

Ref: DF25/006121

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 Baccarat in the casino operated by The Crown Resorts Pty Limited under licence granted by the Regulator on the 8 July 2014:

(1) Amended Rules for the playing of Baccarat

The amended rules for the playing of the game of Baccarat in the casino as set out in the Attachment, are approved.

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

Signed at Sydney, NSW, this 26th day of March 2025.



Anthony Vescio
A/Director Licensing
For and on behalf of the **NSW Independent Casino Commission**



BACCARAT

Approved Rules of the Game

Version 3.2



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1. Definitions

1.1. In these Rules:

'1-1-2' means a betting system which allows players to place a combined wager on both the Side Wagers on offer at the table and Tie. The wager will be apportioned as follows: 25% on the Banker Side Wager, 25% on the Player Side Wager and 50% on Tie.

'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.

'Baccarat' means the Point Count of either the Player hand or the Banker hand is equal to zero (0).

'Baccarat Pairs' means a Side Wager which may be offered on any variation of Baccarat, which wins if the first two (2) Cards dealt to the Player or the Banker are exactly alike, regardless of colour or suit, and loses on all other outcomes. Players may place a wager on Player Pair, Banker Pair or both.

'Baccarat Perfect Pairs' means a Side Wager which may be offered on any variation of Baccarat (utilising eight (8) decks only), which wins if the first two (2) Cards dealt to the Player or the Banker are:

- (a) A **Mixed Pair** which means two (2) Cards that are exactly alike except for suit and colour, or
- (b) A **Coloured Pair** which means two (2) Cards that are exactly alike (including colour) except for suit; or
- (c) A **Perfect Pair** which means two (2) Cards that are exactly alike including suit

and loses on all other outcomes. Players may place a wager on Player Perfect Pair, Banker Perfect Pair or both.

'Big Tiger' means a bet in the Tiger Side Wager which may be offered on any variation of Baccarat, which wins if the Banker has a winning three-card hand with a total of six (6).

'Burn(ed)' means to remove a Card from play by placing it in the discard rack or holder.

'Cards' means approved playing cards for use for the game of Baccarat.

'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.

‘Coup’ means a round of play comprising a Player hand and a Banker hand, commencing with the removal of the first Card of the round of play from the Dealing Shoe and concluding when the Dealer announces a result and, if applicable, collects losing wagers, pays winning wagers and places the Cards in the discard rack or holder.

‘Crown Baccarat’ means a variation of Baccarat played where winning Banker wagers will be paid at odds of 1 to 1, except where the Banker wins with a Point Count of six (6). In this instance winning Banker wagers will be paid at odds of 1 to 1 less 50% commission (i.e. \$100 pays \$50). Winning Player wagers will be paid at odds of 1 to 1.

‘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.

‘Cutting Card’ means an object used to cut 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 Baccarat table. Each object will be distinctly designed and marked to denote its purpose.

‘Dragon Bonus’ means a Side Wager which may be offered on any variation of Baccarat and may be placed on:

- (a) **Player Dragon Bonus** - Player wins by four (4) points or more, or wins with a Natural; and/or
- (b) **Banker Dragon Bonus** - Banker wins by four (4) points or more or wins with a Natural.

‘Dummy Coup’ means a coup which is dealt in accordance with these Rules, except that no wagers are placed.

‘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).

‘Natural’ means a two-Card total of eight (8) or nine (9) achieved by either the Player hand or the Banker hand.

‘NICC’ means NSW Independent Casino Commission.

‘Point Count’ means a total value of Cards in a Coup as determined in accordance with Rule 3.3.

‘Pre-Shuffled Cards’ means 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 patrons of the casino in connection with gaming conducted 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.

‘Shoe’ means the total number of decks of Cards as required by Rule 3 formed together and placed into the Dealing Shoe after the Cards have been cut by the Dealer to facilitate play in the game of Baccarat, which continues until the Shoe ends (either prior to the cutting card appearing during the Shoe or when the final Coup for the Shoe is dealt in accordance with Rule 4 after the cutting card appears)

‘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 players may place a wager in addition to, or instead of, a Player or Banker wager. For example: Dragon Bonus or Baccarat Pairs.

‘Small Tiger’ means a bet in the Tiger Side Wager which may be offered on any variation of Baccarat, which wins if the Banker has a winning two-card hand with a total of six (6).

‘Stand-off’ means where a wager shall neither win nor lose.

‘Super 6’ means a Side Wager which may be offered on any variation of Baccarat which wins when the Banker wins with a Point Count of six (6) or loses on all other outcomes.

‘Table Differential’ means the maximum allowable difference between the total amount wagered on the Player's hand and the total amount wagered on the Banker's hand for any Coup.

‘Table of Play’ means a set of mandatory instructions that dictate whether the Player hand and Banker hand should stand or draw an additional Card as set out in Rule 9.

‘Tie’ means that both the Player hand and the Banker hand have the same Point Count.

‘Tiger’ means a bet in the Tiger Side Wager which may be offered on any variation of Baccarat, which wins when the Banker wins with a total of six (6) with either two cards or three cards. The payouts will differ for a two-card total and a three-card total. This wager loses on all other outcomes.

‘Tiger Pair’ means a bet in the Tiger Side Wager which may be offered on any variation of Baccarat, which wins if the first two cards dealt to either Player or Banker constitute a pair and loses on all other outcomes.

- (a) **Single Tiger Pair** will win where either Player or Banker hand forms a pair, but not both.
- (b) **Double Tiger** Both Player and Banker hands form pairs (except in the case of Twin Tiger).
- (c) **Twin Tiger** Both Player and Banker hands have the same pair in rank (e.g. both have a pair of Queens).

‘Tiger Side Wager’ means a series of bets that are available when the Tiger Side Wager is in play.

‘Tiger Tie’ means a bet in the Tiger Side Wager which may be offered on any variation of Baccarat, which wins if the result is a Tie with both the Player and Banker hands having a total of six (6)

‘Tournament’ means a competition conducted in accordance with Rule 12.

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

‘Tournament Player’ means an entrant in a Tournament.

‘Tournament Terms and Conditions’ means the Terms and Conditions approved for a Tournament in accordance with Rule 12.

‘Traditional Baccarat’ means a form of Baccarat in which winning Banker hands are paid at odds of 1 to 1 less 5% commission and winning Player hands are paid at odds of 1 to 1.

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

‘WRD’ means winning results display.

‘Zero Commission Baccarat’ means a variation of Baccarat in which all winning Player and Banker wagers are paid at odds of 1 to 1 (even money) with no deduction of commission. This variation of Baccarat may only be offered for Tournament play.

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:

1.3.1. The game; is a reference to the game of Baccarat played at a particular gaming table;

1.3.2. A bet; is a reference to the contingency or outcome on which a player may place a wager; and

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

2. Table Layout and Equipment

- 2.1. Baccarat (or variation) will be played on a table having positions for three (3) to fourteen (14) players.
- 2.2. A Baccarat (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, DIAGRAM B, DIAGRAM C, DIAGRAM D, DIAGRAM E, DIAGRAM F, DIAGRAM G, DIAGRAM H, DIAGRAM I, DIAGRAM J, or DIAGRAM K.
 - 2.2.2. May contain the following equipment:
 - (a) Cards (including Pre-Shuffled Cards) – see Rule 3;
 - (b) A Dealing Shoe;
 - (c) Distinctive Markers;
 - (d) A Cutting Card;
 - (e) Where required, a Shuffling Device;
 - (f) A discard rack or holder capable of holding eight (8) decks of Cards;
 - (g) A WRD;
 - (h) A float tray; and
 - (i) Where cash is accepted at the table, a drop box will be attached.

3. Cards

- 3.1. Baccarat will be played with eight (8) decks of Cards, each deck having fifty-two (52) Cards without Jokers, with backs of the same colour and design and one (1) Cutting Card.
- 3.2. The value of the Cards is as follows:
 - 3.2.1. Cards from two (2) to nine (9) inclusive have their face value;
 - 3.2.2. Tens (10s), Jacks, Queens and Kings have a value of zero (0); and
 - 3.2.3. An Ace has a value of one (1).
- 3.3. The Point Count of a hand will be:
 - 3.3.1. Where the total value of the Cards in the hand is a number between zero (0) and nine (9) inclusive, that number; or
 - 3.3.2. Where the total value of the Cards in the hand is the number ten (10) or a higher number, the right digit of that number.

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. At the discretion of a Higher Duties Dealer (or above), the Cards may be shuffled so that they are randomly intermixed:
- (a) Prior to the Cards being used for play (including Pre-Shuffled Cards); or
 - (b) At the completion of the next Coup after that Coup in which the Cutting Card appears; or
 - (c) Immediately if, in the opinion of a Higher Duties Dealer (or above), the Cards are dealt in a sequence which is abnormal; or
 - (d) At other times (including where the Cards have been dropped or otherwise mishandled) where, in the opinion of a Higher Duties Dealer (or above), there is reasonable cause to believe that a shuffle is warranted.

4.2. The Cut

- 4.2.1. After the Cards have been shuffled, the Dealer will offer the stack of Cards with backs facing outwards from the Dealer to be cut. The person to cut the Cards may be:
- (a) One (1) of the players at the table; or
 - (b) A Higher Duties Dealer (or above).
- 4.2.2. Where one of the players cuts the Cards in accordance with Rule 4.2.1(a), the player to cut the Cards will be:
- (a) The first player to arrive at the table if the game is about to commence or another player so designated by that player; or
 - (b) The player to the immediate left of the Dealer or another player so designated by that player.
- 4.2.3. If the player designated in Rule 4.2.2 refuses to cut the Cards, the Cards may be offered in a clockwise direction to each player seated at the table until a player accepts the cut. If the cut is not accepted by one of these players, a Higher Duties Dealer (or above) will cut the Cards.
- 4.2.4. The Cards will be cut by the appropriate person as described in Rules 4.2.1-4.2.3 by placing the Cutting Card in the stack a minimum of approximately one (1) deck in from either end of the stack.
- 4.2.5. Once the appropriate person 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, after which they will insert the Cutting Card approximately twenty (20) Cards in from the back of the stack and then place the Cards in the Dealing Shoe ready for the commencement of play; or
- (b) Take all Cards in front of the Cutting Card, and place them to the back of the stack, after which they will fan thirteen (13) Cards from the end, insert the Cutting Card and then place the Cards in the Dealing Shoe ready for the commencement of play.

4.3. Burning a Card(s)

4.3.1. Before the start of play following each shuffle and cut of Cards, the Dealer may perform either a:

- (a) '**Crown Burn**' – by removing the first Card from the Dealing Shoe and Burning that Card. Players may request to see the Burn Card; in which case it will be turned face-up on the table layout and then placed in the discard rack or holder; or
- (b) '**Traditional Burn**' - if requested by a player and authorised by an Area Manager (or above), by removing the first Card from the Dealing Shoe face-up and draw, face-down, Cards equal to the face value of the first Card and Burn them. In this instance, 10, Jack, Queen and King will each have a face value of ten (10) and an Ace a value of one (1); and
 - (i) An Assistant Casino Manager (or above) may allow for these face-down Cards to be exposed.

4.4. Card Replacement

4.4.1. At the discretion of the Higher Duties Dealer (or above) at the completion of the final Coup of the Shoe in play and prior to a shuffle, the Cards may be removed from the table and replaced by new Cards or re-shuffled in accordance with Rule 4.1.

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 that no Coup is in progress, the Higher Duties Dealer (or above) will direct that any or all of the Cards be replaced.

- (a) Should a Higher Duties Dealer (or above) at any time form the opinion that the sequence of Cards in a Shoe has been revealed during the shuffle and/or cut process, then the Shoe will be declared Void and the Cards will be replaced immediately in accordance with Rule 4.4.1.

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.

4.4.4. When the players during any Shoe handle the Cards, all the Cards from that Shoe will be replaced.

5. Variations of Baccarat

- 5.1. Crown Sydney may offer the following variations of Baccarat, provided that the variation is appropriately displayed at the table:
 - 5.1.1. Traditional Baccarat; or
 - 5.1.2. Crown Baccarat; or
 - 5.1.3. Zero Commission Baccarat (for Tournament play only).
- 5.2. Crown Sydney may offer any of the Side Wagers listed in Rule 6.2.4 in conjunction with the variation of Baccarat 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.
- 5.3. An Area Manager (or above) may change the variation or Side Wagers of Baccarat in play:
 - 5.3.1. If no players are present; as soon as practicable; or
 - 5.3.2. If players are present:
 - (a) By placing a sign indicating the change to be implemented and that sign has been displayed for at least twenty (20) minutes prior to the time of the proposed change.
 - (b) Where the players collectively consent to the change, the change may occur as soon as practicable.

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. Player hand, which will:
 - (a) Win if the Cards dealt to the Player hand have a higher Point Count than that of the Cards dealt to the Banker hand; or
 - (b) Stand-off if the Point Count of the Player hand is equal to the Point Count of the Banker hand; or
 - (c) Lose if the Cards dealt to the Player hand have a lower Point Count than that of the Cards dealt to the Banker Count.
 - 6.2.2. Banker hand, which will:

- (a) Win if the Cards dealt to the Banker hand have a higher Point Count than that of the Cards dealt to the Player hand; or
- (b) Stand-off if the Point Count of the Player hand is equal to the Point Count of the Banker hand; or
- (c) Lose if the Cards dealt to the Banker hand have a lower Point Count than that of the Cards dealt to the Player Count.

6.2.3. Tie, which will:

- (a) Win if the Point Count of the Player hand is equal to the Point Count of the Banker hand; or
- (b) Lose on all other outcomes.

6.2.4. Where offered, the following Side Wagers:

- (a) Player Dragon Bonus;
- (b) Banker Dragon Bonus;
- (c) Player Perfect Pairs;
- (d) Banker Perfect Pairs;
- (e) Player Pairs;
- (f) Banker Pairs;
- (g) Super 6;
- (h) Tiger Tie;
- (i) Tiger Pair;
- (j) Tiger;
- (k) Big Tiger; and
- (l) Small Tiger.

6.3. Where offered, 1-1-2.

6.4. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, changed or withdrawn after the first Card of the Coup has been dealt except as authorised under Rules 11.7.2(b) and 11.9.

6.5. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. They must ensure that any instructions given to the Dealer are correctly carried out.

6.6. On a game where a Side Wager is offered:

- 6.6.1. A player may place a Side Wager regardless of whether they or any other player has placed a valid wager on Player or Banker.
 - (a) Where the Side Wager offered is Baccarat Perfect Pairs or Baccarat Pairs, and no valid wagers have been placed on Player, Banker or Tie, the Coup must be completed in accordance with the Table of Play as described in Rule 9.
- 6.6.2. A player may place simultaneous Side Wagers; however, first entitlement will be given to those players who have also placed a Player or Banker wager. For example, in any one (1) Coup, a player may place wagers on both Tie and Tiger Pair.
- 6.6.3. A player who has placed a valid Player wager on a specific betting area will have first entitlement to place a Player Side Wager.
- 6.6.4. A player who has placed a valid Banker wager on a specific betting area will have first entitlement to place a Banker Side Wager.
- 6.6.5. A player who has placed a valid wager, other than a Player wager on a betting area, will have next entitlement to place a Player Side Wager.
- 6.6.6. A player who has placed a valid wager, other than a Banker wager on a specific betting area, will have next entitlement to place a Banker Side Wager.
- 6.6.7. Once players with first entitlement as described in Rules 6.5.2 to 6.5.6 (inclusive) have elected to place a Side Wager or not, subsequent entitlements will go to the remaining players.

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.
- 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; and/or
- 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.
- 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. There will be two (2) hands dealt - the Player hand and the Banker hand.
- 8.2. Prior to the first Card being dealt from the Dealing Shoe, the Dealer will:
 - 8.2.1. Call or indicate for bets to be placed; and
 - 8.2.2. Announce or indicate that no more bets may be placed.
- 8.3. Initial Deal:
 - 8.3.1. Four (4) Cards will be dealt from the Dealing Shoe face-down or face-up, at the discretion of a Higher Duties Dealer (or above). The first (1st) and third (3rd) Cards will respectively represent the first (1st) and second Cards of the Player hand and the second (2nd) and fourth (4th) Cards dealt will respectively represent the first (1st) and second (2nd) Cards of the Banker hand.

8.4. The game may be dealt using one (1) of the following methods:

8.4.1. The Dealer may deliver both the Player hand and the Banker hand to the highest wagerer on these hands.

- (a) Initially if the player with the highest wager on either the Player or the Banker refuses to accept the Cards for that hand, the Dealer will offer those Cards to the next highest wagerer on that hand.
- (b) In the event that two (2) or more players have made an equal highest wager on either the Player or the Banker the Dealer will first offer the Cards to that player with the equal highest wager whose bet is furthest to the Dealer's right.
 - (i) If that player refuses to accept the Cards, the Dealer will offer the Cards anti-clockwise to the next person with the equal highest wager.
- (c) The player accepting the Cards may request the Dealer to open the Cards on their behalf. When this occurs, the player will still be offered the option to look at the third Card dealt to that hand (where applicable).
- (d) The player accepting the Cards may authorise another person (whether or not that person has placed a wager) to open one (1) or more of the Cards. The Cards must be opened over the table layout.
- (e) Distinctive Markers denoting 'Player' and 'Banker' may be placed in front of the player accepting the Cards on the Player hand and the Banker hand respectively.
- (f) The players will handle only one (1) set of Cards, either the Player hand or the Banker hand at any one time.
- (g) In the event that no player accepts either the Player Cards or the Banker Cards, the Dealer will retain the Cards.
- (h) Where the Dealer is required to open either the Player hand or the Banker hand, a player acting as either the Player or the Banker for the purposes of opening the Cards may request to open both hands in turn (either Player then Banker or Banker then Player). The Dealer must ensure that the hands are kept clearly separated.

8.4.2. The Dealer will retain the Dealing Shoe and act as both the Player and the Banker for the purpose of dealing the Cards.

8.4.3. In private gaming areas:

- (a) Where no Banker or Player wagers have been placed, an Assistant Casino Manager (or above) may at their discretion permit a player who has placed a Side Wager(s) to open the Player Cards and/or Banker Cards.

8.5. When the Cutting Card appears during the course of play, the Dealer must:

- 8.5.1. Remove the Cutting Card and place it on the table layout to the side;
 - 8.5.2. Complete any Coup which is in progress;
 - 8.5.3. Indicate that the next Coup is to be the last Coup upon which wagers may be placed; and
 - 8.5.4. Following completion of the last Coup of the Shoe, the Cards must be shuffled in accordance with Rule 4.1 or pre-shuffled Cards introduced to the table.
- 8.6. A Higher Duties Dealer (or above) may direct the Dealer to deal one (1) or more Dummy Coups:
- 8.6.1. At the commencement of a new Shoe; or
 - 8.6.2. At any time during the course of a Shoe; or
 - 8.6.3. Continuously until a player places a wager at the table.

9. The Table of Play

- 9.1. As provided for by Rules 8.3 and 8.4, the Dealer will determine which hand will be exposed first, i.e. Player then Banker or Banker then Player. The Dealer will announce or indicate the Point Count of each hand as it is displayed and if required, further Cards will be dealt either face-up or face-down in accordance with Rule 9.
 - 9.1.1. Under no circumstances will more than one (1) additional Card be dealt to either hand.
- 9.2. The Dealer will announce or indicate the result of Coup.
- 9.3. Order of merit of hands will be:
 - 9.3.1. A Point Count of nine (9);
 - 9.3.2. A Point Count of eight (8);
 - 9.3.3. A Point Count of seven (7); and
 - 9.3.4. So on in descending numerical order down to a Point Count of Baccarat.
- 9.4. After the initial four (4) Cards have been dealt, if the Point Count of the Player hand or the Banker hand is eight (8) or nine (9), no more Cards will be dealt to either hand.
- 9.5. If the Point Count of the Banker hand is zero (0) to seven (7) inclusive, the Player hand will:
 - 9.5.1. Draw; or
 - 9.5.2. Stand;in accordance with the requirements of Table 1 below:

Table 1: Player Hand

When the first two (2) Cards total:	
0 – 1 – 2 – 3 – 4 - 5	Draws a Card
6 -7	Stands
8 - 9	Natural – No more Cards are drawn to either hand.

9.6. The Banker hand will:

9.6.1. Draw (D); or

9.6.2. Stand (S);

in accordance with the requirements of [Table 2](#) below:

Table 2: Banker Hand

Banker Point Count	Value of Third Card Drawn by Player Hand										
	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

10. Settlement

10.1. At settlement of wagers for a Coup, the Dealer will:

10.1.1. Clear any losing wagers from the table layout; and

10.1.2. Pay any winning wagers.

10.2. The bets which may be placed in respect of a Coup and the odds payable for them are:

Table 3: Traditional Baccarat

Traditional Baccarat	
Outcome	Odds
Player	1 to 1
Banker	1 to 1 less 5% commission
Tie	8 to 1 Wagers placed on Player and/or Banker will Stand-off.

Table 4: Crown Baccarat

Crown Baccarat	
Outcome	Odds
Player	1 to 1
Banker	1 to 1 except where the Banker wins with a Point Count of six (6), where winning wagers are paid at odds of 1 to 1 less 50% commission (i.e. \$100 pays \$50).
Tie	8 to 1 Wagers placed on Player and/or Banker will Stand-off.

Table 5: Zero Commission Baccarat

Zero Commission Baccarat	
Outcome	Odds
Player	1 to 1
Banker	1 to 1
Tie	8 to 1 Wagers placed on Player and/or Banker will Stand-off.

Table 6: Baccarat Dragon Bonus

Baccarat Dragon Bonus		
Outcome	Definition	Odds
Banker wins with a Natural	The Cards dealt to the Banker hand form a Natural and have a higher Point Count than that of the Cards dealt to the Player.	1 to 1
Banker wins by 4 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count four (4) greater than that of the Cards dealt to the Player hand.	1 to 1
Banker wins by 5 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count five (5) greater than that of the Cards dealt to the Player hand.	2 to 1
Banker wins by 6 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count six (6) greater than that of the Cards dealt to the Player hand.	4 to 1
Banker wins by 7 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count seven (7) greater than that of the Cards dealt to the Player hand.	6 to 1
Banker wins by 8 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count eight (8) greater than that of the Cards dealt to the Player hand.	10 to 1
Banker wins by 9 points	The Cards dealt to the Banker hand do not form a Natural and have a Point Count nine (9) greater than that of the Cards dealt to the Player hand.	30 to 1
Player wins with a Natural	The Cards dealt to the Player hand form a Natural and have a higher Point Count than that of the Cards dealt to the Banker.	1 to 1

Player wins by 4 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count four (4) greater than that of the Cards dealt to the Banker hand.	1 to 1
Player wins by 5 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count five (5) greater than that of the Cards dealt to the Banker hand.	2 to 1
Player wins by 6 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count six (6) greater than that of the Cards dealt to the Banker hand.	4 to 1
Player wins by 7 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count seven (7) greater than that of the Cards dealt to the Banker hand.	6 to 1
Player wins by 8 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count eight (8) greater than that of the Cards dealt to the Banker hand.	10 to 1
Player wins by 9 points	The Cards dealt to the Player hand do not form a Natural and have a Point Count nine (9) greater than that of the Cards dealt to the Banker hand.	30 to 1
Natural Tie	The Cards dealt to the Player hand and the Banker hand both form a Natural and have the same Point Count.	Stand-off.
Tie	The Point Count of the Cards dealt to the Player hand and the Cards dealt to the Banker hand do not form a natural and have the same Point Count	All Dragon Bonus wagers lose.

Table 7: Baccarat Perfect Pairs (8 Decks of Cards)

Baccarat Perfect Pairs (8 Decks of Cards)	
Outcome	Odds
Mixed Pair	6 to 1
Coloured Pair	12 to 1
Perfect Pair	25 to 1

Table 8: Baccarat Pairs

Baccarat Pairs	
Outcome	Odds
Baccarat Pair	11 to 1

Table 9: Super 6

Super 6		
Name	Odds	
	Option 1	Option 2
Banker wins with a total of six (6)	15 to 1	16 to 1

Table 10: Tiger Baccarat

Tiger Baccarat						
Name	Definition	Odds Option 1	Odds Option 2	Odds Option 3	Odds Option 4	Odds Option 5
Tiger Tie	Where the result of the coup is a tie on a point total of six (6)	45 to 1	45 to 1	45 to 1	45 to 1	45 to 1
Tiger Pair	Where the initial two (2) cards of Player hand OR the initial two (2) cards of the Banker	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1

	<p>hand form a pair, the Tiger Pair shall win as a Single Tiger Pair.</p> <p>Where the initial two (2) cards of the Player hand AND the initial two (2) cards of the Banker hand form a pair AND the pairs do not have the same face value, the Tiger Pair shall win as a Double Tiger Pair.</p> <p>Where the initial two (2) cards of the Player hand AND the initial two (2) cards of the Banker hand form a pair AND the pairs have the same face value, the Tiger Pair shall win as a Twin Tiger Pair.</p>	25 to 1	25 to 1	25 to 1	25 to 1	25 to 1
		100 to 1	150 to 1	150 to 1	120 to 1	120 to 1
Tiger	<p>Where the Banker has won with two (2) cards totalling six (6), the Tiger wager shall win as a Two-card Tiger.</p> <p>Where the Banker has won with three (3) cards totalling six (6), the Tiger wager shall win as a Three-card Tiger.</p>	12 to 1	12 to 1	12 to 1	12 to 1	12 to 1
		22 to 1	23 to 1	25 to 1	23 to 1	25 to 1
Big Tiger	Where the Banker has won with three (3) cards totalling six (6).	55 to 1	55 to 1	55 to 1	55 to 1	55 to 1
Small Tiger	Where the Banker has won with two (2) cards totalling six (6).	22 to 1	23 to 1	23 to 1	23 to 1	23 to 1

10.3. Commission

10.3.1. The commission payable on a winning wager will be collected from a player at the time the winning payout is made, however, with the prior approval of an Assistant Casino Manager (or above), this may be deferred to a later time.

- (a) Deferred commission must be settled at the completion of each Shoe and collected prior to the commencement of the next Shoe:
 - (i) Unless a player requests an earlier settlement; or
 - (ii) Where a player wishes to cease wagering before the end of a Shoe; or.
 - (iii) At the discretion of an Assistant Casino Manager (or above).
- (b) The amount of commission not collected prior to the time the winning payout is made will be evidenced by placing a Distinctive Marker indicating the amount of the commission owed in the space provided with the number of the player owing such commission.

11. Irregularities

11.1. Where the Dealer fails to burn a Card(s) as described in Rule 4.3, the results of Coups previously dealt in that Shoe will stand and play in that Shoe will continue.

11.1.1. Where the first Coup of the Shoe has not been completed, that Coup may be reconstructed and the Shoe recommenced, ensuring compliance with Rule 4.3.

11.2. A Card drawn in excess from the Dealing Shoe but not disclosed must be used as the first Card of the next Coup, providing that the Coup was not the last Coup of the Shoe. Cards drawn from the Shoe will not be discarded and must be used in the normal course of play, except in accordance with Rule 4.3.

11.3. If a Card is dealt or drawn to the Banker hand that should have been dealt to the Player hand, that Card must go to the Player hand and a further Card for the Banker hand drawn if required in accordance with the Table of Play.

11.4. If in a Coup, despite no wagers being placed, the Dealer has indicated that no more bets may be placed and has dealt one (1) or more Cards to the Player hand or the Banker hand, the Dealer must deal out the Coup as a Dummy Coup in which the first of any Cards so dealt becomes the first Card of the Dummy Coup.

11.5. If a Card is found face-upwards in the Dealing Shoe:

11.5.1. If it is the first Card of a Coup, the Coup must be dealt as a Dummy Coup; and

11.5.2. If it is not the first Card of a Coup, the Coup must be played out as though the Card had been drawn from the Dealing Shoe face-down.

11.6. If, contrary to the Table of Play, a third Card is dealt:

11.6.1. To the Player hand:

- (a) If the Table of Play requires the Banker hand to draw, that Card becomes the third Card of the Banker hand; or
- (b) If the Table of Play requires the Banker hand to stand, the Dealer must settle the wagers on that hand and, following settlement, that Card becomes the first Card of a new Coup dealt as a Dummy Coup;

11.6.2. To the Banker hand, the Dealer must settle the wagers on that hand and that Card becomes the first Card of a Dummy Coup.

11.7. If, during a Coup, the Dealer inadvertently:

11.7.1. Deals the Player Card(s) to the Banker area on the table layout and/or the Banker Card(s) to the Player area; or

11.7.2. Delivers the Player Card(s) to the player accepting the Banker hand and/or the Banker Card(s) to the player accepting the Player hand;

11.7.3. regardless of whether a Card(s) has been exposed, that Coup may be:

- (a) Completed with all wagers placed on that Coup remaining valid; or
- (b) Completed after all players are given the option to retract or reduce their wager and one or more wagers remain; or
- (c) Dealt as a Dummy Coup.

11.8. The following provisions apply to the dealing of a Dummy Coup:

11.8.1. A Higher Duties Dealer (or above) may direct that one (1) or more Dummy Coups be dealt:

- (a) To ensure that the sequence of Cards in each hand as it is dealt from the Dealing Shoe is not affected by any mistake made in the course of play or by any other irregularity in the game; or
- (b) At other times where, in the opinion of the Higher Duties Dealer (or above), there is reasonable cause to believe that a Dummy Coup is warranted.

11.8.2. Where a circumstance arises where one (1) or more Dummy Coup will be dealt, the Dealer must clearly indicate this by visual representation.

11.8.3. If, after a Coup becomes a Dummy Coup, a wager remains on the betting area, that wager becomes Void.

11.8.4. If a wager is placed on a betting area after the Dealer has indicated that a Coup is being played as a Dummy Coup, that wager is Void.

11.9. In respect of a Coup:

-
- 11.9.1. Where any one (1) or more of the first four (4) Cards of the initial deal have been drawn from the Dealing Shoe and none have been exposed, a Higher Duties Dealer (or above) may permit players to:
- (a) Change the position of their wager; and/or
 - (b) Alter the amount of their wager(s); or
 - (c) Place a new wager(s); or
 - (d) Withdraw their wager(s).
- 11.9.2. Where all players withdraw their wagers, the Coup may be completed by dealing a Dummy Coup.
- 11.10. If, during a Coup, an error occurs that is not disclosed until after the commencement of a subsequent Coup, that error will not have any effect on the outcome of subsequent Coups.
- 11.11. If, during a Coup, an error occurs that is not disclosed until after the commencement of a subsequent Coup, that error will not have any effect on the outcome of subsequent Coups.
- 11.12. If there are found to be insufficient Cards in the Dealing Shoe to complete a Coup, that Coup will be declared Void and any wagers returned to the players.
- 11.13. Where a Shuffling Device is in use and a malfunction occurs, the malfunction will be rectified by the Dealer (or above). If further investigation is required, a Higher Duties Dealer (or above) will ensure that the Shoe in progress is not affected and no detriment to the players has ensued, applying Rule 11.14 if required.
- 11.14. If, during a Shoe, it is found that the deck(s) in play does not contain the correct Cards or a Card(s) is found to be missing from the decks(s) used to form the approved deck(s) for the particular variation of Baccarat in play:
- 11.14.1. The result of any Coups previously completed will stand;
 - 11.14.2. The Coup where the error is discovered will be declared Void and any wagers will be returned to the players; and
 - 11.14.3. The remainder of the Shoe will be declared Void and the cards will be removed from play and replaced in accordance with Rule 4.4.
- 11.15. Where a Dealing Shoe is capable of scanning the cards is in use and there is a discrepancy between the actual cards dealt and the results of the Coup indicated by the Dealing Shoe and/or the WRD, an Area Manager (or above) must seek to confirm the actual result. If the result of the Coup is unable to be determined, an Area Manager (or above) will declare the Coup Void.
- 11.16. The WRD must be disregarded if it displays a result other than the actual outcome as indicated by the Cards dealt to the Player and Banker hands.

12. Baccarat Tournament Play

- 12.1. Crown Sydney may conduct Tournaments in which all Tournament players have the opportunity to play any variation of Baccarat being offered with an equal chance.
- 12.2. For each Tournament conducted by Crown Sydney, Crown Sydney must:
 - 12.2.1. In accordance with Rule 12.4, document relevant Terms and Conditions.
 - 12.2.2. Prior to a Tournament being conducted and entries having been taken, make the relevant Terms and Conditions available to patrons.
 - 12.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.
 - (a) The Tournament Director may, at their discretion, appoint one or more deputies whom may act as designees of the Tournament Director and be present in their place.
 - 12.2.4. Designate the gaming tables to be used in the conduct of the Tournament.
 - 12.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 12.2.4 is used exclusively for Tournament play.
- 12.3. Prior to the commencement of play in a Tournament:
 - 12.3.1. The Tournament Director must brief the Tournament players on the Terms and Conditions of the Tournament and be satisfied that they understand.
 - 12.3.2. 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 Coups'.
- 12.4. The Tournament Terms and Conditions referred to in Rule 12.2.1 must include the following information at a minimum:
 - 12.4.1. 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.
 - 12.4.2. 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 Tournament Terms and Conditions.
 - (ii) A statement to the effect that only persons who are not excluded or otherwise prohibited from entering the casino are eligible to register for the Tournament.
 - (iii) If Crown Sydney is reserving the right generally to deny entry to a Tournament, a statement that Crown Sydney may refuse any application.
 - (iv) If Crown Sydney 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 Tournament Terms and Conditions or risk disqualification; and
 - (ii) Information detailing how the Tournament 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).

12.4.3. 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 are 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.

12.4.4. Wagers

- (a) The type of chips to be used for Tournament play.
- (b) If there is a minimum or compulsory wager for each Coup 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 Coup 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 Coup and details of how to use a pass Card.
- (e) Any other additional wagers or features that are available to Tournament Players and how they may be utilised.

12.4.5. Elimination

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

12.4.6. Winners

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

12.4.7. 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.

12.4.8. 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.
- (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 Tournament Player's possession; and
 - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament will be conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Baccarat and that in the event of any inconsistency, the Rules of Baccarat shall 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 web site) unless otherwise provided for in the Terms and Conditions.
- (f) A statement to the effect that subject to Tournament Players' permission, Crown Sydney reserves the right and license to use Tournament Players' names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown Sydney.

- (g) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final. Where a Tournament Player is not satisfied with a decision made or has a complaint relating to the conduct of gaming in the casino by Crown Sydney, the Tournament Player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Baccarat.
- (h) 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.

13. Player Rewards and Promotional Prizes

- 13.1. Crown Sydney may offer Promotional Prizes in connection with gaming.
- 13.2. Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 13.3. 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:
 - 13.3.1. Tobacco in any form; or
 - 13.3.2. A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 13.3.3. A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 13.3.4. More than twenty (20) litres of liquor; or
 - 13.3.5. Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 13.4. Crown Sydney will document Terms and Conditions associated with a Promotional Prize promotion and refer to those Terms and Conditions in marketing material. The 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.
- 13.5. The Terms and Conditions for Promotional Prize promotions must include, but are not limited to, the following:
 - 13.5.1. The manner in which a Promotional Prize is to be awarded;
 - 13.5.2. When and where the Promotional Prize will be awarded;
 - 13.5.3. The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;

- 13.5.4. If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotional Prize;
- 13.5.5. The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;
- 13.5.6. The closing date and time for entries to be received into any Promotional Prize promotions;
- 13.5.7. The method for claiming a Promotional Prize (including any requirement for players to be physically present);
- 13.5.8. How the winners of a Promotional Prize promotion will be notified and published; and
- 13.5.9. 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.
- 13.6. Where a patron 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:
 - 13.6.1. In person; or
 - 13.6.2. Mail; or
 - 13.6.3. Telephone; or
 - 13.6.4. E-mail.
- 13.7. Crown Sydney will provide NICC with a copy of the Terms and Conditions of a Promotional Prize promotion under these Rules on request.
- 13.8. If Crown Sydney refuses to offer a Promotional Prize to a patron for reasons including (but not limited to) self-exclusions, cheating matters or other unacceptable behaviour that result in that patron being excluded or otherwise prohibited from entering the casino before or during the Promotional Prize promotion, Crown Sydney will inform that patron as soon as practicable and must retain all details of claims of Promotion Prizes over \$100 which have been refused.
- 13.9. 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, the patron will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Baccarat.
- 13.10. 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.

14. General Provisions

- 14.1. A person will not, with respect to a game of Baccarat, 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.
- 14.2. Where a player(s) has contravened any provision of these Rules, an Assistant Casino Manager (or above) may:
 - 14.2.1. Declare that any wager made by the player(s) will be void; or
 - 14.2.2. Direct that player(s) will be excluded from further participation in the game;
or

-
- 14.2.3. Exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 14.2.4. 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.
 - 14.3. An Assistant Casino Manager (or above) may declare the outcome of a Coup or any wager Void if;
 - 14.3.1. 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
 - 14.3.2. Any fraudulent act is perpetrated by any person in relation to the operation of the game.
 - 14.4. Where the outcome of a Coup or wager is declared Void, those wagers for that particular outcome will be refunded to the players.
 - 14.5. A Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Coups' notice is given to the players.
 - 14.6. A player will not be advised by an employee of Crown Sydney on how to play, except to ensure compliance with these Rules.
 - 14.7. No onlooker or any player wagering at any table may, unless permitted by a player, influence another player's decisions of play.
 - 14.8. Players are not permitted to have side bets against each other.
 - 14.9. Proxy betting is not permitted
 - 14.10. A seated player who abstains from wagering for three (3) consecutive Coups whilst all other seats at that table are occupied may be directed to vacate that seat.
 - 14.11. 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.
 - 14.12. 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 player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Baccarat.
 - 14.13. A copy of these Rules will be made available on request.

DIAGRAM A



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule 2.1.

DIAGRAM B



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule 2.1.

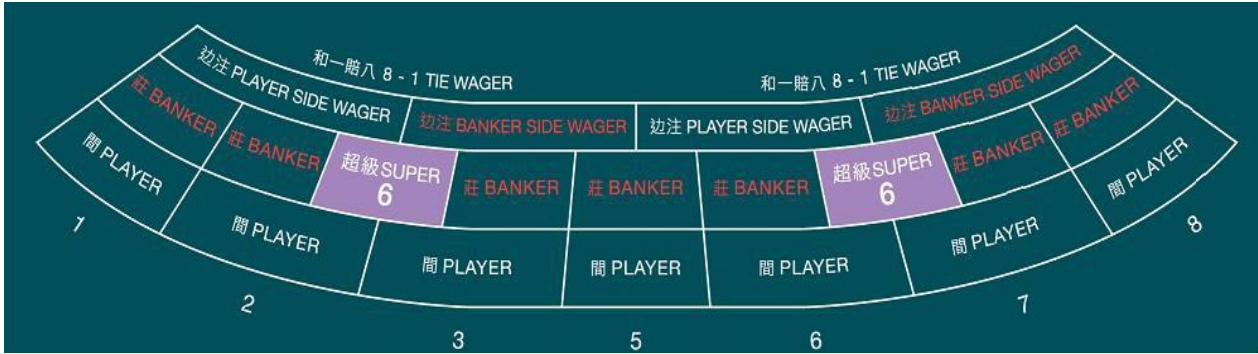
DIAGRAM C



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule 2.1.

DIAGRAM D



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule 2.1.

DIAGRAM E



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule 2.

DIAGRAM F



*Note: Player / Banker Side Wager configuration will be appropriately displayed at the table (e.g. Pairs / Dragon Bonus / Perfect Pairs).

Number of positions may vary as per Rule2.

DIAGRAM G



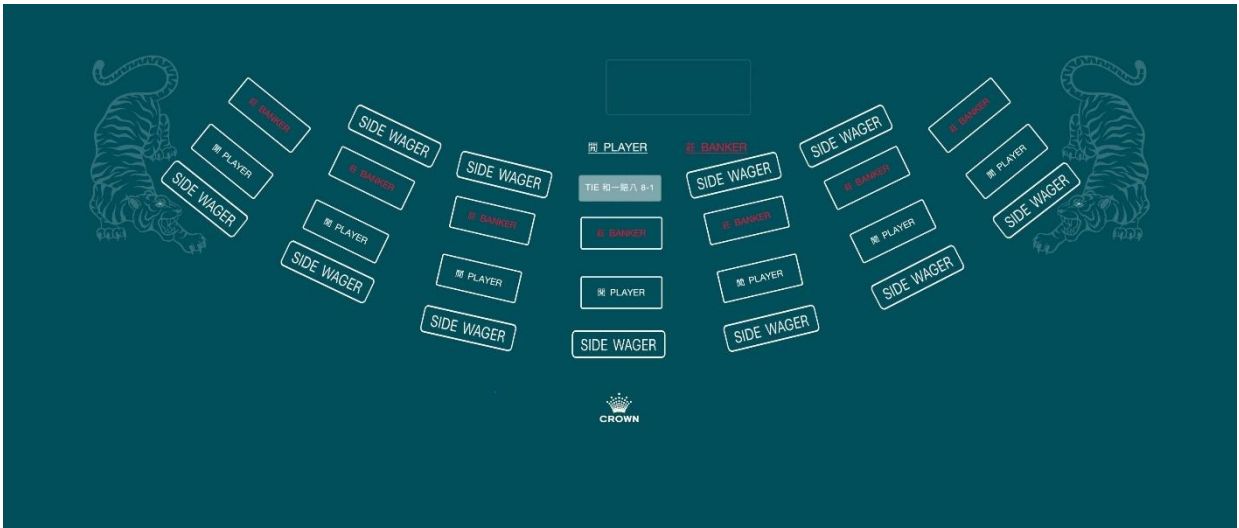
Number of positions may vary as per Rule 2.

DIAGRAM H



Number of positions may vary as per Rule 2.

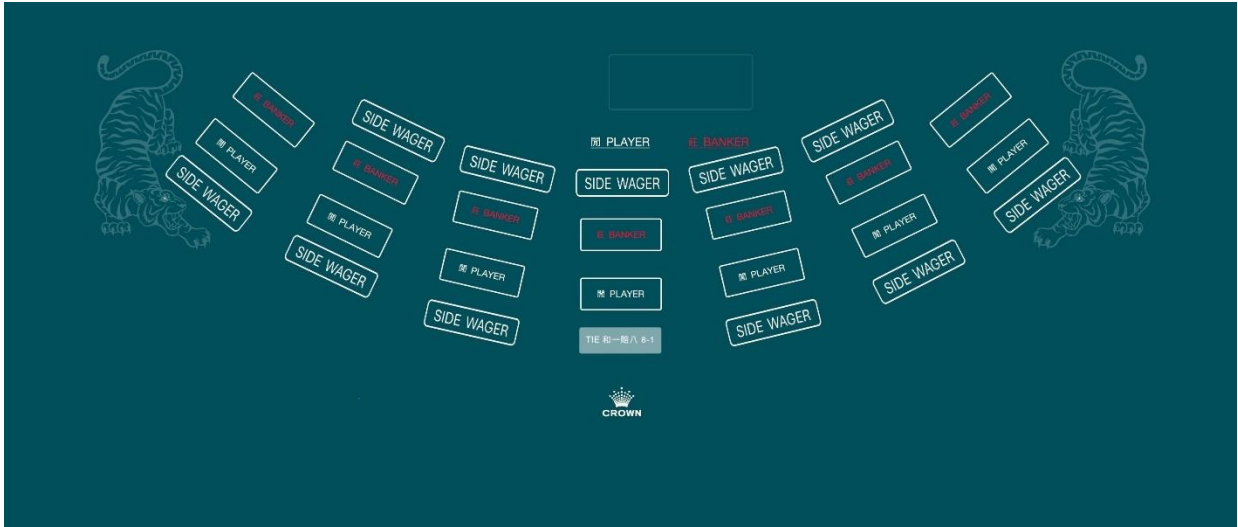
DIAGRAM I



*Note: Side Wager configuration will be appropriately labelled in each SIDE WAGER betting area from an option included in **Error! Reference source not found..** (e.g. Big Tiger / Small Tiger / Tiger Pair).

Number of positions may vary as per Rule 2.

DIAGRAM J



*Note: Side Wager configuration will be appropriately labelled in each SIDE WAGER betting area from an option included in **Error! Reference source not found..** (e.g. Big Tiger / Small Tiger / Tiger Pair).

Number of positions may vary as per Rule 2.

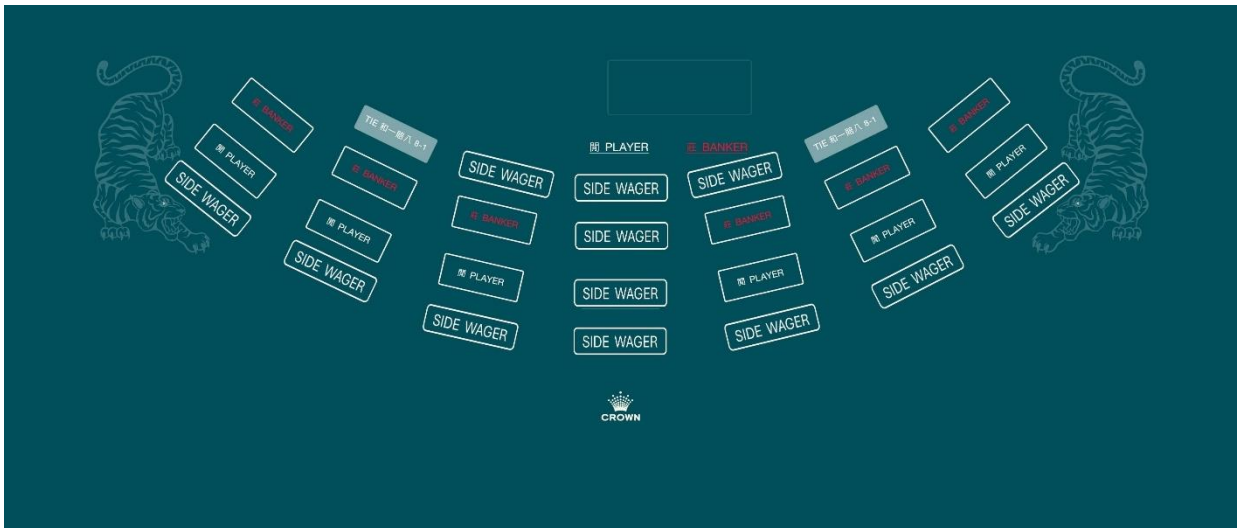


DIAGRAM K

*Note: Side Wager configuration will be appropriately labelled in each SIDE WAGER betting area from an option included in **Error! Reference source not found..** (e.g. Big Tiger / Small Tiger / Tiger Pair).

Number of positions may vary as per Rule 2.