



## **CASINO CONTROL ACT 1992**

### **Order**

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority does, by this Order, approve amendments to the rules for the playing of the game of "Blackjack Switch" in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority on 14 December 1994:

**(1) Rules for the playing of 'Blackjack Switch'**

The rules for the playing of the game of 'Blackjack Switch' in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Parramatta, this 17<sup>th</sup> day of August 2016.

Luke Freeman  
**Manager, Market Product  
Approvals & Casino  
Operations**  
Delegate of the  
Independent Liquor and  
Gaming Authority.



## **BLACKJACK SWITCH**

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## 1. Definitions

1.1 In these rules, unless the contrary intention appears:

**“Angel pre-shuffled cards”** means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

**“Assistant Gaming Manager”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

**“blackjack”** means an ace and any card having a point value of ten dealt as the initial two cards to a player’s box or the dealer’s hand;

**“burn/ed”** means to remove a card from play by placing it in the discard rack;

**“card shoe”** means a device from which cards are dealt;

**“casino promotional token”** means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

**“casino supervisor”** means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a gaming supervisor/Assistant Gaming Manager;

**“controlling player”** means the player designated in rule 5.6 to call all decisions in regard to a playing area;

**“dealer”** means a person responsible for the operation of the game;

**“deck-checking device”** means a machine used to check that each deck of cards contains the correct cards for the game;

**“float tray”** means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

**“Four of a Kind”** means a hand containing four cards of the same rank;

**“gaming supervisor”** means a person responsible for the immediate supervision of the operation of the game;

**“hard total”** means the point total of a hand which contains no aces or which contains aces that are each counted as 1 in value;

**“inspector”** means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

**“multishuffler”** means a machine used for shuffling either four(4), six(6) or eight(8) decks of cards;

“**Pair**” means two cards of the same rank;

“**playing area**” means an area consisting of two adjoining boxes where the Blackjack Switch wagers are placed;

“**point total**” means the total value of cards in a hand;

“**promotional prize(s)**” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“**round of play**” means one complete cycle of play that shall begin with the removal of the first card from the card shoe or shuffling device and concludes when all players playing at a table have been dealt a hand, have acted or wagered upon that hand and then have had their wagers paid or collected and all cards used in the round of play have been placed in the discard rack;

“**shuffling device**” means a device used for the shuffling of cards and from which cards are dealt;

“**soft total**” means the point total of a hand containing at least one ace counted as 11 in value;

“**stand off**” means where a wager shall neither win nor lose;

“**super match**” means an optional additional wager, which may be made by a player;

“**switch**” means a player’s option to exchange the second card dealt to the first box in a playing area with the second card dealt to the second box in that same playing area in accordance with rule 11;

“**Three of a Kind**” means three cards of the same rank;

“**Two Pair**” means a hand containing two cards of the same rank combined with two cards of another rank;

“**void**” means invalid with no result.

## **2. Table Layout and Equipment**

2.1 The game of Blackjack Switch shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram A with:

2.2.1 a maximum of five playing areas designated for the placement of wagers;

2.2.2 an area for the placement of insurance wagers;

2.2.3 where the optional Super Match wager is offered, an area for the placement of these wagers;

- 2.2.4 inscriptions to the effect that:
  - 2.2.4.1 blackjack pays 1 to 1;
  - 2.2.4.2 the dealer must draw to a soft 17 or hard 16 and will stand off on hard 22; and
  - 2.2.4.3 insurance pays 2 to 1;
- 2.3 The following equipment shall also be used:
  - 2.3.1 a card shoe or shuffling device;
  - 2.3.2 a discard rack capable of holding up to eight decks of cards;
  - 2.3.3 a float tray.
- 2.4 The table shall have a drop box attached to it.

### **3. The Cards**

- 3.1 The game of Blackjack Switch shall be played with six decks of cards, each deck having 52 cards without jokers, with backs the same colour and design and a cutting card.
- 3.2 The value of cards shall be as follows:
  - 3.2.1 an ace shall have a value of 11 except when that would give a player or the dealer a point total in excess of 21, in which case, it shall have a value of 1 and except as provided in rule 12.2.2;
  - 3.2.2 any card from 2 to 10 inclusive shall have its face value; and
  - 3.2.3 any jack, queen or king shall have a value of 10; and
  - 3.2.4 All suits shall have the same rank. The ranking of cards for the purpose of determining any payout in accordance with rule 15.8 will be in descending order ace, king, queen, jack, 10, 9,8 ,7 6 ,5, 4, 3 and 2.
- 3.3 Cards shall be checked and shall be secured until such time as they may be required.
- 3.4 At the discretion of a casino supervisor, cards may be removed from the table and replaced with new cards upon the completion of:
  - 3.4.1 a round of play in which the cutting card is exposed and prior to a shuffle when a card shoe is used; or
  - 3.4.2 any round of play when a shuffling device is used.
- 3.5 When cards are removed from the table to be replaced with new cards, the backs of the replacement cards shall be of a different colour to those removed.

- 3.6 All cards used in the game of Blackjack Switch shall be dealt from a card shoe or shuffling device specifically designed for such purpose and located on the table to the left of the dealer. All cards shall be dealt face upwards.
- 3.7 No person other than the dealer shall handle, remove or alter any cards used in the game of Blackjack Switch.
- 3.8 Each player at the table shall be responsible for correctly computing the point total of their hand and no player shall be entitled to rely on the point total announced by the dealer.

#### **4. The Shuffle and Cut**

- 4.1 The dealer shall either use a multishuffler (which shall be positioned adjacent to the Blackjack Switch table and to the left of the dealer), shuffling device or manually shuffle the cards so that they are randomly intermixed:
  - 4.1.1 immediately prior to the start of play;
  - 4.1.2 when the cutting card is exposed or drawn as the first card of a new round of play;
  - 4.1.3 at the completion of the round of play in which the cutting card is drawn; or
  - 4.1.4 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.2 After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
  - 4.2.1 the first player to the table if the game is just commencing;
  - 4.2.2 the player on whose playing area the cutting card appeared during the last round of play;
  - 4.2.3 the player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play;
  - 4.2.4 the player at the farthest point to the right of the dealer if the cutting card is exposed or drawn as the first card of a new round of play; or
  - 4.2.5 the player at the farthest point to the right of the dealer if the cards are replaced in accordance with these rules.
- 4.3 Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards either prior to placing them into the multishuffler or immediately prior to the cut.
  - 4.3.1 Where Angel pre-shuffled cards are to be introduced, the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards immediately prior to the cut.

- 4.4 If the player designated in rule 4.2 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a casino supervisor shall cut the cards.
- 4.5 The person designated in rule 4.2 and 4.4 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.6 Once the cutting card has been inserted by the person designated in these rules, the dealer shall arrange the cards so that all cards in front of the cutting card are placed to the back of the stack, after which the dealer shall insert the cutting card in the stack up to half way in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
  - 4.6.1 If the dealer mishandles or drops the cards, the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.7 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and shall not be cut.
- 4.8 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.9 The first card from the card shoe or shuffling device shall be burned by placing it face down in the discard rack and shall not be exposed.

## **5. Wagers**

- 5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2 For a Blackjack Switch wager to be valid, the player must place a wager of an equal amount, on each box in the playing area.
- 5.3 Blackjack Switch wager(s) and/or optional Super Match wager(s), shall be placed on the appropriate areas of the Blackjack Switch layout by a player prior to the first card being removed from the card shoe or shuffling device for each round of play.
- 5.4 Except as provided in these rules or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the card shoe or shuffling device.
- 5.5 Up to three players may wager on any one playing area of the Blackjack Switch layout but a casino supervisor may restrict the number of players to less than three.
- 5.6 Where more than one player wagers on a playing area the decisions with regard to the cards dealt to that area shall be called by the controlling player. The controlling player shall be:
  - 5.6.1 the player who is seated at the playing area;
  - 5.6.2 where there is no seated player, the player with the highest wager in the playing area;

- 5.6.3 where all wagers are of equal value, the player whose wager is nearest the dealer.
- 5.7 The dealer shall, prior to the commencement of a round of play, ascertain the controlling player with respect to any playing area in accordance with rule 5.6.
- 5.8 The dealer shall ensure that:
- 5.8.1 the controlling player calling the decisions places his/her wager in the portion of the playing area nearest to the dealer's side of the table; and
- 5.8.2 all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.8.1.
- 5.9 A player may be permitted to wager on more than one playing area at a Blackjack Switch table providing that, where there are insufficient seats at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or playing areas to accommodate other players.
- 5.10 Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.
- 5.11 A casino supervisor may, where a card shoe is in use, restrict any player who has not made a wager on the first round of play or who declines to place a wager on any given round of play during the course of a shoe of cards, to wagering the minimum wager displayed at the table until that shoe of cards is completed and a re-shuffle occurs.
- 5.12 A Gaming Manager may restrict a player to the table minimum wager in accordance with the provisions of rule 5.11 for the duration of all further shoes of cards where the player does not make a wager on the first round of play or declines to place a wager on any given round of play. An inspector must be notified prior to a player being so restricted under this rule.
- 5.13 A Gaming Manager may limit a player to one playing area and to the minimum wager for that playing area displayed on the sign at the Blackjack Switch table. An inspector must be notified prior to a player being so restricted under this rule.
- 5.14 Notwithstanding rule 5.9, a casino supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.15 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

## **6. Minimum and Maximum Wagers**

- 6.1 The minimum and maximum wagers permitted on each playing area shall be shown on a sign at the table. The individual player amount is determined by rules 6.1.1, 6.1.2 and 6.1.3. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.



- 6.1.1 The controlling player has first option to wager to the maximum allowable amount for that playing area.
- 6.1.2 Where the controlling player does not wager to the maximum allowable wager for that playing area then a second player may place a wager to the difference of the controlling players wager and the maximum allowable wager for that playing area.
- 6.1.3 Where the total of the controlling player and the second player wagers do not reach the maximum allowable wager for that playing area, a third player may place a wager up to the difference between that total and the maximum allowable wager for that playing area.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.
  - 6.2.1 Notwithstanding rule 17.7, where a wager has been placed on only one box in a playing area, cards dealt to that playing area shall be void and any wager placed shall be returned to the player.
  - 6.2.2 Where a player's Blackjack Switch wagers are found to be of unequal amounts after the first card has been removed from the card shoe or shuffling device then the amount wagered will be the lower of the two wagers.
- 6.3 Where the total of the wagers for a playing area are found to be above the stated maximum those wagers shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
  - 6.3.1 Where multiple players' wagers comprise the wagers in a playing area and the total of those wagers is found to be over the maximum, each individual player's maximum wager is determined by rules 6.1.1, 6.1.2 and 6.1.3.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
  - 6.5.1 Notwithstanding rule 6.6, a casino supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
    - 6.5.1.1 A marker shall be placed directly in front of the playing area, indicating that the player is entitled to continue to play at the pre-existing table minimum.
    - 6.5.1.2 When the player leaves the table, the marker shall be removed from the layout.

6.5.1.3 Should a player be controlling more than one playing area, the marker shall be placed in front of the playing area at which he or she is located.

6.5.2 Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.

6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.

6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.

6.6 A casino supervisor may allow a player to wager in excess of the stated maximum wagers permitted on that table, provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

## **7. Initial Deal**

7.1 The dealer may call "no more bets" and starting from the left and continuing clockwise round the table, shall deal a card face up in sequence to each box within a playing area containing wager/s and a card face up to the dealer's position. In a like manner the dealer shall then deal a second card face up to each box of the wagered playing areas. Subject to rule 17.6, no bet is allowed once the first card is removed from the card shoe or shuffling device.

7.2 Where a shuffling device is in use, at the completion of the initial deal, the dealer shall remove the cards from the discard rack and place them into the shuffling device.

## **8. Insurance**

8.1 Where the dealer's first card is an ace, a player may place an insurance wager, of not more than half the amount of their original wager on each individual hand, that the dealer's second card will have a value of ten.

8.2 If rule 8.1 applies the dealer shall call for insurance wagers by announcing the word "insurance". The dealer shall allow players sufficient time to place any insurance wager and then shall announce that insurance is closed and at the same time run a hand along the insurance line to indicate that insurance is closed.

8.3 All insurance wagers shall be made before the commencement of the subsequent deal and are to be placed on the insurance line of the layout.

## **9. Interim Settlement**

9.1 Upon completion of the initial deal and before the subsequent deal;

- 9.1.1 Losing Super Match wagers shall be collected and placed in the float tray; winning Super Match wagers shall be paid by the dealer at the completion of the initial deal and before any subsequent deal;
- 9.2 Where a player has blackjack:
  - 9.2.1 and the dealer's card does not have a value of ten or is not an ace, the dealer shall pay the wager(s) on that hand at odds of 1 to 1, remove the cards dealt to that box and place them in the discard rack;
  - 9.2.2 where a player has a blackjack and the dealer's card is an ace or has a value of ten, the dealer shall make no payment nor remove any cards from that playing area until the settlement is determined under rule 16.

## **10. Subsequent Deal**

- 10.1 The dealer shall, beginning from the left, announce the player's point total and allow the controlling player to indicate whether he/she wishes to:
  - 10.1.1 switch in accordance with rule 11; and/or
  - 10.1.2 split pairs in accordance with rule 13; and/or
  - 10.1.3 double in accordance with rule 12; and/or
  - 10.1.4 stand by electing to receive no additional cards; or
  - 10.1.5 receive an additional card(s)
- 10.2 A controlling player having a point total less than 12 shall be required, subject to rules 12 and 13, to receive an additional card or cards until his/her hand has a point total of not less than 12.
- 10.3 A controlling player may elect to receive additional cards, subject to rules 12 and 13, whenever his/her point total is less than 21 except that a controlling player having blackjack or a hard or soft total of 21 may not draw additional cards.
- 10.4 Each controlling player must indicate his/her decision(s) by scratching, tapping or knocking on the table to indicate a request for additional cards, by moving the hand horizontally to indicate that the controlling player wishes to stand or by rotating their hand from palm down to palm up to indicate they wish to switch their cards; or by such other visual hand signals acceptable to the casino operator. As each controlling player indicates his/her decision(s), the dealer shall deal face up whatever additional cards are required to give effect to the decision(s) and shall announce the point total of the player's hand after each additional card is dealt.

Where a controlling player's point total exceeds 21, any wager on that hand shall lose be collected by the dealer and placed in the float tray. The dealer shall then immediately collect the cards from that hand and place them in the discard rack.

## 11. Switching

- 11.1 Prior to the drawing of any additional cards, each controlling player may elect to switch the second card of the first box in the playing area with the second card of the second box in the playing area. In this instance, the dealer will switch the cards on the controlling players request after receiving clear instruction from the controlling player. A controlling player's decision to Switch is final and cannot be reversed once the dealer has handled the cards.
- 11.2 If the controlling player elects to switch, any other player who has placed a wager on that playing area shall be bound by that decision.

A 'switched' hand with an ace and a card comprising a point value of 10 has a value of 21, and is not a Blackjack.

## 12. Doubling

- 12.1 A controlling player may elect to double by wagering an amount equal to their original wager, on the first two cards of each hand, switched hand or the first two cards of any split pair providing that:
- 12.1.1 the point total of the two cards equals 9, 10 or 11; and
  - 12.1.2 the hand does not contain an ace; and
  - 12.1.3 one, and only one, card is dealt to the hand.
- 12.2 Notwithstanding sub-rule 12.1.2, a Gaming Manager may permit players at a specific table to double on a hand containing an ace subject to the further conditions of rule 12.1 and providing that:
- 12.2.1 all such players are notified of this option prior to the commencement of play; and
  - 12.2.2 an ace in the first two cards of each hand shall have a value of 1 and not 11.
- 12.3 Where a controlling player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.
- 12.4 If the controlling player elects to double, player(s) with a wager on the same playing area shall also have the option to double on that hand before the additional card is dealt. If the other player(s) do not double, the condition that only one additional card shall be dealt to that hand remains unchanged.
- 12.5 If the dealer obtains blackjack after a player doubles, the dealer shall only collect the amount of the player's original Blackjack Switch wager.

## 13. Splitting

- 13.1 When the two cards of a playing area are identical in value, the controlling player may elect to split the hand into two separate hands providing that the wager on the second hand so formed is an amount equal to the original wager.

- 13.2 Except as provided by sub-rule 13.3.1, when a controlling player splits a pair of cards the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
- 13.3 After a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the controlling player shall indicate their decision to stand, draw or double with respect thereto except that:
- 13.3.1 subject to rule 13.5, a player splitting aces shall receive one, and only one, additional card on each ace which shall be dealt face upwards and placed sideways on the layout; and
  - 13.3.2 a player splitting aces or 10 point value cards shall not be capable of achieving a blackjack.
- 13.4 A controlling player may not split cards dealt to a split hand a second time and may not form more than two hands per box.
- 13.5 Notwithstanding rule 13.4, a Gaming Manager may permit players at a specific table to split again providing that:
- 13.5.1 all such players are advised of this option prior to the commencement of play; and
  - 13.5.2 the wager on a third hand is of an amount equal to the original wager; and
  - 13.5.3 no more than three hands are formed per box in each round of play; and
  - 13.5.4 a player splitting aces to form a third hand shall receive one, and only one, additional card on each ace which shall be dealt face upwards and placed sideways on the layout; and
  - 13.5.5 a player who abstains from splitting their initial two cards may not elect to split after having received a third card.
- 13.6 If the controlling player decides to split, any other player who has placed a wager on that playing area shall either:
- 13.6.1 make an additional wager on the split hand(s) so formed of an amount equal to their original wager; or
  - 13.6.2 have their original wager placed on the first hand so formed.
- 13.7 Subject to rule 10.5, if the dealer obtains a blackjack after a player splits a hand, the dealer shall only collect the amount of the player's original Blackjack Switch wager.

#### **14. Additional Cards To The Dealers Hand**

- 14.1 When the subsequent deal to all players' hands has been completed, the dealer shall, subject to rule 14.4, deal additional cards as necessary to his/her hand.

- 14.2 If the dealer's hand has a point total less than 16, additional cards must be dealt until a soft point total of 17 or a hard point total of 16 or above is attained. When the dealer's hand has a hard point total of 16 or 22 or a hard or soft point total of 17, 18, 19, 20 or 21, no additional cards shall be drawn.
- 14.3 If the dealer's first card is an ace and the second card does not have a value of 10, any insurance wagers shall be lost and collected by the dealer immediately upon the drawing of that card.
- 14.4 No additional cards shall be drawn to the dealer's hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

## 15. Super Match

- 15.1 Any player may elect to place a Super Match wager before the round of play commences. The Super Match wagers shall be placed in the appropriate area of the layout.
- 15.2 The amount required to make a Super Match wager shall be shown on a sign at the table.
- 15.3 A Gaming Manager may limit the placement of Super Match wagers to those players who have also placed an initial wager in accordance with rule 5, providing:
- 15.3.1 prior notification of the restriction is given to Surveillance and an Inspector; and
- 15.3.2 a sign advising players of the restriction is displayed at the table.
- 15.4 There must be at least one initial wager placed in the playing area in accordance with rule 5 before a player(s) may make a Super Match wager and the cards are dealt to that hand.
- 15.5 Up to three Super Match wagers shall be allowed per playing area. Preference of wagering will be given to those players who have also placed an initial wager in accordance with rule 5 and thereafter in the order that wagers are placed.
- 15.6 Where a Super Match wager is made and the first four cards dealt to a playing area in the initial deal consists of a "Four of a Kind", "Two Pair", "Three of a Kind" or a "Pair" it shall win, and lose if they are any other combination.
- 15.7 Winning Super Match wagers shall be paid in accordance with the following table;

Hand	Payout Odds
Four of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

## 16. Final Settlement

- 16.1 Settlement of wagers remaining on the table after the completion of the dealer's hand shall be as follows:
- 16.1.1 a player having a blackjack shall win and be paid at odds of 1 to 1 if the dealer does not also have a blackjack;
    - 16.1.1.1 a player having a blackjack shall win and be paid at odds of 1 to 1 if the dealer's hand has a hard point total of 22 or above;
  - 16.1.2 a wager on a blackjack shall constitute a stand off if the dealer also has a blackjack;
  - 16.1.3 a player having a point total of 21 or less shall win and be paid at odds of 1 to 1 if the dealer's hand has a hard point total in excess of 22;
  - 16.1.4 a player having a point total of 21 or less shall constitute a standoff if the dealer's hand has a hard point total of 22;
  - 16.1.5 a player having a point total of 21 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;
  - 16.1.6 an insurance wager made under the provisions of rule 8 shall win and be paid at odds of 2 to 1 if the dealer achieves a blackjack;
  - 16.1.7 a player having a point total of 21 or less shall lose an amount equal to their original wager if the dealer's hand has a blackjack. In this instance, any wager made as a split or double shall be deemed a standoff and shall neither win nor lose;
  - 16.1.8 a player shall lose if the point total of the dealer exceeds that of the player without exceeding 21;
  - 16.1.9 a wager on a hand with the same point total as that of the dealer's hand shall constitute a stand off;
  - 16.1.10 A wager on a 'switched' hand consisting of an ace and a 10 point value card shall:
    - 16.1.10.1 lose if the dealer's hand is a blackjack;
    - 16.1.10.2 be deemed a standoff if the dealers hand is 21 or hard 22.
- 16.2 All winning wagers shall be paid and all losing wagers collected and placed in the float tray.
- 16.3 At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer and placed in the discard rack.

## 17. Irregularities

- 17.1 A card found turned face upwards in the card shoe or shuffling device shall be burned by placing it in the discard rack and play shall continue.
- 17.1.1 Where a shuffling device is used and there is reason to suspect that further cards may be incorrectly faced in the shuffling device, a casino supervisor may, after the round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.
- 17.2 Subject to rule 17.5, a card dealt in error shall be dealt to the players or the dealer as though it were the next card from the card shoe or shuffling device.
- 17.3 Subject to rule 10.2, a player who refuses to accept the card referred to in rule 17.2 shall not receive any additional card during that round of play.
- 17.4 Where the card referred to in rule 17.2 is refused by all players it shall become the dealer's next card.
- 17.5 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 17.6 A card dealt in error to the dealer's hand and not exposed will be placed under the card shoe or shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the card shoe or shuffling device.
- 17.7 Should the dealer commence a round of play where no wagers have been placed, this round of play shall be void and any exposed cards shall be burned and placed in the discard rack.
- 17.8 Subject to rule 17.7, should the round of play contain an error caused by the incorrect dealing or switching of a card, and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the casino supervisor shall authorise that round being declared void and all monies returned for that round of play, providing any interim settlement made to a player shall stand.
- 17.8.1 Where the casino supervisor authorises that a round of play be void, play will continue with the remaining cards in the shoe or shuffling device.
- 17.9 If there are insufficient cards remaining in the card shoe or shuffling device to complete a round of play, all of the cards in the discard rack shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 17.10 Subject to rule 5.5, where a player makes a wager in accordance with rule 5 and fails within a reasonable period, or refuses or is not present, to make decisions with regard to the cards dealt to the playing area containing the wager, cards shall be dealt to the playing area in turn by the dealer until the point total of the cards exceeds 11 and the opportunity to switch shall not be offered.



- 17.11 In the event that the cards are not cut in accordance with rules 4.3 and 4.4, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 17.12 Should the dealer forget to burn the first card from the card shoe or shuffling device in accordance with rule 4.8, then play shall continue with that card remaining in play.
- 17.13 Should the dealer fail to offer insurance in accordance with rule 8 and the omission is discovered after the subsequent deal has commenced, a player shall be entitled to place an insurance wager providing no second or subsequent card to the dealer's hand has been dealt.
- 17.14 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 17.8, the dealer shall complete the round in play. The cards shall then be shuffled and cut in accordance with these rules. The results of previous rounds of play shall stand.
- 17.15 In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 17.15.1 the result of any rounds of play previously completed shall stand;
  - 17.15.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that round of play, providing any interim settlement made to a player will stand;
  - 17.15.3 the remainder of the card shoe or shuffling device shall then be declared void and the decks checked and verified at the table for any further missing or foreign cards; and
  - 17.15.4 Surveillance and an Inspector shall be notified.
- 17.16 In the event that the cards are not placed in the shuffling device at the completion of the initial deal in accordance with rule 7.2, the cards shall remain in the discard rack until the completion of the initial deal of the subsequent round of play.
- 17.17 If a card has been burned, that card is treated as a burned card.

## **18. Shuffling Device Malfunction**

- 18.1 This rule, and rules 18.2 to 18.3, apply if all of the following conditions are satisfied:
- 18.1.1 a shuffling device is in use for a game of Blackjack Switch; and
  - 18.1.2 it becomes evident, in a round of play for which 1 or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and
  - 18.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and

- 18.1.4 another shuffling device is readily available; and
  - 18.1.5 it is practicable to transfer cards to another shuffling device.
- 18.2 Where a shuffling device malfunctions without causing any damage to the cards in the shuffling device, the cards in the shuffling device must be transferred to another shuffling device and the game continued.
- 18.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 18.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
  - 18.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
  - 18.3.3 the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the shuffling device containing the cards transferred from the malfunctioning shuffling device; and
  - 18.3.4 the game is continued.
- 18.4 Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the round of play is terminated, and the amount wagered by each player must be returned to the player. The result of any rounds of play previously completed shall stand.
- 18.5 Where a shuffling device malfunctions and rules 18.1.4 or 18.1.5 cannot be satisfied:-
- 18.5.1 each player must be given the opportunity to have each amount wagered by the player in the round of play returned to the player; and
  - 18.5.2 any damaged card must be replaced with cards from a new deck; and
  - 18.5.3 the replacement cards, if any, and any undamaged cards in the shuffling device are to be shuffled and cut in the same way as applies under rule 4; and
  - 18.5.4 the round of play for the players who elected not to have their wagers returned is completed using a card shoe.

## **19. General Provisions**

- 19.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.

- 19.2 Rule 19.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 19.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 19.1, he/she may:
- 19.3.1 declare that any wager made by the person is void;
  - 19.3.2 direct that the person shall be excluded from further participation in the game;
  - 19.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 19.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 19.4 A casino supervisor may invalidate the outcome of a game if:
- 19.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 19.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 19.5 Where the outcome of a game is invalidated under rule 19.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 19.4.2 be forfeited.
- 19.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 19.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 19.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 19.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 19.10 Players and spectators are not permitted to have side bets with or against each other.
- 19.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 19.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.

19.13 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

19.14 A copy of these rules shall be made available for inspection upon request.

## **20. Player Rewards and Promotional Prizes**

20.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

20.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.

20.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.

20.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.

20.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:

20.5.1 tobacco in any form;

20.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;

20.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;

20.5.4 more than 20 litres of liquor; or

20.5.5 any item or service prescribed by the regulations.

20.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

20.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

20.7.1 the manner in which a Promotional Prize is to be awarded;

20.7.2 when and where the Promotional Prize will be awarded;

- 20.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 20.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 20.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 20.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 20.7.7 the place, date and time of any Promotional Prize promotion;
- 20.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 20.7.9 how the winner of a Promotional Prize will be notified;
- 20.7.10 how the results of a Promotional Prize will be published;
- 20.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
  - 20.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
    - i) Make
    - ii) Model;
    - iii) Accessories.
  - 20.7.11.2 If the prize is a motor vehicle, details shall also include:
    - i) Make
    - ii) Model;
    - iii) Accessories; and
    - iv) whether registration and other on-road costs are included.
  - 20.7.11.3 If the prize is travel, details shall also include:
    - i) number of persons entitled to take advantage of the travel prize;
    - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
    - iii) restrictions on when the travel must be taken;
    - iv) if spending money is included.

20.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

20.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 10.8.1 face-to-face; or
- 10.8.2 mail; or
- 10.8.3 telephone; or
- 10.8.4 email.

20.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

20.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

20.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

20.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

20.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

20.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

# Diagram A

## BLACKJACK SWITCH LAYOUT

