



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 "Double Chance" 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 'Double Chance'

The rules for the playing of the game of 'Double Chance' 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 17th day of August 2016.

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



Double Chance

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

"**Act**" means the Casino Control Act 1992;

"**burned**" 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 voucher**" means a voucher of a nominated value issued by the casino operator to enable a player to wager at a gaming table to the amount identified on the voucher, subject to any conditions specified on the voucher. Where a player presents a promotional voucher at a gaming table the dealer shall exchange the voucher for an equivalent value in chips or 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 games supervisor;

"**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;

"**declare**" means a decision by a player, to retain all of the five cards dealt to his/her hand, in accordance with rule 11;

"**discard**" means a decision by a player to reduce the number of cards held in their hand by either two, three or four cards;

"**discard line**" means a designated area of the layout where players place the cards they wish to discard from their initial hand;

"**games supervisor**" means a person responsible for the immediate supervision of the operation of the game;

"**hand**" means five cards dealt to each player in a round of play;

"**inspector**" means a person appointed under section 106 of the Act;

"**round of play**" means the period of play at a table commencing with the removal of the first card from the card shoe or shuffling device by the dealer and concluding when the dealer announces a result and, if applicable, collects losing wagers and pays out winning wagers;

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

"**stand off**" means a wager shall neither win nor lose;

"**void**" means invalid with no result;

"wager" means a player's wager placed in a round of play;

2. Table Layout and Equipment

- 2.1 The game of Double Chance shall be played at a table having on one side a place 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 playing areas designated for the placement of wagers;
 - 2.2.2 areas designated for the placement of cards;
 - 2.2.3 area designated for the placement of jackpot wagers:
 - 2.2.4 inscriptions to the effect "Declare Dead Hand, Two Pair or Higher", and "Discard Line".
- 2.3 The following equipment shall also be used:
 - 2.3.1 either a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards;
 - 2.3.2 a discard rack, capable of holding a single deck of cards, which shall be attached to the table at the approximate location shown in diagram "A";
- 2.4 The table shall have a drop box attached to it.

3. The Cards

- 3.1 The game of Double Chance shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 3.2 When a shuffling device is in use at a table:
 - 3.2.1 the device may be loaded with one deck of cards while another deck is used in play; and
 - 3.2.2 the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.
- 3.3 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:

ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2,

except as provided in rule 11.1.2 where the ace may be counted as low only and 11.1.6 where the ace may be counted as high or low.

- 3.4 Cards shall be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.5 Cards may be checked, pre-shuffled and secured until such time as they may be required.
- 3.6 All cards used in the game of Double Chance shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7 Cards may, at the discretion of a casino supervisor, 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 shall be checked, shuffled and cut in accordance with these rules.
- 3.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
 - 4.1.1 immediately prior to the start of play;
 - 4.1.2 at the completion of each round of play; or
 - 4.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2 When a card shoe is used, after the cards have been shuffled the dealer shall cut the cards, place them on the cutting card and then insert all the cards in the card shoe for commencement of play.
- 4.3 No person other than the dealer shall cut the cards.
- 4.4 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and the cards shall not be cut.
- 4.5 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.

5. Wagers

- 5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2 Prior to the first card being dealt in each round of play, each player wishing to participate in the round of play shall:

- 5.2.1 place a wager on the appropriate wagering area of the layout; and
- 5.2.2 be given an opportunity to participate in the jackpot by placing a wager of the correct denomination on the appropriate area of the layout.
- 5.3 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 a round of play has been removed from the card shoe or shuffling device.
- 5.4 A player shall not wager on more than one hand in any round of play.
- 5.5 Only one wager shall be accepted on any one wagering area.
- 5.6 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 per player per playing area shall be shown on a sign at the table. 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.
- 6.2 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.
- 6.3 A wager found to be above the stated maximum 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.
- 6.4 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 the proposed time of change has been displayed at the table at least 20 minutes before the change.

7. Initial Deal

- 7.1 All cards shall be dealt face downwards.
- 7.2 Immediately prior to the commencement of a round of play and after all wagers are placed, the dealer shall:

- 7.2.1 announce "no more bets"; and
- 7.2.2 starting from his/her left and continuing clockwise around the table, deal the cards.
- 7.3 When a card shoe is in use, the cards shall be dealt in the following manner:
 - 7.3.1 one card to each playing area containing a wager, and
 - 7.3.2 in sequence, a second, third, fourth and fifth card to each playing area containing a wager.
- 7.4 When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.4.1 five cards at a time to each playing area containing a wager.

8. Subsequent Deal

- 8.1 After the cards have been dealt, the players shall pick up their cards and give their intention to either declare or discard two, three or four cards.
- 8.2 Players must ensure that their cards do not leave the area of the table layout nor are held away from the table.
- 8.3 A player who holds a hand as defined in rule 11, shall declare their hand by placing his/her cards face downwards in the designated area of the table.
- 8.4 A player who does not hold a hand as defined in rule 11 shall be required to discard from two to four cards from his/her hand, so that the hand contains a minimum of one and a maximum of three cards. The cards to be discarded will be placed face downward on the discard line and the cards he/she wishes to hold/retain face downwards in the designated area of the table.
- 8.5 After the player has discarded two, three or four cards, the cards cannot be returned to play.
- 8.6 After all players have either declared or discarded, commencing from the dealer's right and in sequence, the dealer shall:
 - 8.6.1 turn all players remaining cards face up;
 - 8.6.2 spread the discards facedown and count and place them in the discard rack;
 - 8.6.3 collect losing jackpot wagers;
 - 8.6.4 settle declared hands in accordance with rule 9.1;

8.6.5 pay winning jackpot wagers in accordance with rule 10.4;

8.6.6 collect and place declared cards into the discard rack.

- 8.7 After all hands have been acted upon and starting from the left, the dealer shall deal a sixth card face down to all remaining hands, having either one, two or three cards remaining, and shall then, in sequence, turn the sixth card face up and settle those wagers in accordance with rule 9.3, 9.4, or 9.5.
- 8.8 Players shall not be permitted to handle the sixth card dealt.
- 8.9 The dealer shall be responsible for declaring the optimum value of the hands in accordance with these rules.
- 8.10 Players are not permitted to communicate, other than declaring an intention to either declare or discard, until all players have either declared or discarded.

9. Settlement

- 9.1 A player who elects to declare his/her hand, and who holds a five-card hand with a poker value in accordance with rule 11.1, shall win and be paid at the odds listed below:

DECLARED HAND	ODDS
Dead Hand	1 to 1
Two Pairs	1 to 1
Three of a kind	1 to 1
Straight	2 to 1
Flush	4 to 1
Full House	6 to 1
Four of a kind	20 to 1
Straight Flush	50 to 1
Royal Flush	200 to 1

- 9.2 The odds for declared hand wagers shall be subject to any maximum payout set by the casino operator. The amount of such maximum payout shall be displayed on a notice at the table.
- 9.3 A player who elects to discard shall win if the sixth card dealt to his/her hand is of the same suit but of a lesser value than one of the players remaining cards and shall be paid odds of 1 to 1. The Ace shall be counted high.
- 9.4 A player who elects to discard shall lose if the sixth card dealt to his/her hand is of the same suit but of a higher value than the players remaining cards. Ace shall be counted high.
- 9.5 A player who elects to discard shall lose if the sixth card dealt to his/her hand is of a different suit to the player's remaining cards.

- 9.6 A wager on the jackpot option shall lose if the cards dealt to that hand do not qualify for a jackpot payout in accordance with rule 10.
- 9.7 After all hands are paid or collected the dealer shall collect the cards and place them in the discard rack.

10. Jackpot

- 10.1 A player wishing to wager on the jackpot must first have placed a wager for that round of play on the appropriate wagering area of the layout.
- 10.2 The amount required to make a wager on the jackpot shall be displayed on a sign at the table.
- 10.3 A player who has placed a wager on the jackpot and receives a hand, which qualifies for a jackpot prize, shall be paid in accordance with one of the prize schedules approved by the Authority. The applicable odds will be displayed on a sign at the table.
- 10.4 The following hands, as described in rule 11.1, shall qualify for a jackpot prize:
- 10.4.1 Royal Flush;
 - 10.4.2 Straight Flush;
 - 10.4.3 Four of a kind;
 - 10.4.4 Full House;
 - 10.4.5 Flush
 - 10.4.6 Straight
 - 10.4.7 Dead Hand
- 10.5 Any jackpot payout made to a player shall be in addition to any payment made for a wager by the player on that round of play.

11. Order of Declared Hand Values

- 11.1 A player, in order to declare, must hold one of the following hands:

11.1.1	Royal Flush	Is a hand containing an ace, king, queen, jack and 10 of the same suit;
11.1.2	Straight Flush	Is a hand containing five cards of the same suit in consecutive ranking. An ace may be counted as low only;
11.1.3	Four of a kind	Is a hand containing four cards of the same rank;

11.1.4	Full House	Is a hand containing “Three of a kind” and “One pair”
11.1.5	Flush	Is a hand containing five cards of the same suit but not in consecutive ranking;
11.1.6	Straight	Is a hand containing five cards of consecutive rank not all of the same suit. An ace maybe counted as high or low;
11.1.7	Three of a kind	Is a hand containing three cards of the same rank;
11.1.8	Two pairs	Is a hand containing two “pairs”;
11.1.9	Dead Hand	Is a hand containing 2, 3, 4, 5 of the same suit and any other 2 value card.

12. Irregularities

- 12.1 Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, he/she shall declare a misdeal.
- 12.2 One or more cards incorrectly exposed during the deal shall constitute a misdeal.
- 12.3 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 12.4 Where an exposed card is dealt, it shall constitute a misdeal.
- 12.5 A player's hand containing too few cards or too many cards shall be declared void.
- 12.6 If a player declares a hand that does not comply with rule 11, then the player will be required to discard a minimum of two cards and will remain in the round of play and be dealt a sixth card.
- 12.7 If after discarding, a player still holds four cards then the player will be required to discard further card(s) so that the hand contains a maximum of 3 cards.
- 12.8 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:
- 12.8.1 the result of any rounds of play previously completed shall stand; and
- 12.8.2 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 to players for that round of play; and
- 12.8.3 the deck shall be checked for any further missing or foreign cards.

- 12.9 Where a dealer realises, after a player has handled their cards, that a hand has been dealt to a playing area that does not contain a wager, the cards for that hand shall be counted and placed in the discard rack.
- 12.10 A sixth card dealt in error to a declared hand shall be burned.
- 12.11 Where a player or players are suspected of viewing another player's cards or collecting information from other active or non-active players, a casino supervisor may:
- 12.11.1 direct the player or players concerned to play their hand prior to other players handling their cards;
 - 12.11.2 restrict players suspected of collusion from playing together at the same table;
 - 12.11.3 direct the players on a table to speak English only at all times.
- 12.12 Where a player makes a wager in accordance with rule 5.2 and is not present to make decision in regard to the cards dealt to that playing area, then that hand shall become void and the wager and jackpot wager (where applicable) returned.

13. Shuffling Device Malfunction

- 13.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 13.2 Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:
- 13.2.1 that round of play shall be declared void; and
 - 13.2.2 the result of any rounds of play previously completed shall stand; and
 - 13.2.3 the game shall be continued with another shuffling device or a card shoe and using new cards, subject to rule 3.7.

14. General Provisions

- 14.1 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, analyzing or transmitting an outcome or the changing probabilities or the playing strategies to be used.

- 14.2 Rule 14.1 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.
- 14.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.1, he/she may:
- 14.3.1 declare that any wager made by the person is void.
 - 14.3.2 direct that the person shall be excluded from further participation in the game.
 - 14.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act.
- 14.4 A casino supervisor may invalidate the outcome of a game if:
- 14.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 14.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.5 Where the outcome of a game is invalidated under rule 14.4, 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 14.4.2 be forfeited.
- 14.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.7 No spectator or any player wagering at any table may attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 14.8 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.
- 14.9 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.
- 14.10 Players and spectators are not permitted to have side bets with or against each other.
- 14.11 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.

- 14.12 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.
- 14.13 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.
- 14.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

DOUBLE CHANCE LAYOUT

