



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 "Four Card Poker" 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 'Four Card Poker'

The rules for the playing of the game of 'Four Card Poker' 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.



**Independent
Liquor & Gaming
Authority**

Four Card Poker

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

“**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;

“**Aces Up**” means an alternative or optional additional wager which may be made by a player in accordance with rule 5.2, which shall win if the player’s hand contains a pair of Aces or higher, regardless of the dealer’s hand.

“**Ante**” means a player’s initial wager placed in a round of play;

“**Ante Bonus**” means an automatic bonus paid to Ante wagers, regardless of the dealer’s hand, if the hand qualifies for a bonus in accordance with rule 10.2;

“**Play wager**” means an additional wager placed by a player in order to continue in a round of play;

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

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

“**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 Games Supervisor/Assistant Gaming Manager;

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

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

“**fold**” means a decision by a player to no longer continue with his/her hand for that particular round of play;

“**Gaming Supervisor**” means a person responsible for the immediate supervision of the operation of the game;

“**hand**” means five cards dealt to each player and six cards dealt to the dealer in a round of play;

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

"**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 the period of play commencing with the removal of the first card from the card shoe or shuffling device by the dealer and concluding when the dealer, after drawing the last card, 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 where a wager shall neither win nor lose;

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

2. Table Layout and Equipment

- 2.1 The game of Four Card Poker 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 playing areas designated for the placement of wagers;
 - 2.2.2 an inscription to the effect that the "Dealer Always Plays – Player Wins if Hand is Equal to or Greater than the Dealer".
- 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"; and
 - 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 Four Card Poker 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 and 11.1.5 where the ace may be counted 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 shall be secured until such time as they may be required.
- 3.6 All cards used in the game of Four Card Poker 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 following any period that the table has been vacant, immediately prior to the recommencement of play.

- 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 place an Ante and/or place an Aces Up wager on the appropriate wagering area of the layout
- 5.3 A player who has only wagered on the Aces Up option shall not be permitted to place a Play wager
- 5.4 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 unless explicitly permitted by these rules.
- 5.5 A player shall not wager on more than one hand in any round of play.
- 5.6 Only one wager shall be accepted on any one wagering area.
- 5.7 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, after the first card has been removed from the card shoe or shuffling device, 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.
- 6.5.1 Notwithstanding rule 6.5, 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 players' box, 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 box, the marker shall be placed in front of the box 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 Where low limit gaming is offered for this game:
- 6.6.1 tournament play shall not be offered; and
- 6.6.2 all cards shall be dealt from a shuffling device.

7. The 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 Ante and/or Aces Up wagers are placed, the dealer may announce “no more bets” and starting from his/her left and continuing clockwise around the table, shall 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 an Ante and/or Aces Up wager; and
- 7.3.2 one card to the dealer;
- 7.3.3 in sequence, a second, third, fourth and fifth card to each playing area containing an Ante and/or Aces Up wager and to the dealer; and
- 7.3.4 a sixth card to the dealer’s hand which shall be dealt face up.
- 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 an Ante and/or Aces Up wager; and
- 7.4.2 five cards to the dealer face down and then a sixth card face up.

8. Betting Round

- 8.1 After the cards have been dealt in accordance with rule 7, players shall pick up their cards and declare their intention to either fold or play.
- 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 elects to fold shall pass his/her cards, face downwards on the table, to the dealer.
- 8.4 The dealer shall collect the Ante and/or Aces Up wagers and the cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, counted and then placed in the discard rack.
- 8.5 A player who elects to play shall place his/her cards face downwards on the Play wager area and, if the player has placed an Ante wager, place a Play wager between one and three times their Ante, on top of their cards.
- 8.6 After all Play wagers have been placed, the dealer shall turn all the cards of his/her hand face upwards and declare the highest possible four-card poker value of the hand as determined in accordance with rule 11.
- 8.7 Players are not permitted to communicate, other than declaring an intention to either fold or play, until all players have completed the betting round.

9. Final Settlement

- 9.1 The dealer shall arrange his/her hand from highest to lowest, and announce his/her best four-card hand. The two remaining cards shall be positioned separate to the four-card hand.
- 9.2 The dealer shall then reveal the individual player's hands and declare and arrange the highest possible four-card hand; and
- 9.2.1 comparing his/her hand to each player's individual hand shall then:
- 9.2.1.1 pay the Ante wager an Ante Bonus, regardless of the dealer's hand, to those hands containing three of a kind or higher;
 - 9.2.1.2 collect the Ante and the Play wagers for those hands containing a lower poker value than the dealer's;
 - 9.2.1.3 collect the Aces Up wager for those hands of a lower value than a pair of Aces;
 - 9.2.1.4 pay the Ante and the Play wagers for those hands containing an equal or higher poker value than the dealer's, in accordance with rule 10;
 - 9.2.1.5 pay the Aces Up wager on any hand containing at least a pair of Aces or higher, regardless of the value of the dealer's hand, in accordance with rule 10.
- 9.2.2 after the dealer has compared individual hands and has paid or collected the wagers, he/she shall collect and count the cards and place them in the discard rack.
- 9.3 After the dealer's hand is exposed a player may concede his/her hand by indicating with a sweeping motion of his/her hand towards the dealer. The dealer will then announce "conceding hand" and collect the player's wagers and cards which shall be checked in accordance with rule 8.4.
- 9.4 After a player's hand has been conceded it cannot be returned to play.
- 9.5 Each player at the table shall be responsible for correctly computing the optimal value of their hand in accordance with rule 11.
- 9.6 At settlement the dealer shall be responsible for settling each player's hand based on the optimal hand value achievable under rule 11 and in accordance with the odds described under rule 10.

10. Settlement Odds

- 10.1 Winning Ante wagers at the game of Four Card Poker shall be paid at the odds of 1 to 1.

- 10.2 Ante wagers will qualify for a bonus payment if the hand contains three of a kind or higher, regardless of the dealer's hand.
- 10.3 The Ante Bonus payment will be paid in accordance with the prize schedule approved by the Authority. The applicable bonus odds will be displayed on a sign at the table.
- 10.4 Winning Play wagers at the game of Four Card Poker shall be paid at the odds of 1 to 1.
- 10.5 Winning Aces Up wagers at the game of Four Card Poker 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.
- 10.6 The player's Ante and Play wager shall win if the player's hand equals the dealer's hand.

11. Order of Poker Hands

- 11.1 The order of hands, highest to lowest is as follows:

11.1.1	Four of a kind	is a hand containing four cards of the same rank;
11.1.2	Straight Flush	is a hand containing four cards of the same suit in consecutive ranking. An ace may be counted high or low;
11.1.3	Three of a kind	is a hand containing three cards of the same rank;
11.1.4	Flush	is a hand containing four cards of the same suit but not in consecutive ranking;
11.1.5	Straight	is a hand containing four cards of consecutive rank not all of the same suit. An ace maybe counted high or low;
11.1.6	Two pair	is a hand containing two "pairs"
11.1.7	One pair	is a hand containing two cards of the same rank;
11.1.8	Four odd cards	is a hand containing four cards of different rank and at least two suits.

- 11.2 Hands of the same value but consisting of different card values shall be ranked in accordance with the rank of cards prescribed in rule 3.3. For example:

- 11.2.1 a Straight containing an ace, king, queen, jack shall be ranked higher than a Straight containing a 4, 3, 2, ace;

11.2.2 if both hands hold an equal value pair, the value of the remaining cards of the hands determines which shall be higher.

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 An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.
- 12.3 Two or more cards exposed in error during the deal shall constitute a misdeal.
- 12.4 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 12.5 Where an exposed card is dealt, it shall not constitute a misdeal. The dealer shall turn the card over and continue dealing.
- 12.6 A player's hand containing too few cards or too many cards shall be declared void.
- 12.7 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 an Ante and/or an Aces Up wager, the cards for that hand shall be counted and placed in the discard rack.
- 12.8 Should the dealer's hands be set incorrectly and the first player's hand has been exposed, the dealer's hand, as set, shall stand.
- 12.9 Should the dealer make an error when declaring and arranging a player's hand, 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 hand and correct the error. However, should a reconstruction not be possible, then the casino supervisor shall authorise that player's hand being declared void and all monies returned to the player.
- 12.10 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:
- 12.10.1 the result of any rounds of play previously completed shall stand; and
- 12.10.2 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

- 12.10.3 the deck shall be checked for any further missing or foreign cards; and
- 12.10.4 Surveillance and an Inspector shall be notified.
- 12.11 If during play a player cannot place a Play wager at least equal to his/her Ante then the player's Ante wager will be void and returned to the player. If no Aces Up wager has been placed, then the dealer shall collect and count the cards and placed them in the discard rack. The player will be informed any further instances will result in forfeiture of the Ante. An Aces Up wager shall be played to completion and settled in accordance with rule 10.5.
- 12.12 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:
 - 12.12.1 direct the player or players concerned to play their hand prior to other players handling their cards;
 - 12.12.2 restrict players suspected of collusion from playing together at the same table;
 - 12.12.3 direct the players on a table to speak English only at all times.
- 12.13 Where a player makes a wager in accordance with rule 5.2 and and fails within a reasonable period or refuses or is not present to make a decision in regard to the cards dealt to that playing area, then any Ante wager shall become void and returned to the player. If no Aces Up wager has been placed, then the dealer shall collect and count the cards and place them in the discard rack. An Aces Up wager shall be played to completion and settled in accordance with rule 9.2.

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, analysing 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 Casino Control Act 1992.
- 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, unless requested by a player, 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 wagers with or against each other.
- 14.11 A casino supervisor 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.

15. Player Rewards and Promotional Prizes

- 15.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 15.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 15.3 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.
- 15.4 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.
- 15.5 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:
 - 15.5.1 tobacco in any form;

- 15.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 15.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 15.5.4 more than 20 litres of liquor; or
 - 15.5.5 any item or service prescribed by the regulations.
- 15.6 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.
- 15.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 15.7.1 the manner in which a Promotional Prize is to be awarded;
 - 15.7.2 when and where the Promotional Prize will be awarded;
 - 15.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 15.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 15.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 15.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 15.7.7 the place, date and time of any Promotional Prize promotion;
 - 15.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
 - 15.7.9 how the winner of a Promotional Prize will be notified;

15.7.10 how the results of a Promotional Prize will be published;

15.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

15.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make;
- ii) Model;
- ii) Accessories.

15.7.11.2 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.

15.7.11.3 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.

15.7.11.4 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.

15.8 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:

- 15.8.1 face-to-face; or
 - 15.8.2 mail; or
 - 15.8.3 telephone; or
 - 15.8.4 email.
- 15.9 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.
- 15.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.
- 15.10 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:
- 15.10.1 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.
- 15.11 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.
- 15.12 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

FOUR CARD POKER LAYOUT

