

Ref: DOC26/016852

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 table of Poker Minors in the restricted gaming facility 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 Poker Minors Version 3.3

The amended rules for the playing of the game of Poker Minors in the casino 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 January 2026.

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

Encl.

Annexure A - Game Rules V3.3 – Poker Minors



POKER MINORS

**(Caribbean Stud Poker, Mississippi Stud Poker, Ultimate Texas Hold'em
Poker)**

Approved Rules of the Game

Version 3.3

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1. Definitions

1.1 In these Rules:

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

'Ante' means an initial wager placed by the player.

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

'Bet' means that the player elects to remain in the game by placing an additional wager after the Cards have been dealt.

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

'Cards' means approved playing Cards for use for the Poker Minor games.

'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.

'Continuous Shuffling Machine' means a device specifically designed to automatically shuffle one (1) deck of Cards at a time, and then dispense that deck of Cards to be dealt.

'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.

'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 Poker Minor table. Each object will be distinctly designed and marked to denote its purpose.

'Flush' means a hand where the Cards are all of the same suit but not in sequential face value order.

'Fold' means a decision by a player to no longer continue with their hand for that particular round of play and to forfeit all wagers; If the game is being dealt in accordance with Method B, a player who folds will still be eligible to win any relevant jackpot payouts if their hand qualifies for such a payment.

'Four of a Kind' means a five (5)-card hand comprising four (4) Cards of the same face value, and one (1) other card of a different face value.

'Full House' means a five (5)-card hand comprising three (3) Cards identical in face value, and two (2) Cards identical in another face value.

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

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

'Jackpot Prize' means a prize payable to a player who has a winning Jackpot Wager in accordance with these Rules.

'Jackpot Wager' means an optional wager placed enabling a player to be eligible for a Jackpot Prize.

'Method A' means a method of dealing cards relevant to the jackpot (if any) offered on the table. If the jackpot is specific to a single game type only, or if no jackpot is offered, Method A may be used.

'Method B' means method of dealing cards relevant to the jackpot (if any) offered on the table. If the jackpot is linked across multiple Poker Minor games, Method B must be used.

'Misdeal' means that the Cards have been dealt incorrectly and the Round of Play will be declared Void.

'Pair' means a five (5)-card hand comprising two (2) Cards of the same face value, and three (3) with a different face value.

'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 or the Shuffling Device.

'Royal Flush' means a five (5)-card hand comprising Ace, King, Queen, Jack and 10, of the same suit.

'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.

'Shuffling Device' means a device used for shuffling the Cards. This may include a Continuous Shuffling Machine.

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

'Straight' means a 5-card hand where the Cards are in face value sequential order and comprising multiple suits. An Ace will count as Ace low in a 5-card combination of 5/4/3/2/Ace or Ace high in a 5-card combination of Ace/King/Queen/Jack/10.

'Straight Flush' means a 5-card hand where the Cards are in sequential face value order, and all of the same suit. An Ace will count as Ace low in a 5-card combination of 5/4/3/2/Ace or Ace high in a 5-card combination of Ace/King/Queen/Jack/10.

'Table Play Voucher' means a voucher that is exchangeable for Casino Promotion Tokens of equivalent value to place as bets on a gaming table in connection with a promotion, by a rewards scheme or from gaming etc. subject to terms and conditions as stated on the voucher.

'Three of a Kind' means a 5-card hand comprising three (3) Cards identical in face value, and the other two (2) Cards of a different face value.

'Tournament' means a competition conducted in accordance with Rule 14.

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

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

‘Tournament Player’ means an entrant in a Tournament.

‘Two Pair’ means a 5-card hand comprising two (2) Cards identical in value, another two (2) Cards identical in value to each other but not the first two (2) Cards and a fifth card of a different value i.e. K,K,7,7,2.

‘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(s) of a Dealer.

1.3 A reference in these Rules to:

1.3.1 the game, is a reference to the applicable variation of Poker Minor in play 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 A Poker Minor table will have places for seven (7) or less seated players.

2.2 The table layout will contain areas specifically designed for placement of wagers as prescribed by the Rules of the applicable variation of Poker Minor in play.

2.3 The following equipment may also be used:

2.3.1 A Dealing Shoe;

2.3.2 A Shuffling Device or a Continuous Shuffling Machine, where required;

2.3.3 A discard rack;

2.3.4 A float tray;

2.3.5 A fitted drop box, where cash is accepted at the table; and

2.3.6 Electronic equipment to facilitate the placement of Jackpot Wagers and payment of Jackpot Prizes will be fitted if Crown Sydney intends to accept Jackpot Wagers.

3. Cards

3.1 Poker Minor games will be played with one (1) deck having fifty-two (52) Cards without Jokers, and backs of the same colour, design and one (1) cutting card.

3.1.1 Where a Continuous Shuffling Machine is in use two (2) decks will be in use, using one (1) at a time, with the colour of the first deck being different to the second deck.

3.2 The Cards will be secured in a designated area until such time as they may be required and must be checked prior to being used for play.

3.3 A Higher Duties Dealer (or above) may, at any time, instruct the Dealer to check and verify the correct number of Cards.

- 3.4 Cards may, at the discretion of a Higher Duties Dealer (or above), be changed after any Round of Play if, for any reason, a card or Cards become unfit for further use. If all the Cards are replaced, the new Cards will be checked, shuffled, and cut in accordance with these Rules.
- 3.5 All suits have the same rank. The rank of Cards, from highest to lowest, will be as follows:
- 3.5.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in Rule 3.6.2 and 3.6.6, where the Ace may be counted low (1).
- 3.6 The order of Poker hands, from highest to lowest, is as follows:
- 3.6.1 Royal Flush.
- 3.6.2 Straight Flush.
- 3.6.3 Four of a Kind.
- 3.6.4 Full House.
- 3.6.5 Flush.
- 3.6.6 Straight.
- 3.6.7 Three of a Kind.
- 3.6.8 Two Pair.
- 3.6.9 Pair.
- 3.6.10 Five odd Cards - for example: Q, 10, 6, 4, 2.
- 3.7 Hands of the same Poker hand value, which consist of different card values, are ranked according to the card values described in Rule 3.5. For example: a 'K, Q, J, 10, 9' Straight, beats a 'J, 10, 9, 8, 7' Straight.

4. The shuffle and cut

- 4.1 The Shuffle
- 4.1.1 The Cards will be shuffled so that they are randomly intermixed:
- (a) Immediately prior to the start of each Round of Play; or
 - (b) Immediately if, in the opinion of a Higher Duties Dealer (or above), the Cards are being dealt in a sequence which appears abnormal; or
 - (c) At any other time, in the opinion of a Higher Duties Dealer (or above), that 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 cut the Cards once only and place them on the cutting card.
- (a) Where a Continuous Shuffling Machine is in use, the Cards will not be cut.
- 4.2.2 The player never cuts the Cards.

5. Variations of poker minors

- 5.1 Crown Sydney may offer the following variations of Poker Minor games, provided that the variation of Poker Minor is appropriately displayed at the table:
- 5.1.1 Caribbean Stud Poker (see Rule 8); or
 - 5.1.2 Mississippi Stud Poker (see Rule 9); or
 - 5.1.3 Ultimate Texas Hold'em Poker (see Rule 10).
- 5.2 Crown Sydney may operate a jackpot system across any or all variations of Poker Minor games provided that the table layout contains prescribed betting areas for Jackpot Wagers and the odds for Jackpot Prizes are appropriately displayed at the table.

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 the:
- 6.1.1 The Dealer announces or indicates that no more bets may be placed or
 - 6.1.2 the first card for the round of play is dealt.
- 6.2 Unless otherwise permitted by the applicable Rules of the variation of Poker Minor in play, no wager may be handled, placed, increased, or withdrawn after the first card of the Round of Play has been dealt.
- 6.3 A player shall not wager on more than one hand in any round of play.
- 6.4 Only one wager shall be accepted on any one wagering area.
- 6.5 Wagers may only be placed by or for a casino patron present at that time in the casino boundary.

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.
 - 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.
 - 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 game rules.
 - 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.

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. Caribbean Stud Poker

8.1 Where the variation of Poker Minor in play is Caribbean Stud Poker, the Rules detailed herein of Caribbean Stud Poker shall prevail, to the extent of any inconsistency, over any other rule in these Approved Poker Minor Rules.

8.2 Additional Definitions

‘Qualify’ means that the Dealer has a Poker hand containing Ace and King or higher.

8.3 Table Layout and Equipment

8.3.1 A Caribbean Stud Poker table:

(a) Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A and Diagram D;

8.4 Wagers

8.4.1 Players may place wagers on the following betting areas:

(a) Prior to the first card being dealt for a Round of Play:

(i) Ante; and

(ii) Where offered by Crown Sydney, Jackpot.

(b) After having been dealt a set of five (5) Cards, where a player has placed an Ante wager, they may elect to continue in the game by placing a wager on Bet, which is equal to twice the Ante wager.

8.4.2 A wager placed on Ante will:

(a) Win where the player has elected to place a wager on Bet and:

- (i) The Dealer's hand does not Qualify; or
 - (ii) Where the Dealer's hand Qualifies, and the player has a higher Poker hand than the Dealer's hand.
- (b) Lose where:
 - (i) The player elects to Fold; or
 - (ii) The Dealer's hand Qualifies and the player has elected to continue in the game by placing a wager on Bet and the Dealer has a higher Poker hand than the player's hand.
- (c) Stand-off where the Dealer's hand Qualifies and the player has elected to Bet and the player has the same Poker hand as the Dealer's.

8.4.3 A wager placed on Jackpot will:

- (a) Win, under Method A, where the player has elected to continue in the game by placing a wager on Bet and their hand is eligible for a Jackpot Prize payout as described in Rule 12; or
- (b) Win, under Method B, where the player has a valid jackpot wager and their hand is eligible for a Jackpot Prize payout as prescribed in Rule 12; or
- (c) Lose where:
 - (i) The player elects to Fold under Method A; or
 - (ii) The player does not have a Poker hand that is eligible for a Jackpot Prize payout as described in Rule 12.

8.4.4 A wager placed on Bet will:

- (a) Win where the Dealer's hand Qualifies and the player has a higher Poker hand than the Dealer's hand.
- (b) Lose where the Dealer's hand Qualifies and the Dealer has a higher Poker hand than the player's hand.
- (c) Stand-off where the Dealer's hand Qualifies and the player has the same Poker hand as the Dealer's hand.
- (d) Be returned to the player where the Dealer's hand does not Qualify.

8.5 Dealing the Game

- 8.5.1 All Cards used in the game of Caribbean Stud Poker will be dealt from a Dealing Shoe, specifically designed for such purpose.
- 8.5.2 Immediately prior to the commencement of a Round of Play and after all wagers have been placed, the Dealer will announce or indicate that no more bets may be placed.
- 8.5.3 If a hand-held Dealing Shoe is used, the Dealer will, commencing from their left and continuing clockwise around the table, deal the Cards in the following manner:
 - (a) One (1) card, face-down, to each betting area containing an Ante wager;

- (b) One (1) card, face-down, to the Dealer's hand; and
- (c) In sequence, deal a second, third, fourth and fifth card, face-down to each betting area containing an Ante wager and to the Dealer's hand. The Dealer will expose one (1) card from the Dealer's hand.

8.5.4 If a Continuous Shuffling Machine is used, the Dealer will, commencing from their left and continuing clockwise around the table, deal the Cards in the following manner:

- (a) A set of five (5) Cards dispensed by the Continuous Shuffling Machine face-down to each betting area containing a wager; and
- (b) A set of five (5) Cards dispensed by the Continuous Shuffling Machine face-down to the Dealer's hand, with one (1) card of the set dealt to the Dealer being turned face-upwards.

8.5.5 Betting Round

- (a) Once the Dealer's card has been dealt face-upwards, the Dealer will announce or indicate to the players that they may Bet or Fold. Each player may then pick up their Cards and make a decision accordingly.
 - (i) Players will not exchange Cards, or exchange information, or communicate to cause to exchange or communicate information regarding their hand. Any violation may result in the player forfeiting their Ante and Bet wager.
- (b) A player who decides to Fold must place their Cards, face-down on the table layout near the area marked Ante.
 - (i) A player is responsible for declaring their whole Poker hand.
 - (ii) The Dealer will collect the Ante wager from each player who elects to Fold.
 - (iii) Under Method A, before the Cards are removed from a player's betting area and placed in the discard rack, the Cards will be spread face-down to ensure that five (5) Cards are present and that they will not be eligible for any Jackpot Prize or winning wager.
 - (iv) Under Method B, the Cards will be placed face-down on the Jackpot Betting Area and are only eligible for the Jackpot Prize per Rule 12.
- (c) A player who decides to Bet must place their Cards face-down in the area marked Bet and place a bet equal to twice the amount of the Ante wager on top of the Cards.
- (d) Once the players hands have been acted on, the Dealer will then turn all their Cards face-up and declare their best possible Poker hand.

8.6 Settlement

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

- (a) If the Dealer's hand does not Qualify, the dealer will announce that the hand does not Qualify and:

- (i) Pay all the Ante wagers.
 - (ii) Where the player has placed a Jackpot Wager, check each hand in turn, to establish if that hand is eligible for a Jackpot Prize payout.
 - For non-eligible hands, count the Cards and place them in the discard rack; or
 - For eligible hands, leave the Cards displayed face-up on the table layout and after all hands have been checked, pay the hands in accordance with Rule 12.
 - (iii) Bet wagers will be returned to the player.
- (b) If the Dealer's hand Qualifies, the Dealer will, commencing from their right, compare their hand to each player's hand in turn and:
- (i) Pay the Ante and the Bet wagers for each player with a higher Poker hand than the Dealer's hand;
 - (ii) Collect the Ante and the Bet wagers from each player with a lower Poker hand than the Dealer's hand;
 - (iii) Where the player has a Poker hand equal to that of the Dealer's hand, the Ante and the Bet wagers Stand-off;
 - (iv) Where the player has placed a Jackpot Wager and the hand is eligible for a Jackpot Prize payout, leave the Cards displayed face-up on the table layout and after all hands have been checked, pay the hand in accordance with Rule 12; and
 - (v) After appropriately acting on each hand, count the Cards and place them in the discard rack.

8.6.2 The bets which can be placed in respect of an individual Round of Play and the odds payable for winning wagers placed on them are:

Table 1 Caribbean Stud Poker Payout Odds

Wager		Odds	Maximum Payout*
Ante		1 to 1	
Bet	Pair or less	1 to 1	up to maximum payout
	Two Pair	2 to 1	up to maximum payout
	Three of a Kind	3 to 1	up to maximum payout
	Straight	4 to 1	up to maximum payout
	Flush	5 to 1	up to maximum payout
	Full House	7 to 1	up to maximum payout
	Four of a Kind	20 to 1	up to maximum payout
	Straight Flush	50 to 1	up to maximum payout
	Royal Flush	250 to 1	up to maximum payout
*Maximum payouts per table, with the exception of Jackpot payouts, will be displayed on a notice at the table.			

9. Mississippi Stud Poker

9.1 Where the variation of Poker Minor in play is Mississippi Stud Poker, the Rules detailed herein of Mississippi Stud Poker shall prevail, to the extent of any inconsistency, over any other Rule in these Approved Poker Minor Rules.

9.2 Additional Definitions

‘Community Cards’ mean the Cards dealt to areas prescribed on the table layout for the 3rd Street, 4th Street and 5th Street betting rounds respectively by the Dealer which each player may use to form their best possible Poker hand.

‘Hole Cards’ means the first two (2) cards that are dealt to each player.

‘Street’ means one (1) of the three (3) betting rounds occurring in the subsequent deal, where a player may place an additional wager in order to continue in the Round of Play. Street betting areas for each player that correspond with each betting round are labelled as follows:

9.2.1 3rd Street;

9.2.2 4th Street; and

9.2.3 5th Street.

9.3 Table Layout and Equipment:

9.3.1 A Mississippi Stud Poker table:

- (a) Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram B and Diagram E;

9.4 Wagers

9.4.1 Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a wager on:

- (a) Ante; and
 - (b) Where offered by Crown Sydney, Jackpot.
- 9.4.2 After having been dealt their Hole Cards, a player may elect to continue in the game by placing a wager which is one (1) to three (3) times the amount of their Ante wager on the 3rd Street, then after the Dealer reveals the first Community Card on the 4th Street and then after the Dealer reveals the second Community Card on the 5th Street.
 - (a) Providing that a Street wager placed by a player is one (1) to three (3) times the amount of their Ante wager, the wagers placed on 3rd, 4th and 5th Streets may vary and do not have to be equal to one another.
- 9.4.3 A wager placed on Ante will:
 - (a) Stand-off where the player's hand contains a pair of sixes (6s) to tens (10s) (inclusive); or
 - (b) Win where the player's hand contains a pair of Jacks or higher; or
 - (c) Lose where the player:
 - (i) Elects to Fold; or
 - (ii) Does not have a hand which contains a Pair of sixes (6s) or higher.
- 9.4.4 A wager placed on the 3rd, 4th and 5th Streets will:
 - (a) Stand-off where the player's hand contains a Pair of sixes (6s) to tens (10s) (inclusive); or
 - (b) Win where the player's hand is a Pair of Jacks or higher; or
 - (c) Lose where the player's hand does not contain a Pair of sixes (6s) or higher.
- 9.4.5 A wager placed on Jackpot will:
 - (a) Win, under Method A, where the player has elected to continue in the game by placing a wager on the 3rd, 4th and 5th Streets and their Hole Cards, together with the Community Cards, form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12; or
 - (b) Win, under Method B, where the player has a valid jackpot wager and their Hole Cards, together with the Community Cards, form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12; or
 - (c) Lose where the player, under Method A, either Folds or has elected to continue in the game by placing a wager on the 3rd, 4th and 5th Streets, but their Hole Cards together with the Community Cards do not form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12; or
 - (d) Lose where the player, under Method B, has a valid Jackpot wager but their Hole Cards together with the Community Cards do not form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12.

9.5 Dealing the Game

- 9.5.1 All Cards used in the game of Mississippi Stud Poker will be dealt from a Dealing Shoe specifically designed for such purpose.
- 9.5.2 Immediately prior to the commencement of a Round of Play and after all wagers have been placed, the Dealer will announce or indicate that no more bets may be placed.

9.6 Initial Deal

- (a) If a hand-held Dealing Shoe is in use:
- (i) the Dealer will, commencing from their left and continuing clockwise around the table, deal:
 - One (1) card, face-down, to each betting area containing an Ante wager;
 - In sequence, deal a second card, face-down to each betting area containing an Ante wager.
 - (b) If a Continuous Shuffling Machine is in use:
 - (i) The Community Cards shall be stacked face- down and placed on the 3rd Street and the Dealer shall spread the Community Cards across the designated playing areas from left to right with the top card on 5th Street, 2nd card on 4th Street and the bottom card left on 3rd Street;
 - (ii) Then a set of two (2) Cards dispensed by the Continuous Shuffling Machine face-down to each betting area containing an Ante in a clockwise direction.

9.6.1 Subsequent Betting Rounds

- (a) Once all the players' Hole Cards have been dealt, the Dealer will announce or indicate to the players that they may Bet or Fold. Each player may then pick up their Hole Cards and make a decision accordingly.
- (i) Players will not exchange Cards, or exchange information, or communicate to cause to exchange or communicate information regarding their hand. Any violation may result in the player forfeiting their Ante and Street wagers.
 - (b) A player who decides to Fold must place their Cards face-down on the table layout near the area marked Ante.
 - (i) A player is responsible for declaring their whole Poker hand.
 - (ii) The Dealer will collect the Ante wager from each player who elects to Fold.
 - (iii) Under Method A, before the Cards are removed from a player's betting area and placed in the discard rack, the Cards will be spread face-down to ensure that two (2) Cards are present and that the Cards will not be eligible for the Jackpot Prize or winning wager.
 - (iv) Under Method B, the Cards will be placed face down on the Jackpot Betting Area and are only eligible for the Jackpot Prize per Rule 12.

- (c) A player who decides to Bet will place a wager one (1) to three (3) times the amount of their Ante wager on the area marked on the table layout for the 3rd Street.
- (d) The Dealer will then expose the first Community Card (dealt to the 3rd Street) and offer the players the opportunity to Bet or Fold.
 - (i) A player who decides to Bet will place a wager one (1) to three (3) times the amount of their Ante wager on the area marked on the table layout for the 4th Street.
 - (ii) The Dealer will collect the Ante and 3rd Street wagers from each player who elects to Fold.
 - (iii) Rules 9.5.4 (b)(iii) and (b)(iv) apply.
- (e) The Dealer will then expose the second community card (dealt to the 4th Street) and offer the players the opportunity to Bet or Fold.
 - (i) A player who decides to Bet will place a wager one (1) to three (3) times the amount of their Ante wager on the area marked on the table layout for the 5th Street.
 - (ii) The Dealer will collect the Ante and 3rd Street and 4th Street wagers from each player who elects to Fold.
 - (iii) Rules 9.5.4 (b)(iii) and (b)(iv) apply.
- (f) The Dealer will expose the third community card (dealt to the 5th Street) and settle all wagers in accordance with Rule 9.6.

9.7 Settlement

- 9.7.1 For a Round of Play, the Dealer must clear any losing wagers from the table layout and pay any winning wagers in accordance with Rule 9.6.2.
- (a) The Dealer will, commencing from their right, turn over each player's Hole Cards and using those Cards combined with the three (3) Community Cards, declare the optimum Poker hand for each player.
 - (i) Where the player's hand contains a Pair of sixes (6s) or higher, settle the Ante and all Street wagers in accordance with Rule 9.6.2; or
 - (ii) Where the player's hand does not contain a Pair of sixes (6s) or higher, collect the Ante and the Street wagers; and
 - (iii) Where the player has placed a Jackpot Wager and the hand is eligible for a Jackpot Prize payout, settle the Ante and all Street wagers in accordance with Rule 9.6.2 and leave the Cards displayed face-up on the table layout. After all hands have been checked, pay the jackpot hands in accordance with Rule 12.
 - (iv) After appropriately acting on each hand, verify the correct number of Cards and place them in the discard rack.
- 9.7.2 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 Rules 9.4.3 and 9.4.4, are:

Table 2 Mississippi Stud Poker Payout Odds

Poker Hand	Odds	Maximum Payout*
Royal Flush	500 to 1	up to maximum payout
Straight Flush	100 to 1	up to maximum payout
Four of a Kind	40 to 1	up to maximum payout
Full House	10 to 1	up to maximum payout
Flush	6 to 1	up to maximum payout
Straight	4 to 1	up to maximum payout
Three of a Kind	3 to 1	up to maximum payout
Two Pair	2 to 1	up to maximum payout
Pair of Jacks or better	1 to 1	up to maximum payout
Pair of 6s to 10s	Stand-off	N/A
*Maximum payouts per table, with the exception of Jackpot payouts, will be displayed on a notice at the table.		

10. Ultimate Texas Hold'em Poker

10.1 Where the variation of Poker Minor in play is Ultimate Texas Hold'em Poker, the Rules detailed herein of Ultimate Texas Hold'em Poker shall prevail, to the extent of any inconsistency, over any other Rule in these Approved Poker Minor Rules.

10.2 Additional Definitions

'Blind' means an initial wager, additional and equal to the amount of the player's Ante wager, which is required for a player to be dealt Hole Cards.

'Community Cards' means the Cards dealt in the Flop, the Turn and the River. In a Round of Play, both the player and the Dealer may use the Community Cards to create the best possible Poker hand.

'Check' means to abstain from betting but remain in the game and retain the right to view the next card dealt. A player who Checks may re-enter the betting after that card has been dealt and prior to the next card being dealt.

'Flop' means the first three (3) Community Cards dealt by the Dealer and displayed face-up on the table layout.

'Hole Cards' means the first two (2) Cards dealt to each player and the Dealer which remain concealed during play.

'Qualify' means that the Dealer has a Poker hand containing a Pair or higher.

'River' means the fifth and final Community Card dealt by the Dealer and displayed face-up on the table layout.

'Trips' means a side wager which may be placed by players prior to the first card being dealt for each round of play.

'Turn' means the fourth Community Card dealt by the Dealer and displayed face-up on the table layout.

10.3 Table Layout and Equipment:

10.3.1 An Ultimate Texas Hold'em Poker table:

- (a) Will contain areas specifically designed for the placement of wagers, being

similar in appearance to those depicted in Diagram C and Diagram F;

10.4 Wagers:

10.4.1 Prior to the first card being dealt for each Round of Play, players will be given the opportunity to place a wager on:

- (a) Ante and Blind;
- (b) Trips; and
- (c) Where offered by the Crown Sydney, Jackpot.

10.4.2 A wager placed on Ante will:

- (a) Win where the Dealer's hand Qualifies and the player has a higher Poker hand than the Dealer's hand; or
- (b) Lose where:
 - (i) The Dealer's hand Qualifies and is a higher Poker hand than the player's hand; or
 - (ii) The player elects to Fold.
- (c) Stand-off where:
 - (i) The player has the same Poker hand as the Dealer's hand; or
 - (ii) The Dealer's hand does not Qualify.

10.4.3 A wager placed on Blind will:

- (a) Win where the player's hand is a Straight or higher and of a higher Poker hand than that of the Dealer's; or
- (b) Lose where:
 - (i) The Dealer has a higher Poker hand than that of the player's; or
 - (ii) The player elects to Fold.
- (c) Stand-off where:
 - (i) The player has the same Poker hand as the Dealer's hand; or
 - (ii) The player has a higher Poker hand than the Dealer's hand, but the player does not have a Straight or higher.

10.4.4 A wager placed on Trips will:

- (a) Win where the player's hand is a Three of a Kind, or higher; or
- (b) Lose where:
 - (i) The player has a Poker hand lower than a Three of a Kind; or
 - (ii) The player elects to Fold.

10.4.5 A wager placed on Jackpot will:

- (a) Win, under Method A, when the player has elected to continue in the game by placing a wager on Play and their Hole Cards, together with the Flop, form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12; or
- (b) Win, under Method B, when a player has a valid Jackpot Wager and their Hole Cards, together with the Flop, form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12; or
- (c) Lose, under method A, when the player either Folds or elects to continue in the game by placing a wager on Play but their hole Cards, together with the Flop, do not form a Poker hand which qualifies for a Jackpot Prize payout as described in Rule 12; or
- (d) Lose, under method B, where the player, has a valid Jackpot wager but their Hole Cards together with the Community Cards do not form a Poker hand which is eligible for a Jackpot Prize payout as described in Rule 12.

10.4.6 A wager placed on Play will:

- (a) Win where the player has a higher Poker hand than the Dealer's hand; or
- (b) Lose where the Dealer has a higher Poker hand than the player's hand; or
- (c) Stand-off where the player has the same Poker hand as the Dealer's hand.

10.5 Dealing the Game

10.5.1 All Cards used in the game of Ultimate Texas Hold'em Poker will be dealt from a Dealing Shoe specifically designed for such purpose.

10.5.2 Immediately prior to the commencement of a Round of Play and after all wagers have been placed, the Dealer will announce or indicate that no more bets may be placed.

10.5.3 Initial Deal

- (a) If a Continuous Shuffling Machine is in use, the Cards will be dealt face down:
 - (i) Five (5) Community Cards are spread across the board left to right with the first three (3) cards being the Flop;
 - (ii) Two (2) cards to the Dealer;
 - (iii) Two (2) cards to each playing area containing an Ante and Blind wager.
- (b) If a hand-held Dealing Shoe is in use, the Cards will be dealt face down:
 - (i) The Dealer will, commencing from their left and continuing clockwise around the table, deal one (1) card to each betting area containing Ante and Blind wagers and one (1) card to the Dealer's hand; and
 - (ii) In sequence, deal a second card to each betting area and to the Dealer's hand.

- 10.5.4 Once all the Cards have been dealt face-down, the Dealer will announce or indicate to the players that they may Bet or Check. Each player may then pick up their Hole Cards and make a decision accordingly.
- (a) A player who elects to Bet must place a wager on the Play betting area. The Play wager must be in multiples of between one (1) and ten (10) times their Ante wager in accordance with the limits displayed at the table.
 - (b) A player who elects to Check is not required to place a wager.
- 10.5.5 After all players have been given the opportunity to either place a Play wager or Check; the Dealer will deal and/or expose the Flop in the prescribed area of the table layout.
- 10.5.6 After the Flop has been dealt and/or exposed, players who have elected to place a Play wager will not be permitted to place any further wagers for that Round of Play. Any remaining players whom elected to Check as described at Rule 10.5.4 will have the option to either Bet or Check.
- (a) A player who elects to Bet must place a wager on the Play betting area. The Play wager must be in multiples of between one (1) and ten (10) times their Ante wager, but less than the multiple which may be wagered prior to the Flop being dealt, in accordance with the limits displayed at the table.
 - (b) A player who elects to Check is not required to place a wager.
- 10.5.7 After all players have been given the opportunity to either place a Play wager or Check, the Dealer will deal and/or expose the Turn and River Cards.
- 10.5.8 After the Turn and River Cards have been dealt and/or exposed, players who have elected to place a Play wager are not permitted to place any further wagers for that Round of Play. Any remaining players who have elected to Check, as described in Rules 10.5.4 or 10.5.6, will have the option to either Bet or Fold.
- (a) A player who elects to Bet must place a wager on the Play betting area. The Play wager must be in multiples of between one (1) and ten (10) times their Ante wager, but less than the multiple which may be wagered prior to the Turn card being dealt, in accordance with the limits displayed at the table.
 - (b) Under method A, a player who elects to Fold must place their Hole Cards face-down on the table and forfeit all wagers, including the Jackpot wager.
 - (c) Under method B, a player who elects to Fold must place their Hole Cards face down on the table. Their Cards will be placed face down on the Jackpot betting area and will remain live for the purpose of a Jackpot payout only.
- 10.5.9 The Dealer will then reveal their Hole Cards and declare the best possible five (5) card Poker hand utilising any combination of the Community Cards and their Hole Cards and announce whether their hand Qualifies.

10.6 Settlement

10.6.1 Where the Dealer's hand Qualifies:

- (a) Where the player has a higher Poker hand than the Dealer's hand:
 - (i) Pay the Ante and Play wagers.
 - (ii) In accordance with Rule 10.4.3, pay the Blind wager, as appropriate

and as provided for in Table 3.

- (b) Where the player has a lower Poker hand than the Dealer's hand; collect the Ante, Blind and Play wagers.
- (c) Where the player has the same Poker hand as the Dealer's hand; the Ante, Blind and Play wagers Stand-off.

10.6.2 Where the Dealer's hand does not Qualify:

- (a) Refund all players' Ante wagers.
- (b) Where the player has a higher Poker hand than the Dealer's hand:
 - (i) Pay the Play wagers.
 - (ii) In accordance with Rule 10.4.3, pay the Blind wager, as appropriate and as provided for in **Table 3**.
- (c) Where the player has a lower Poker hand than the Dealer's hand; collect the Blind and Play wagers.
- (d) Where the player the same Poker hand as the Dealer's hand; the Blind and Play wagers Stand-off.

10.6.3 Regardless of whether or not the Dealer's hand Qualifies; where the player has placed a Trips wager and the hand is:

- (a) Eligible for a Trips payout, pay the Trips wager as provided for in Table 4; or
- (b) Ineligible for a Trips payout, collect the Trips wager.

10.6.4 Regardless of whether or not the Dealer's hand Qualifies, where the player has a valid Jackpot wager and is eligible for a Jackpot payout, pay the Jackpot wager as provided in Rule 12.

10.6.5 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 10.4, are:

Table 3 Ultimate Texas Hold'em Poker Payout Odds

Wager	Odds		Maximum Payout**
Ante	1 to 1		
Blind (for Poker hand of a Straight or higher)	Royal Flush	500 to 1*	up to maximum payout
	Straight Flush	50 to 1*	up to maximum payout
	Four of a Kind	10 to 1*	up to maximum payout
	Full House	3 to 1*	up to maximum payout
	Flush	3 to 2*	up to maximum payout
	Straight	1 to 1*	up to maximum payout
Blind (for Poker hands less than	Stand-off		

Straight)		
Play	1 to 1	
<p>* Must beat Dealer</p> <p>**Maximum payouts per table, with the exception of Jackpot Prize payouts, will be displayed on a notice at the table.</p>		

Table 4 Odds Payable for Winning Trips Wagers

Poker Hand	Odds
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

11. Jackpots

11.1 Additional Definitions:

‘Initial Seed Value’ means a monetary value nominated by Crown Sydney to be used when establishing the configuration of the Jackpot Prize meter.

‘Reset Value’ means the value at which the Jackpot meter will be reseeded to, in the event of a 100% Jackpot win, depending on the Jackpot configuration used.

11.2 Jackpot Prize meter systems

11.2.1 Crown Sydney may operate one (1) or more Jackpot Prize meter systems in accordance with the following provisions:

- (a) A Jackpot Prize meter system must operate in respect of one (1) table or a group of tables;
- (b) With respect to a Jackpot Prize meter system, a participating gaming table must be a table which is operating with:
 - (i) The same cost of the Jackpot Wager as all other participating tables;
 - (ii) The same eligible jackpot hands as all other participating tables;
 - (iii) The same Jackpot Prize payout option per Rule 12.1.2 as all other participating tables; and
 - (iv) The same jackpot increment rate and seed values contributing to the Jackpot Prize pool as all other participating tables.
- (c) A table may only be part of one group of tables in respect of which a Jackpot Prize meter system operates;

- (d) If more than one (1) Jackpot Prize meter system is operating, the associated Jackpot Prize payouts, as described in Rule 12.1.2, must be the same for each prize meter system. i.e. all Option 1 or all Option 2 or all Option 3;
- (e) The Prize Payout Option number in use, outlined in Table 5, must align with a reset value and increment rate corresponding to the same Option number within the Jackpot Configuration specified in Table 6;
 - (i) Where a decision is made to change the Prize Payout Option and the corresponding Jackpot Configuration Option, a notice conveying the change must be displayed for a reasonable period of time prior to its implementation;
- (f) A table may be added to or removed from a Jackpot Prize meter system or transferred between one Jackpot Prize meter system and another, no sooner than twenty (20) minutes after a table sign giving notice of the addition, removal or transfer is displayed;
- (g) A Jackpot Prize meter system may be closed at any time, no sooner than twenty (20) minutes after a table sign giving notice of the closure is displayed at every table, in respect of which system is operating;
- (h) If a Jackpot Prize meter system is closed, at the time of closure an amount equal to the value recorded on the meter less the initial seed value multiplied by the cost of the Jackpot Wager for the system must be transferred to the meter of one or more other Jackpot Prize meter systems;
- (i) Each table in respect of which a Jackpot Prize meter system operates, must be fitted with a Jackpot Prize meter display designed, and (apart from when adequate alternative manual arrangements are in place) operating, to show the value of the prize recorded on the meter of the system. The table limit sign or Jackpot Prize meter display will show the dealing method in use and/or the conditions of a player folding for jackpot purposes; and
- (j) The value of the Jackpot Prize recorded on the meter of a Jackpot Prize meter system may be displayed on one (1) or more electronic promotional displays in the casino, whether or not in conjunction with the value of the Jackpot Prize recorded on one or more other meters. Any tables or conditions associated with this Jackpot Prize will clearly be stated on the electronic promotional display.

11.3 Jackpot Wagers may be placed in accordance with the following provisions:

- 11.3.1 The Dealer must ensure that the electronic equipment for the prize meter system is operating properly, or that adequate alternative manual arrangements are in place at all times during which the Dealer is accepting Jackpot Wagers:
 - (a) For the purposes of this Rule, the electronic equipment for a Jackpot Prize meter system is operating properly if:
 - (i) The meter of the system is capable of recording the amounts of Jackpot Wagers placed for each Round of Play;
 - (ii) The system is capable of recording the time for settlement for each Round of Play at each table in respect of which the system is operating; and
 - (iii) The manner in which the system operates allows an Area Manager

(or above) to read the value recorded on the meter as at any time for settlement.

11.3.2 In each Round of Play, a player may place only one (1) Jackpot Wager for each hand they are playing.

11.3.3 A player must ensure that a Jackpot Wager they wish to place is placed on the correct part of the table layout and for the cost of the Jackpot Wager only.

11.4 If, in respect of a Round of Play, a Royal Flush or Simultaneous Royal Flushes have been paid under Rule 12.5, Crown Sydney must cause the meter for the affected Jackpot Prize meter system to be reseeded to an amount no less than the reset value for the option in use.

12. Jackpot prize payouts

12.1 Additional Definitions:

‘100% Jackpot’ means the total payout amount for a Jackpot awarded in the event of a Royal Flush win. This amount is determined by rounding up the value displayed on the Jackpot Prize meter system to the nearest whole dollar at the time of settlement.

12.2 Jackpot Prize payouts for winning Jackpot Wager outcomes must be determined:

12.2.1 For Royal Flush and Straight Flush outcomes, by an Area Manager (or above);
or

12.2.2 Otherwise, by the Dealer in accordance with Table 5 depending on the option in use:

- (a) Jackpot will pay if the players five-card hand is a Flush or better for options 1-3; or
- (b) Jackpot will pay if the players five-card hand is a Straight or better for options 4-6.

Table 5 Jackpot Prize Paytables

Hand	Option 1	Option 2	Option 3	Option 4	Option 5	Option 6
Royal Flush	100% Jackpot	100% Jackpot	100% Jackpot	100% Jackpot	100% Jackpot	100% Jackpot
Straight Flush	10% Jackpot	10% Jackpot	10% Jackpot	10% Jackpot	10% Jackpot	10% Jackpot
Four of a Kind	300 for 1	400 for 1	500 for 1	300 for 1	400 for 1	500 for 1
Full House	80 for 1	100 for 1	120 for 1	80 for 1	100 for 1	100 for 1
Flush	50 for 1	60 for 1	80 for 1	40 for 1	50 for 1	50 for 1
Straight	Loss	Loss	Loss	20 for 1	10 for 1	20 for 1

12.3 For the purposes of Rule 11 and this Rule:

12.3.1 The time for settlement is the time the Dealer records the outcome of the relevant Round of Play on the Jackpot Prize meter system;

12.3.2 All outcomes in a Round of Play at a particular table are simultaneous; and

12.3.3 Outcomes on different table in a group of tables are sequential, and the timing of the sequence of outcomes must be determined by the order in which the respective Dealers record those outcomes on the Jackpot Prize meter system.

12.4 The Jackpot meter will be reseeded to its reset value in the event of a “100% Jackpot” win and is incremented by a percentage of Progressive Poker Jackpot wager placed. The reset value and increment rate for each payable option are listed in Table 6.

Table 6 Jackpot Configuration

	Option 1	Option 2	Option 3	Option 4	Option 5	Option 6
Reset Value	20000 for 1	20000 for 1	20000 for 1	20000 for 1	20000 for 1	20000 for 1
Increment Rate	57.22%	49.97%	40.76%	51.33%	48.01%	41.68%
Reset Value	40000 for 1	40000 for 1	40000 for 1	40000 for 1	40000 for 1	40000 for 1
Increment Rate	54.14%	46.89%	37.68%	48.26%	44.93%	38.61%
Reset Value	50000 for 1	50000 for 1	50000 for 1	50000 for 1	50000 for 1	50000 for 1
Increment Rate	52.60%	45.35%	36.14%	46.72%	43.39%	37.07%
Reset Value	60000 for 1	60000 for 1	60000 for 1	60000 for 1	60000 for 1	60000 for 1
Increment Rate	51.06%	43.81%	34.60%	45.18%	41.85%	35.53%
Reset Value	80000 for 1	80000 for 1	80000 for 1	80000 for 1	80000 for 1	80000 for 1
Increment Rate	47.98%	40.74%	31.52%	42.10%	38.78%	32.45%
Reset Value	100000 for 1	100000 for 1	100000 for 1	100000 for 1	100000 for 1	100000 for 1
Increment Rate	44.90%	37.66%	28.44%	39.02%	35.70%	29.37%

12.5 If, in a Round of Play, simultaneous Royal Flushes, or a combination of simultaneous Royal and Straight Flushes occur, the House will contribute an amount to the pot equal to the reset value for each Royal Flush that has occurred after the first. The payouts for each will be determined by applying the following:

12.5.1 For each player with a Royal Flush: $10/(10R + S)$;

12.5.2 For each player with a Straight Flush: $1/(10R + S)$;

R = Number of Royal Flushes

S = Number of Straight Flushes

12.6 If, in a Round of Play, simultaneous Straight Flushes occur, and no Royal Flush occurs, players will receive a designated percentage of the Jackpot meter and the corresponding percentage of the reset value as described in Table 7 to each eligible player.

Table 7 Simultaneous Straight Flush Awards Settings

#Straight Flushes	% of Jackpot Meter	% of Reset Value
1	10.000%	0.000%
2	9.500%	0.500%
3	9.033%	0.967%
4	8.598%	1.403%
5	8.190%	1.810%
6	7.809%	2.191%
7	7.453%	2.547%

13. Irregularities

13.1 Subject to Rule 13.1.1, if one (1) or more Cards become exposed during the initial deal and prior to the players looking at their Cards, a Misdeal will be declared. All hands will be Void and all wagers, with the exception of Jackpot Wagers, will be returned to the players. Jackpot Wagers will be dealt with in accordance with Rule 13.9.

13.1.1 Where the variation of Poker Minor in play is Caribbean Stud Poker, where one (1) card is exposed in error to the Dealer's hand, that exposed card will become the Dealer's face-up card.

13.2 If no Cards, or an incorrect number of Cards are dealt to any betting area containing a wager, or cards are dealt to an area without a prerequisite wager, and the error is discovered:

13.2.1 Prior to players looking at their Cards, the Dealer will immediately notify the Higher Duties Dealer (or above) who will direct that the Round of Play be declared a Misdeal. All hands will be Void and all wagers, with the exception of Jackpot Wagers, will be returned to the players. Jackpot Wagers will be dealt with in accordance with Rule 13.9; and

13.2.2 After the players have looked at their Cards, the Dealer will immediately notify the Higher Duties Dealer (or above), who will direct that:

- (a) All hands with the incorrect number of cards are void and all bets for that Round of Play returned to those players with the exception of Jackpot Wagers. Jackpot Wagers will be dealt with in accordance with Rule 13.9;
- (b) Offer all other players the option to retract their wager(s), as applicable.
 - (i) Where a player retracts their wager(s) and they had placed a Jackpot Wager for that Round of Play, the Jackpot Wager will be returned to the player and the current jackpot game will be cancelled. Remaining Jackpot Wagers will be re-registered for the Round of Play in progress.
 - (ii) Where a player elects to continue with their hand, they agree to

accepting the outcome of the game.

- 13.2.3 Where an incorrect number of Cards are dealt to a betting area, at the conclusion of the hand, the Higher Duties Dealer (or above) will instruct the Dealer to count all the Cards to verify the correct number.
- (a) Where the correct number of Cards are counted the Cards will be shuffled in preparation for use in play; or
 - (b) Where an incorrect number of Cards are counted, the Cards will be placed in a card box, a card slip will be completed and the box will be sealed with the appropriate seal. The Cards will be removed from the table and replaced with new or pre-shuffled decks.
- 13.3 If no Cards, or an incorrect number of Cards are dealt to the Dealer's hand or Community Cards at any betting round (as applicable), the Dealer will immediately notify a Higher Duties Dealer (or above), who will direct the players to place their Cards face-down on the table so that the Dealer can count all the Cards (by spreading each player's hand) to verify the correct number.
- 13.3.1 Where the correct order of the Cards can be determined, the game will continue. Any excess card(s) will be treated as undisclosed and used as though it were the next card from the Dealing Shoe.
- 13.3.2 Where the correct order of the Cards cannot be determined, that Round of Play will be declared a misdeal. All hands will be Void and all wagers, with the exception of Jackpot wagers, will be returned to the players. Jackpot Wagers will be dealt with in accordance with Rule 13.9.
- 13.4 In the event that a player has looked at their Cards and the Cards are mistakenly taken by the Dealer:
- 13.4.1 Where the player is able to nominate the exact value of their Cards and the Cards nominated align with the top Cards in the discard rack, the Cards can be returned to the player; or
- 13.4.2 The Cards will remain in the discard rack, except where the Cards are the only Cards in the discard rack.
- 13.4.3 Any wagers taken in error will be returned to the player.
- 13.5 If, during a Round of Play, prior to all players having made a decision on their hand in accordance with the application variation of Poker Minor, the Dealer incorrectly exposes their hand or any Community Cards, the Round of Play will continue and players who have not yet made a decision will be given the opportunity to do so.
- 13.6 If, during a Round of Play, it is discovered that the deck in use does not contain the correct number of Cards, that Round of Play will be Void. All Jackpot Wagers will be dealt with according to Rule 13.9.
- 13.7 If, during a Round of Play, a player cannot place a subsequent wager as required and fails within a reasonable period or refuses, then that hand shall be deemed Folded.
- 13.8 If, during settlement, the Dealer becomes aware that a subsequent wager is:
- 13.8.1 More than the required multiple of the initial wager(s), the Dealer will return the excess amount to the player and then take or pay accordingly.

- 13.8.2 Less than the required multiple of the initial wager(s), the Dealer will take or pay according to the amount wagered and inform the player of the correct amount to be wagered on subsequent rounds.
- 13.9 If a Round of Play is declared a Misdeal, all Jackpot Wagers placed for that Round of Play will remain valid for the next Round of Play and:
- 13.9.1 Where a player who has participated in the jackpot game wishes to leave, their Jackpot Wager will be returned and the current jackpot game will be cancelled. Remaining Jackpot Wagers will be re-registered for the next Round of Play.
- 13.9.2 Where a new player wishes to participate in the jackpot game, the current jackpot game will be cancelled. The new player(s) will be invited to place their Jackpot Wager(s) and the remaining Jackpot Wagers will be re-registered for the next Round of Play.
- 13.10 If a Dealer incorrectly commences a new jackpot game, the Dealer will immediately notify a Higher Duties Dealer (or above) who will cancel the current jackpot game and then ensure that all players are given an opportunity to place a Jackpot Wager for the next Round of Play.
- 13.11 In the event that a Shuffling Device jams, stops shuffling or fails to complete a shuffle cycle, the Cards will be reshuffled.
- 13.12 In the event that a Shuffling Device does not verify that the correct number of Cards are available for play, the Dealer will count all the Cards. If the count proves that there are an incorrect number of cards, that Round of Play will be Void.

14. Poker minor tournament play

- 14.1 Crown Sydney may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Poker Minor being offered with an equal chance.
- 14.2 For each Tournament conducted by Crown Sydney, Crown Sydney must:
- 14.2.1 In accordance with Rule 14.4, document Tournament Terms and Conditions.
- 14.2.2 Prior to a Tournament being conducted and prior to entries being taken, make the Tournament Terms and Conditions available to patrons.
- 14.2.3 Appoint a Tournament Director who must remain 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.
- 14.2.4 Designate the gaming tables that are to be used in the tournament.
- 14.2.5 During the Tournament, ensure that all gaming tables designated under Rule 14.2.4 are used exclusively for Tournament play.
- 14.3 Prior to the commencement of play in a Tournament:
- 14.3.1 The Tournament Director must brief the Tournament Players on the Tournament Terms and Conditions and be satisfied that they understand.
- 14.3.2 Tournament Players may be provided with instructions on how to play the game. These instructions may comprise a demonstration by the Dealer and/or player participation in a number of 'practice' hands.

14.4 The Tournament Terms and Conditions referred to in Rule 14.2.1 must include the following information at a minimum:

14.4.1 Tournament Details:

- (a) Information pertaining to:
 - (i) The amount of the entry fee, buy-in, re-buy or add-on (if any).
 - (ii) The minimum and maximum number of Tournament Players.
 - (iii) The location of the Tournament.
 - (iv) 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.
- (b) When the Tournament will be conducted.

14.4.2 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 enter the Tournament.
 - (iii) If Crown Sydney is reserving the right to deny entry into a Tournament, a statement that Crown Sydney may refuse any application.
 - (iv) If Crown Sydney is applying a general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
- (b) In respect of the Tournament Terms and Conditions:
 - (i) A statement to the effect that all Tournament Players must abide by the Tournament Terms and Conditions or risk disqualification.
 - (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 an applicant may withdraw without financial penalty and/or nominate a substitute).

14.4.3 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 are offered, details of how a Tournament Player may qualify to participate or alternatively a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, depending on the circumstances.
- (b) A statement to the effect that all Tournament Players will be allocated the same starting bank of chips and that they 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.

14.4.4 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 the details of how a player can make a secret wager.
- (d) If pass cards are to be made available, the number of pass cards in a session or round 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.

14.4.5 Elimination

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

14.4.6 Winners

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

14.4.7 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.

14.4.8 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 is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of the variation of Poker Minor in play and that in the event of any inconsistency, the Rules of Poker Minors 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) who are 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, and if all the Tournament 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 these 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 Player's names, suburbs, photographs, images and any other relevant information provided, for the purposes 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 on how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the applicable Rules of

the variation of Poker Minor in play.

- (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.

15. Player rewards and promotional prizes

- 15.1 Crown Sydney may offer Promotional Prizes in connection with gaming.
- 15.2 Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 15.3 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:
 - 15.3.1 Tobacco in any form; or
 - 15.3.2 A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 15.3.3 A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 15.3.4 More than twenty (20) litres of liquor; or
 - 15.3.5 Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 15.4 Crown Sydney will document Terms and Conditions associated with a Promotional Prize promotion and refer 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, through direct mail or brochures.
- 15.5 The Terms and Conditions for Promotional Prize promotions must include the following:
 - 15.5.1 The manner in which a Promotional Prize is to be awarded;
 - 15.5.2 When and where the Promotional Prize will be awarded;
 - 15.5.3 The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;
 - 15.5.4 If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotional Prize;
 - 15.5.5 The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;
 - 15.5.6 The closing date and time for entries to be received into any Promotional Prize promotions;
 - 15.5.7 The method for claiming a Promotional Prize (including any requirement for players to be physically present)
 - 15.5.8 How the winners of a Promotional Prize will be notified and published; and

15.5.9 Details of the prizes and their value, as well as the conditions (if any) in relation to receiving, using or accepting prizes, including specifically:

- (a) For machinery or appliances the:
 - (i) Make;
 - (ii) Model; and
 - (iii) Included accessories:
- (b) For motor vehicles the:
 - (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 included;
 - (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; and
 - (vi) Any other inclusions – conveyancing, legal costs, fixtures and fittings.

15.6 When 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:

15.6.1 In person; or

15.6.2 Mail; or

15.6.3 Telephone; or

15.6.4 E-mail.

15.7 Crown Sydney will provide NICC with a copy of the Terms and Conditions of a Promotional

Prize promotion under these Rules on request.

- 15.8 If Crown Sydney refuses to offer a Promotional Prize to a patron for reasons including (but not limited to) self-exclusion, cheating or any other unacceptable behaviour that result in that patron being excluded or otherwise prohibited from entering the casino before or during the Promotion 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.
- 15.9 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 on how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Poker Minors.
- 15.10 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.

16. General provisions

- 16.1 A person will not, with respect to a variation of Poker Minor (or part thereof), use or intend to use either alone or in concert with any other person, any device for the purposes of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 16.2 Where a player has contravened any provision(s) of the Rules, a Casino Manager (or above) may:
- 16.2.1 Declare that any wager made by the player(s) will be Void; or
 - 16.2.2 Direct that the player(s) will be excluded from further participation in the game; or
 - 16.2.3 Exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 16.2.4 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.
- 16.3 A Casino Manager (or above) may declare the outcome of a Round of Play or any wager Void if:
- 16.3.1 The game is disrupted by circumstances that are reasonably outside Crown Sydney's 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
 - 16.3.2 Any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 16.4 Where the outcome of a Round of Play or wager is declared Void, those wagers for that particular outcome will be refunded to the players.
- 16.5 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 player.
- 16.6 A player will not be advised by an employee of Crown Sydney on how to play, except to

ensure compliance with these Rules.

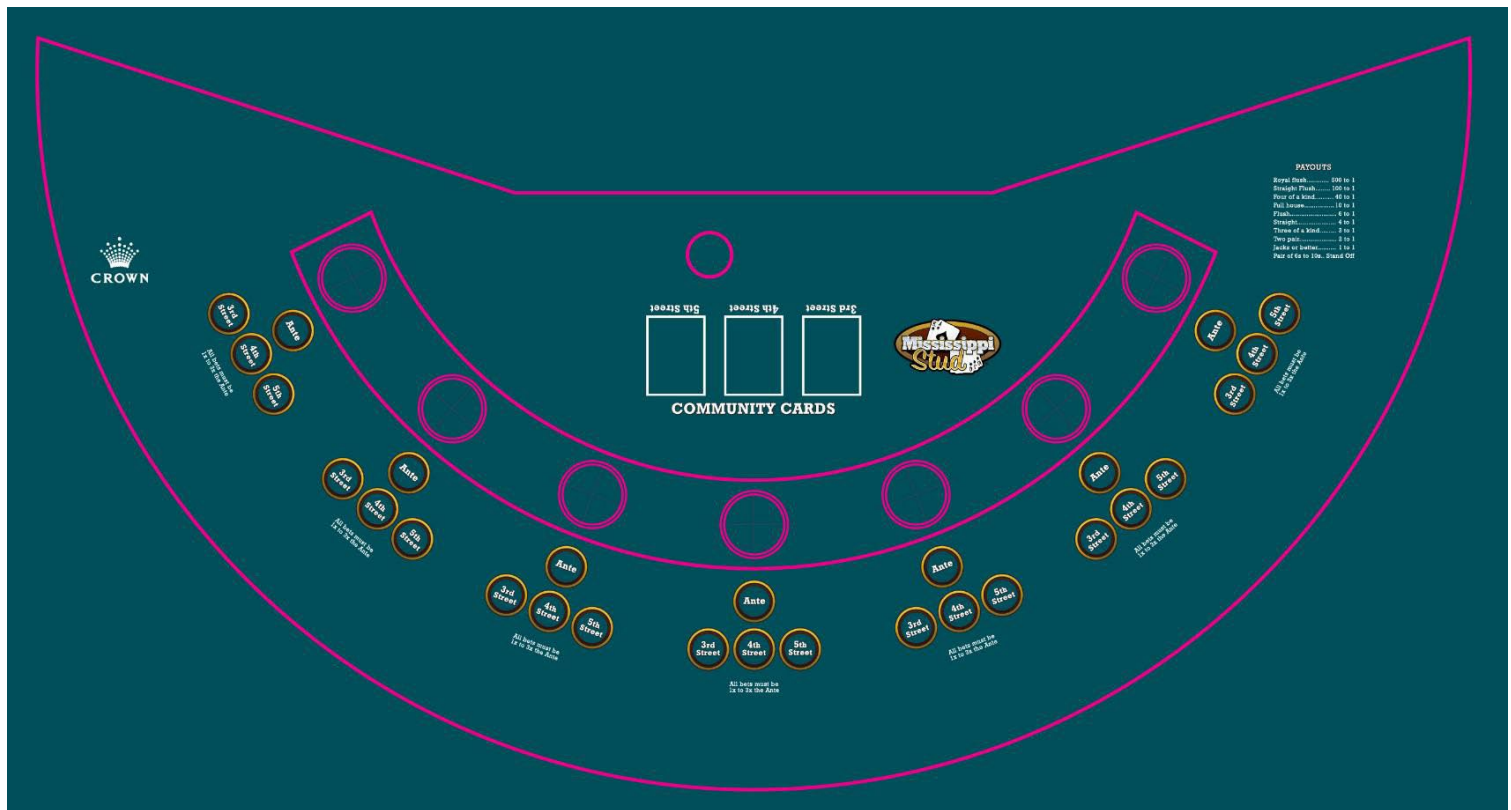
- 16.7 No onlooker or any player wagering at any table may, unless permitted by a player, influence another player's decisions of play.
- 16.8 Proxy Betting is not permitted.
- 16.9 Players are not permitted to have side bets with or against each other.
- 16.10 A seated player who abstains from wagering for three (3) consecutive Rounds of Play whilst all other seats at that table are occupied may be directed to vacate that seat.
- 16.11 A Higher Duties Dealer (or above) may refuse, on reasonable grounds, any wager made by a player prior to the Dealer announcing or indicating that no more bets may be placed, and in doing so cause the wager(s) to be removed from the layout.
- 16.12 In any dispute arising from these Rules or for any items 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 on how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Poker Minors.
- 16.13 A copy of these Rules will be made available on request.

DIAGRAM A- CARIBBEAN STUD POKER



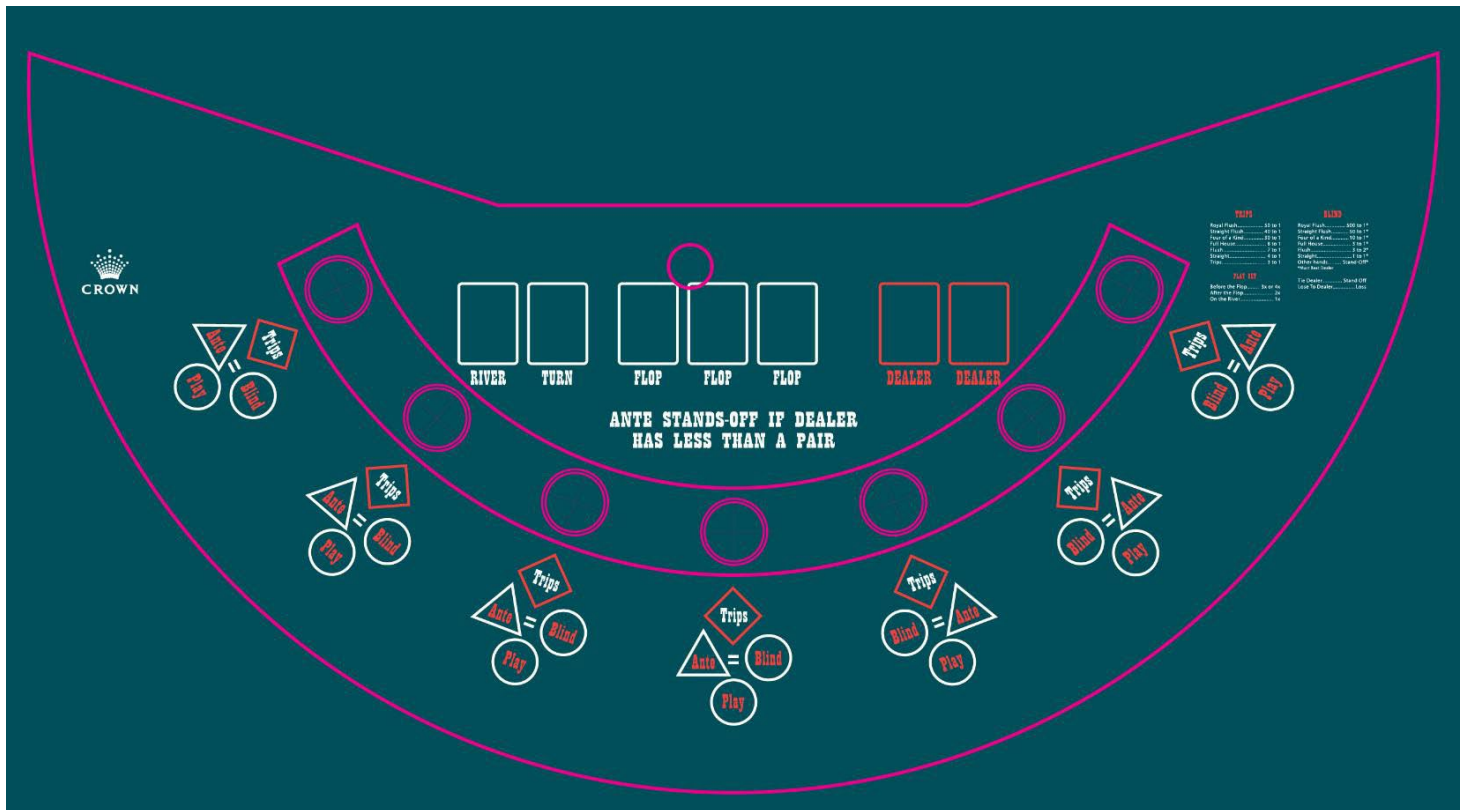
***Note – purple double-ringed circles in front of the Ante betting area are indicative of where Jackpot Wagers will be placed.**

DIAGRAM B - MISSISSIPPI STUD POKER



***Note – purple double-ringed circles in front of the Ante betting area are indicative of where Jackpot Wagers will be placed.**

DIAGRAM C- ULTIMATE TEXAS HOLDEM POKER



***Note – purple double-ringed circles in front of the Trips betting area are indicative of where Jackpot Wagers will be placed.**

DIAGRAM D- CARIBBEAN STUD POKER

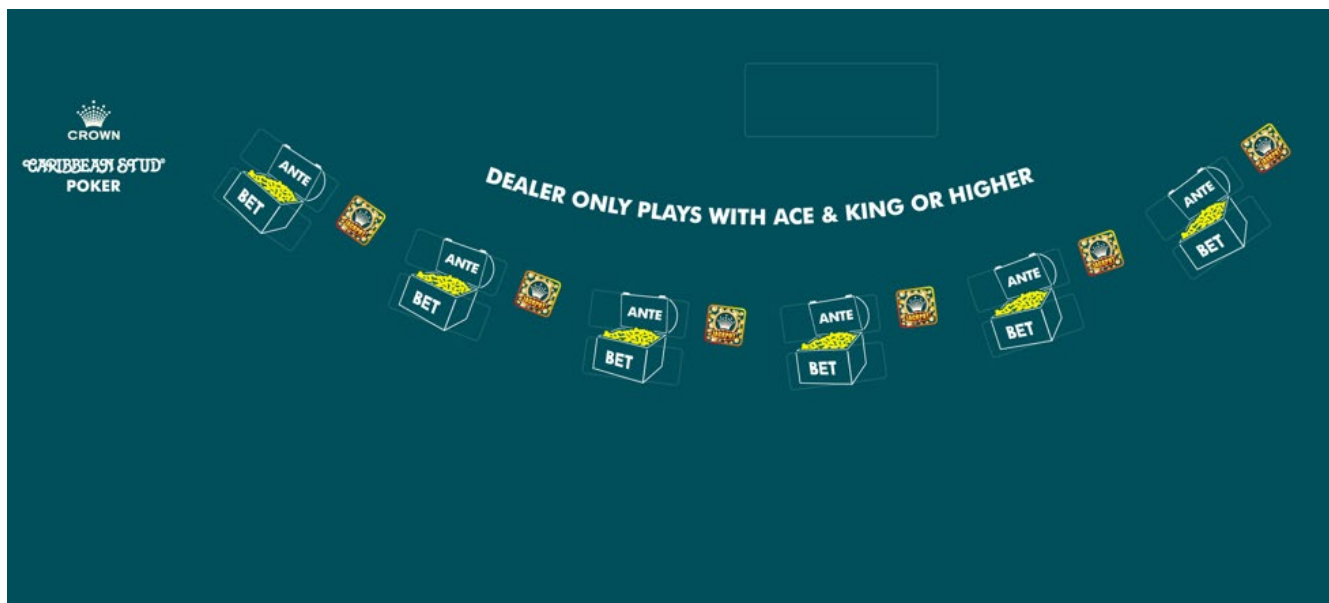


DIAGRAM E- MISSISSIPPI STUD POKER



DIAGRAM F- ULTIMATE TEXAS HOLDEM POKER

