case the Rules of Any Pairs will prevail.

16.2. Any Pairs will only be available with six (6) and eight (8) deck variations.

16.3. Additional Definitions In these Rules:

‘Any Pair’ means the first two (2) cards dealt to the playing area that are of the same number or of the same picture regardless of the colour or suit.

16.4. Placement of Wagers:

16.4.1. Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place an Any Pairs Side Wager by placing a chip(s) on the appropriate area of the table layout.

16.4.2. A player may place an Any Pairs wager(s) on an Any Pairs betting area provided that there is a valid Blackjack (or variation) wager placed in the betting area corresponding to the Any Pairs wager.

16.4.3. An Any Pairs betting area may contain no more than five (5) Perfect Pairs wagers. A player(s) that has placed a valid Blackjack (or variation) wager on a specific betting area will have first entitlement to place an Any Pairs wager in the corresponding area for Any Pairs wagers.



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

16.4.4. An Any Pairs wager will:

- (a) Win if the initial two (2) cards dealt to a betting area form Any Pair as described in Rule 14.2.
- (b) Lose if the initial two (2) cards dealt to a betting area do not form Any Pair as described in Rule 14.2.

16.5. Settlement

16.5.1. All Any Pairs Side Wagers will be settled during the Interim Settlement prior to any winning Blackjack (or variation) wagers being paid in accordance with Rule 8.4.1.

16.5.2. The odds payable for winning wagers placed on Any Pairs are:

Any Pairs (6 or 8 Decks)		
Name	Definition	Odds
Any Pair	The first two (2) cards dealt to the playing area that are of the same number or of the same picture regardless of the colour or suit (for example 10, 10 or K, K).	11 to 1

17. Irregularities

17.1. Where the Dealer fails to burn a card as described in Rule 4.3, the results of Rounds of Play previously played in that shoe will stand and play in that shoe will continue.

17.1.1. 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.

17.2. A card found face-up in the Dealing Shoe will be discarded.

17.3. A card drawn in excess from the Dealing Shoe will be treated as undisclosed and, subject to Rule 17.3.1 below, will be used as though it were the next card from the Dealing Shoe.

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

17.4. If in a Round of Play, despite no wagers being placed, the Dealer deals one (1) or more cards to one (1) or more betting areas, the Higher Duties Dealer (or above) will declare the Round of Play Void and instruct the Dealer to burn the card(s) dealt in excess from the Dealing Shoe.

17.5. Except if it is the first Round of Play as described in Rule 17.1.1; if, after the initial deal and prior to:



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17.5.1. Any interim settlement of wagers, including Side Wagers; or

17.5.2. 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 Higher Duties Dealer (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.

17.6. 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.

17.7. 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:

17.7.1. Complete their hand prior to the Dealer taking a first card; or

17.7.2. Instruct the Dealer to take a first card prior to making further decisions.

17.8. 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.

17.8.1. If only one (1) card is dealt to a player's betting area containing a wager, the player will have the option of retracting their wager or receiving a second card when called upon to make a decision on that betting area.

17.9. 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 17.3 will be treated as undisclosed.

17.9.1. 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.

17.10. In the event that the cards are not shuffled following the exposure of the cutting card in accordance with Rules 4.1.1, 4.1.2(b) and 4.1.2(c), a shuffle will take place immediately at the completion of the Round of Play.

17.11. 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 Rules 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.

17.12. If, during a Round of Play, the Continuous Shuffling Machine malfunctions, or two (2) or more cards are dealt from the Dealing Shoe simultaneously such that the order of the cards cannot be determined and the Round of Play cannot be completed, that Round of Play will be Void.

17.12.1. Where any interim settlement of wagers, including the settlement of Side Wagers has occurred, the results of such settlement will stand.

17.13. If, during the course of play, it is found that the deck(s) in play do not contain the correct cards (for example, insufficient cards) used to form the approved deck(s) for the particular



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variation of Blackjack in play:

17.13.1. The result of any Rounds of Play previously completed will stand;

17.13.2. The Round of Play where the error is discovered will be declared Void and all monies returned for that Round of Play; and

17.13.3. The remainder of the shoe will be declared Void and the cards will be removed from play.

18. Blackjack Tournament Play

18.1. Crown Sydney may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Blackjack being offered with an equal chance.

18.2. For each Tournament conducted by Crown Sydney, Crown Sydney must:

18.2.1. In accordance with Rule 18.4, document relevant Terms and Conditions;

18.2.2. Prior to a Tournament being conducted and entries having been taken, make the relevant Terms and Conditions available to patrons; and

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

(a) The Tournament Director may, at their discretion, appoint one (1) or more Deputies whom may act as designees of the Tournament Director.

18.2.4. Designate the gaming tables to be used in the conduct of the Tournament.

18.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 18.2.4 is used exclusively for Tournament play.

18.3. Prior to the commencement of play in a Tournament:

18.3.1. The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.

18.3.2. 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'.

18.4. The Tournament Terms and Conditions referred to in Rule 18.2.1 must include the following information at a minimum:

18.4.1. 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.

18.4.2. 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 Crown is reserving the right generally to deny entry to a Tournament, a statement that Crown may refuse any application.
- (iv) If Crown is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.

- (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; and
- (ii) Information detailing how the Terms and Conditions will be made available to Tournament Players.

- (c) The method of entry into the Tournament;

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

18.4.3. 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 alternately 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.

18.4.4. 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.
- (d) If pass cards are to be made available, the number of pass cards in a session or Round of Play and details of how to use a pass card.

18.4.5. Elimination

- (a) The criteria for how Tournament Players will be eliminated from the Tournament.

18.4.6. Winners

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

18.4.7. 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.

18.4.8. 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 their entry fee or buy-in refunded in whole or in part.



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- (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 Blackjack and that in the event of any inconsistency, the Rules of the relevant variation of Blackjack 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 Tournament Players' personal information collected during the tournament will be handled in accordance with Crown Sydney's Privacy Policy (available on request or on Crown Sydney's website) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to Tournament Players' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown Sydney.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Blackjack.
- (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 Competition and Consumer Act 2010 (Cth), Crown Sydney (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 Crown is entitled to have the complaint investigated by an Inspector, pursuant to legislative requirements and the Rules of Blackjack.

19. Player Rewards and Promotional Prizes

- 19.1. Crown Sydney may offer Promotional Prizes in connection with gaming.
- 19.2. Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 19.3. The non-monetary prize rules in section 66(4) of the Act apply such that Promotional Prizes will not comprise or include any of the following:
 - 19.3.1. Tobacco in any form; or
 - 19.3.2. A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 19.3.3. A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 19.3.4. More than twenty (20) litres of liquor; or
 - 19.3.5. Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 19.4. Crown Sydney will detail in the Terms and Conditions associated with a Promotional Prize and make reference to these Terms and Conditions in marketing material. These Terms and Conditions will be readily available within the casino boundary or through other appropriate means, including (but not limited to) being made available online, direct mail or brochures.
- 19.5. The Terms and Conditions for Promotional Prize promotions must include, but are not limited to, the following:
 - 19.5.1. The manner in which a Promotional Prize is to be awarded;
 - 19.5.2. When and where the Promotional Prize will be awarded;
 - 19.5.3. The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;
 - 19.5.4. If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotional Prize;
 - 19.5.5. The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;
 - 19.5.6. The closing date and time for entries to be received into any Promotional Prize promotions;
 - 19.5.7. The method for claiming a Promotional Prize (including any requirement for players to be physically present)



19.5.8. How the winner of a Promotional Prize will be notified;

19.5.9. How the results of a Promotional Prize will be published;

19.5.10. Details of the prizes and their value including any conditions in relation to receiving, using or accepting prizes, including specifically:

(a) For machinery or appliances:

- (i) Make;
- (ii) Model; and
- (iii) Included accessories:

(b) For motor vehicles:

- (i) Make;
- (ii) Model;
- (iii) Include accessories; and
- (iv) What other on-road costs are included (for example, registration).

(c) For travel / holidays:

- (i) How many guests the winner is entitled to bring on the travel Promotional Prize;
- (ii) Airfares, accommodation, transfers, meals;
- (iii) Any restrictions as to when travel must be taken; and
- (iv) Any spending money included.

(d) If the prize is real estate:

- (i) The type of dwelling;
- (ii) Floor plans;
- (iii) Contract details;
- (iv) Easement details;
- (v) Address of other location;
- (vi) Any other inclusions – conveyancing, legal costs, fixtures and fittings.

19.6. When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by Crown Sydney to notify the winner of any Promotional Prize within two (2) days of the draw by the following methods:

19.6.1. In person; or



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- 19.6.2. Mail; or
- 19.6.3. Telephone; or
- 19.6.4. E-mail.
- 19.7. Crown Sydney will provide NICC with the Terms and Conditions of a Promotional Prize promotion under these Rules on request.
- 19.8. If Crown Sydney refuses to offer a Promotional Prize to a patron for reasons including (but not limited to) that patron being excluded before or after the Promotional Prize promotion, Crown Sydney will inform that patron as soon as practicable and must retain all details of claims of Promotional Prizes over \$100 which have been refused.
- 19.9. In the event of a dispute in relation to the Terms and Conditions of a Promotional Prize promotion, the decision of Crown Sydney management is final. Where a patron is not satisfied with a decision made by Crown Sydney in relation to a Promotional Prize promotion, that patron will be advised of their right to lodge a complaint with an Inspector under the Gaming and Liquor Administration Act 2007 (NSW).
- 19.10. Should Crown Sydney determine that the integrity of the Promotional Prize promotion has been compromised, the promotion may be postponed until such time where the integrity is validated or otherwise, cancel the promotion. For cancellations, an Inspector must be notified as soon as practicable.

20. General Provisions

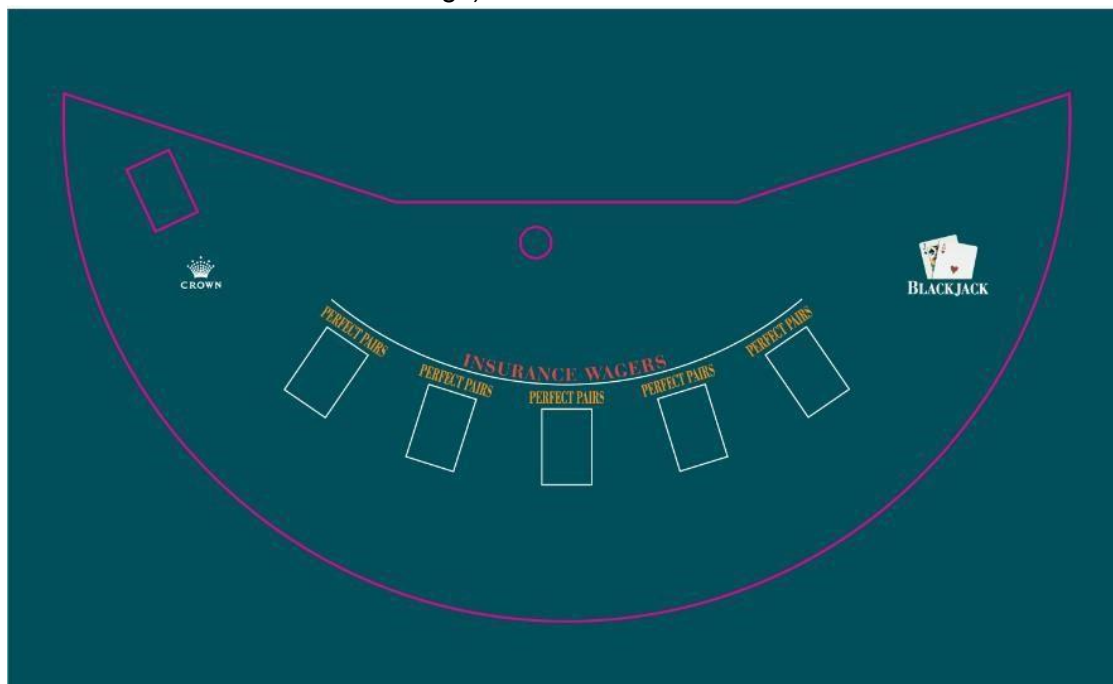
- 20.1. A person will not, with respect to a game of Blackjack (or variation), use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
 - 20.2. Where a player has contravened any provision of these Rules, an Area Manager (or above) may:
 - 20.2.1. Declare that any wager made by the player(s) will be Void; or
 - 20.2.2. Direct that the player(s) will be excluded from further participation in the game; or
 - 20.2.3. Exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 20.2.4. Immediately escalate a matter to an Inspector or a police officer as appropriate in the event a player(s) is found in possession of a prohibited device.
 - 20.3. An Area Manager (or above) may declare the outcome of a Round of Play or any wager Void if:
 - 20.3.1. The game is disrupted by circumstances outside Crown Sydney's reasonable control, including (but not limited to) forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery or an act of God; or
 - 20.3.2. Any fraudulent act is perpetrated by any person in relation to the operation of the game.
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Blackjack **Approved Rules of the Game**

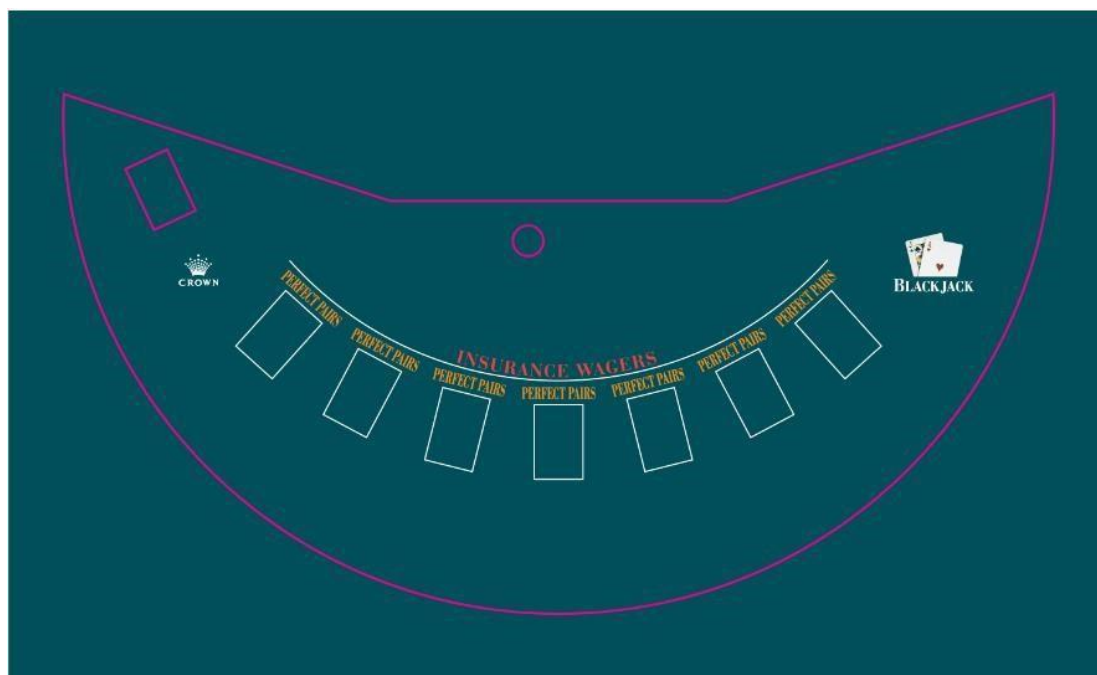
- 20.4. Where the outcome of a Round of Play is declared Void, all wagers made by the players for that particular result will be refunded.
- 20.5. A Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Rounds of Play notice is given to the players.
- 20.6. A player will not be advised by an employee of Crown Sydney on how to play, except to ensure compliance with these Rules.
- 20.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 20.8. Proxy betting is not permitted.
- 20.9. Players are not permitted to have side bets against each other.
- 20.10. A seated player who abstains from wagering for three (3) consecutive Rounds of Play whilst all other seats at that table are in use may be required to vacate that seat.
- 20.11. A Higher Duties Dealer (or above) may refuse, on reasonable grounds, any wager made by a player prior to the first card being removed from the Dealing Shoe, and in doing so cause the wager(s) to be removed from the layout.
- 20.12. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the Area Manager (or above) will be final. Where a player is not satisfied with the decision of the Area Manager (or above) relating to the conduct of gaming, the patron will be advised of their right to lodge a complaint with an Inspector under section 33 of the Gaming and Liquor Administration Act 2007 (NSW).
- 20.13. A copy of these Rules will be made available upon request.

Diagram A – 5 Player Blackjack Layout
(variation will be indicated on Table sign)



Number of betting positions may vary as per Rule 2.1.

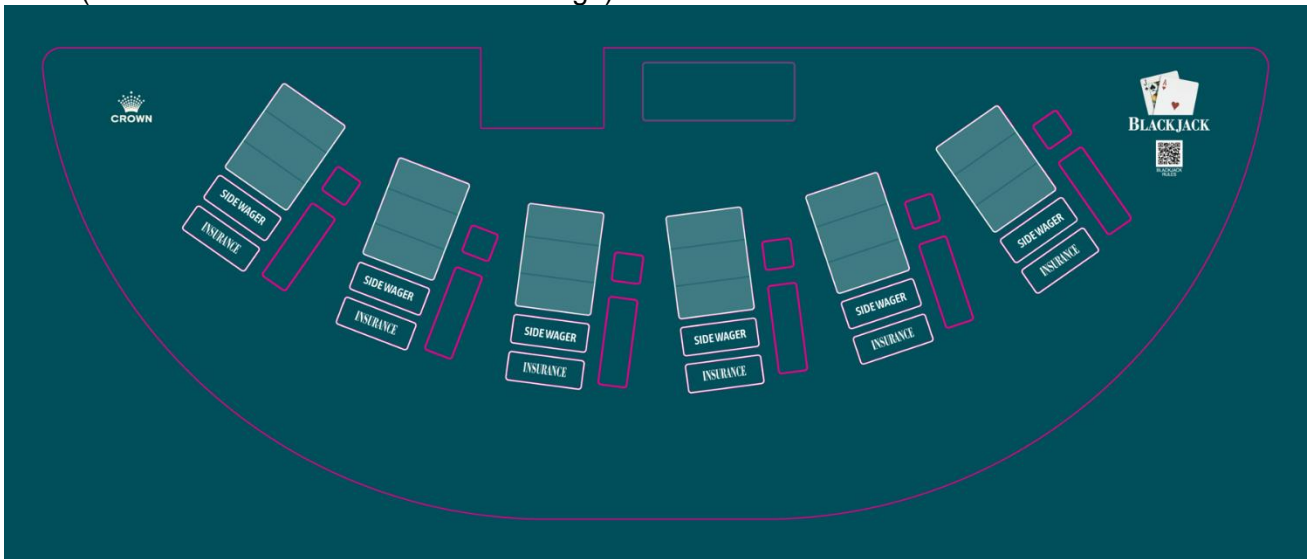
Diagram B - 7 Player Blackjack Layout
(variation will be indicated on Table sign)



Number of betting positions may vary as per Rule 2.1.

Diagram C – 6 Player Blackjack Layout

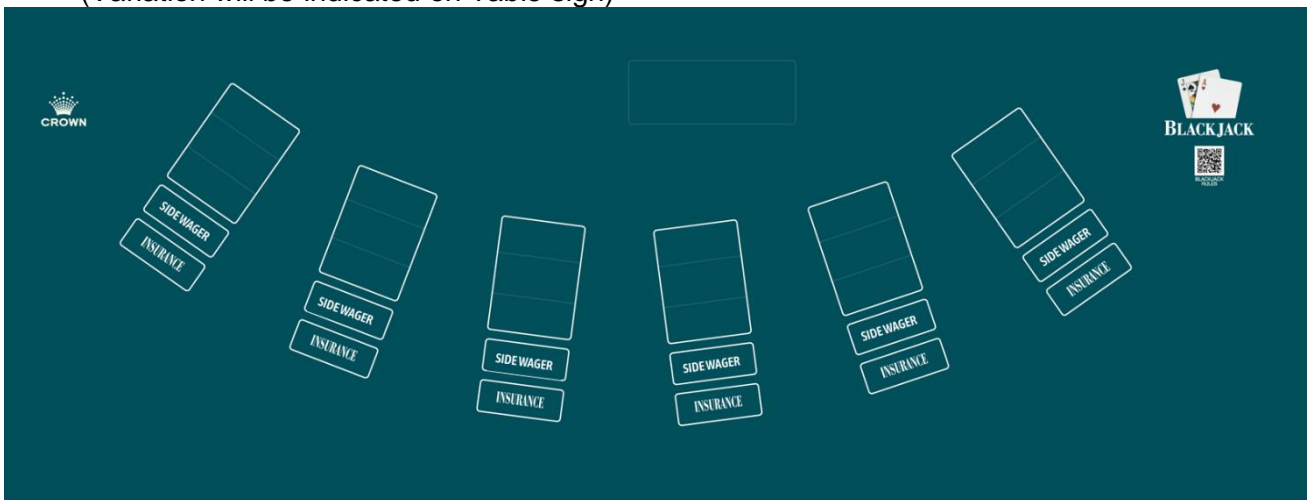
(Variation will be indicated on Table sign)



Number of betting positions may vary as per Rule Error! Reference source not found..

Diagram D – 6 Player Blackjack Layout

(Variation will be indicated on Table sign)



Number of betting positions may vary as per Rule Error! Reference source not found..