

Government Gazette

OF THE STATE OF
NEW SOUTH WALES

Part 2

Week No. 26/2003

Friday, 27 June 2003

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GOVERNMENT GAZETTE DEADLINES

Close of business every Wednesday

Except when a holiday falls on a Friday, deadlines will be altered as per advice given on this page.

Please Note:

- *Only electronic lodgement of Gazette contributions will be accepted.*
- *This publication is available on request via email, in large print and/or on computer disk for people with a disability. To obtain copies of this publication in either of these formats, please contact Peter Kindleysides.*

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OFFICIAL NOTICES

Appointments

CRIMES (ADMINISTRATION OF SENTENCES) ACT 1999

Parole Board

Re-appointment of Member

HER Excellency the Governor, on the advice of the Executive Council and pursuant to the provisions of the Crimes (Administration of Sentences) Act 1999, has approved the re-appointment of Catherine Julia Dovey as a community member of the Parole Board for a period of three (3) years dating on and from 1 August 2003 until 31 July 2006.

JOHN HATZISTERGOS, M.L.C.,
Minister for Justice

Minister Assisting the Premier on Citizenship

CRIMES (ADMINISTRATION OF SENTENCES) ACT 1999

Serious Offenders Review Council

Re-appointment of Chairperson

HER Excellency the Governor, on the advice of the Executive Council and pursuant to the provisions of the Crimes (Administration of Sentences) Act 1999, has approved the re-appointment of Peter James Moss QC as Chairperson of the Serious Offenders Review Council for a period of three (3) years dating on and from 3 July 2003 until 2 July 2006.

JOHN HATZISTERGOS, M.L.C.,
Minister for Justice

Minister Assisting the Premier on Citizenship

CRIMES (ADMINISTRATION OF SENTENCES) ACT 1999

Parole Board

Appointment of Member

HER Excellency the Governor, on the advice of the Executive Council and pursuant to the provisions of the Crimes (Administration of Sentences) Act 1999, has approved the appointment of Shelley Reys as a community member of the Parole Board for a period of three (3) years dating on and from 1 July 2003 until 30 June 2006.

JOHN HATZISTERGOS, M.L.C.,
Minister for Justice

Minister Assisting the Premier on Citizenship

CRIMES (ADMINISTRATION OF SENTENCES) ACT 1999

Parole Board

Re-appointment of Member

HER Excellency the Governor, on the advice of the Executive Council and pursuant to the provisions of the Crimes (Administration of Sentences) Act 1999, has approved the

re-appointment of Lloyd Walker as a community member of the Parole Board for a period of three (3) years dating on and from 1 July 2003 until 30 June 2006.

JOHN HATZISTERGOS, M.L.C.,
Minister for Justice

Minister Assisting the Premier on Citizenship

DEPARTMENT OF EDUCATION AND TRAINING

Notification of appointment to the NSW Community Languages Schools Board

I ANDREW REFSHAUGE, Minister for Education and Training appoint the following persons:

Ms Susan BUCKLE;
Ms Zofia KRZYSKOWSKA-KINGSLEY;
Mr Con CONFINAS

as members of the NSW Community Languages Schools Board for a term of office of three years.

ANDREW REFSHAUGE, M.P.,
Deputy Premier, Minister for Education and Training, and Minister for Aboriginal Affairs

PUBLIC SECTOR EMPLOYMENT AND MANAGEMENT ACT 2002

Chief Executive Service appointment

Acting Department Head

I, REBA MEAGHER, Minister for Fair Trading, under section 13 of the Public Sector Employment and Management Act 2002 appoint Brian Alexander GIVEN to act in the Chief Executive Service, Level 2 position of General Manager, Motor Vehicle Repair Industry Authority on and from Saturday 5 July 2003 to Sunday 20 July 2003.

REBA MEAGHER, M.P.,
Minister for Fair Trading

Dated this 16th day of June 2003.

RURAL ASSISTANCE ACT 1989

Appointment of Members to the

New South Wales Rural Assistance Authority Board

I, IAN MACDONALD, NSW Minister for Agriculture and Fisheries, in pursuance of Section 9 of the Rural Assistance Act 1989, hereby appoint the following members to the New South Wales Rural Assistance Authority Board for a period of three years commencing on 1 July 2003:

Frances ROWE of Tottenham as Chairperson and Member with qualifications in farming and farm management, pursuant to Section 9(3)(b) and schedule 1, clause 2(1);

Richard Frederick SHELDRAKE, Chief Executive as a Member pursuant to Section 9(2)(a);

Robert GLEDHILL of Boorowa as a Member to represent farmers, pursuant to Section 9(3)(a);

Malcolm John PETERS of Ashford as a Member to represent farmers, pursuant to Section 9(3)(a);

Barry Desmond BUFFIER of Pymble as a Member with qualifications in banking, pursuant to Section 9(3)(b);

Meave Ingram RAMSAY of Taralga as a Member with background in communication in the rural sector, pursuant to Section 9(3)(c);

Janelle Anne SAFFIN of Lismore Heights as a Member with background in law and public administration pursuant to Section 9(3)(c).

IAN MACDONALD, M.L.C.,
NSW Minister for Agriculture and Fisheries
Sydney, 10 June 2003

**FARMBIS – SKILLING FARMERS FOR THE
FUTURE AGREEMENT 2001**

Appointment of Members to the
Farmbis State Planning Group

I, IAN MACDONALD, NSW Minister for Agriculture and Fisheries, in pursuance of Section 7.1 of the Agreement for the provision of funds under FarmBis – Skilling Farmers for the Future Program, hereby appoint the following members to the FarmBis state Planning Group for a period expiring 30 June 2004:

Richard Frederick SHELDRAKE, Chief Executive as a Member, vice Kevin Patrick Sheridan;

Robert GLEDHILL of Boorowa as a Member to represent farmers, vice John Olgilvie White,

Janelle Anne SAFFIN of Lismore Heights as a Member with background in law and public administration, vice Margaret Thomson.

IAN MACDONALD, M.L.C.,
NSW Minister for Agriculture and Fisheries
Sydney, 2 June 2003

NSW Agriculture

PLANT DISEASES ACT 1924

PROCLAMATION P140

PROCLAMATION to regulate the importation, introduction and bringing into specified parts of New South Wales of certain fruit originating from or which has moved through other specified parts of New South Wales on account of an outbreak of Queensland fruit fly at Kenley, Victoria.

Her Excellency Professor MARIE BASHIR, A.C.,
Governor

I, Professor MARIE BASHIR, A.C., Governor of the State of New South Wales, with the advice of the Executive Council in pursuance of section 4 (1) of the Plant Diseases Act 1924 and being of the opinion that any host fruit from the outbreak area is likely to introduce the pest Queensland fruit fly (*Bactrocera tryoni*) into the suspension area, and that any host fruit from the outbreak area or the suspension area is likely to introduce the pest Queensland fruit fly into the outer area:

1. (a) regulate the importation, introduction or bringing into the suspension area of any host fruit originating from or which has moved through the outbreak area; and
 - (b) regulate the importation, introduction or bringing into the outer area of any host fruit originating from or which has moved through the outbreak area or suspension area.
2. Host fruit that originates from or that has moved through the outbreak area must not be imported, introduced or brought into the suspension area unless the movement complies with the conditions of clause 4.
3. Host fruit that originates from or that has moved through the suspension area must not be imported, introduced or brought into the outer area unless the movement complies with the conditions of clause 4.
4. The host fruit must be transported in a manner that prevents or otherwise controls infestation with Queensland fruit fly, and unless one of the following conditions is satisfied:
 - (a) the host fruit is accompanied by a Plant Health Certificate issued by an inspector, or by a Plant Health Assurance Certificate that certifies that the host fruit has been treated in a manner approved by the Chief, Division of Plant Industries; or
 - (b) the host fruit is in a commercial consignment of host fruit in transit, that is securely sealed in a container, or that is shrink wrapped on a pallet, or that is in a bulk bin, that is unopened and securely sealed while it is in transit through the outbreak area or in the suspension area, and that leaves the outbreak area and the suspension area within 12 hours of its entry into these areas;
 - (c) the host fruit has been purchased within the outbreak area or within the suspension area from an approved retail outlet, and is accompanied by

proof of purchase of the host fruit, including a receipt or invoice from the approved retail outlet showing that it was purchased in the preceding 24 hours; or

- (d) the host fruit is moved in compliance with the written consent of the Chief, Division of Plant Industries.

Definitions

In this Proclamation:

approved retail outlet means supermarkets, wholesalers or other importers who are approved by an import permit under the Plant Diseases Act 1924 to import host fruit into the New South Wales Fruit Fly Exclusion Zone, and corner and specialty stores that purchased the host fruit from an approved wholesaler or importer, but does not include a roadside market or a stall.

Chief, Division of Plant Industries means the Chief, Division of Plant Industries of the New South Wales Department of Agriculture;

fruit means the edible part of a plant derived from a flower;

host fruit means fruit specified in Schedule 3;

outbreak area means the part of New South Wales specified in Schedule 1.

outer area means the part of New South Wales known as the New South Wales Fruit Fly Exclusion Zone, as declared in the Notification P36 published in *Government Gazette* No 13 of 31 January 1997 at page 321, other than the suspension area;

Plant Health Assurance Certificate means a Plant Health Assurance Certificate issued by a person authorised by the New South Wales Department of Agriculture to issue Plant Health Assurance Certificates;

Plant Health Certificate means a Plant Health Certificate issued by an authorised officer of the New South Wales Department of Agriculture; and

suspension area means the part of New South Wales specified in Schedule 2.

SCHEDULE 1

Outbreak Area

The part of New South Wales within a 1.5 kilometre radius of coordinates decimal degrees -34.8626 south and 143.3408 east. The part is represented in the map titled "Kenley Fruit Fly Outbreak and Suspension Areas."

SCHEDULE 2

Suspension Area

The part of New South Wales within a 15 kilometre radius of coordinates decimal degrees -34.8626 south and 143.3408 east. The part is represented in the map titled "Kenley Fruit Fly Outbreak and Suspension Areas."

SCHEDULE 3

Host Fruit

All citrus fruit, pome fruit, stone fruit and tropical fruit (excepting pineapple).

The following berry fruit:

blackberry	mulberry
blueberry	raspberry
boysenberry	strawberry
cape gooseberry	youngberry
loganberry	

The following other fruit:

abiu	kiwifruit or Chinese
babaco	gooseberries
Brasilian cherry	loquat
capsicum	medlars
cashew apple	pepino
cherimoya	persimmon
chilli (chillies) (cherry	pomegranate
peppers) (tabasco)	prickly pear
dates (fresh)	rollinia
feijoa	santol
fig	tamarillo
granadilla	tomato
grumichama (Brazilian)	walnuts (green)
(Costa Rican)	wax jambu
jujubes	

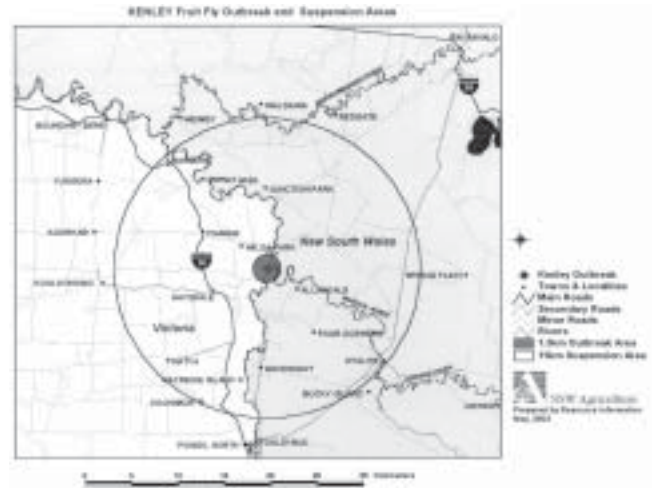
Note: The New South Wales Department of Agriculture's reference is P140. For further information contact the New South Wales Department of Agriculture on (02) 6391 3593.

Signed and sealed at Sydney this 18th day of June 2003.

By Her Excellency's Command,

IAN MACDONALD, M.L.C.,
NSW Minister for Agriculture and Fisheries

GOD SAVE THE QUEEN!



NSW Fisheries

NOTICE OF RECEIPT OF APPLICATION FOR AQUACULTURE LEASE

Notification under s.163(7) of the Fisheries Management Act 1994, and cl.33 of the Fisheries Management (Aquaculture) Regulation 2002

NSW Fisheries advises that an application has been received for an aquaculture (oyster) lease over public water land for the purposes of cultivating Sydney rock oysters:

Location is at Camden Haven River, for an area identical to former oyster lease OL67/006. Application by B. and K. ARMSTRONG of Laurieton, NSW, for an area to be known as AL03/013 (if granted) of approximately 0.63 hectares, Parish of Queens Lake at Camden Haven River, County of Macquarie, Shire of Greater Taree. If granted the lease will be subject to standard covenants and conditions of an aquaculture lease as imposed by NSW Fisheries.

NSW Fisheries is calling for written submissions from any person supporting or objecting to the oyster lease proposal, citing reasons for the support/objection.

NSW Fisheries is also calling for expressions of interest from persons or corporations interested in leasing the area specified above, for the purposes of aquaculture. An expression of interest must be in the form of a written response referring to lease number OL67/006, signed and dated with a return address.

Specific details of the proposed lease can be obtained, or enquiries made with NSW Fisheries, Aquaculture Administration Section, Port Stephens on (02) 4982 1232.

Objections or expressions of interest for consideration in the determination of the application must be received at the address below, within 40 days from the date of publication of this notification.

Director, NSW Fisheries, Aquaculture Administration Section, Port Stephens Fisheries Centre, Private Bag 1, Nelson Bay, NSW 2315.

If additional expressions of interest are received, NSW Fisheries may offer the area for leasing through a competitive public tender process.

STEVE DUNN,
Director,
NSW Fisheries.

CATEGORY 2 SHARE MANAGEMENT RENTAL CHARGE (AMENDMENT) DETERMINATION 2003 UNDER THE FISHERIES MANAGEMENT ACT 1994

I, the Minister for Agriculture and Fisheries, in pursuance of section 77A(7) of the Fisheries Management Act 1994 and Clause 7 of the Category 2 Share Management Rental Charge Determination 2001, make the following amendment to the Category 2 Share Management Rental Charge Determination 2001.

Explanatory note: the purpose of this amendment is to adjust the Category Share Management Rental Charge in accordance with the Consumer Price Index.

IAN MICHAEL MACDONALD, M.L.C.,
Minister for Agriculture and Fisheries

Category 2 Share Management Rental Charge (Amendment) Determination 2003

1 Name of determination

This determination is the Category 2 Share Management Rental Charge (Amendment) Determination 2003.

2 Commencement of amendment

This amendment comes into effect on 1 July 2003.

3 Amendments to the Category 2 Share Management Rental Charge Determination 2001.

The Category 2 Share Management Rental Charge Determination 2001 is amended by:

Omit "\$103" from clause 3. Insert instead "\$107".

COMMERCIAL FISHING ENVIRONMENTAL IMPACT STATEMENT (AMENDMENT) ARRANGEMENTS 2003 UNDER THE ENVIRONMENTAL PLANNING AND ASSESSMENT ACT 1979

I, the Minister for Agriculture and Fisheries, in pursuance of Division 5 of Part 5 of the Environmental Planning and Assessment Act 1979 and Clause 9 of the Commercial Fishing Environmental Impact Statement Arrangements 2001, make the following amendment to the Commercial Fishing Environmental Impact Statement Arrangements 2001.

Explanatory note: the purpose of this amendment is to adjust the contribution towards the cost of the preparation of an environmental impact statement in accordance with the Consumer Price Index.

IAN MICHAEL MACDONALD, M.L.C.,
Minister for Agriculture and Fisheries

Commercial Fishing Environmental Impact Statement (Amendment) Arrangements 2003

1 Name of determination

This determination is the Commercial Fishing Environmental Impact Statement (Amendment) Arrangements 2003.

2 Commencement of amendment

This amendment comes into effect on 1 July 2003.

3 Amendments to the Commercial Fishing Environmental Impact Statement Arrangements 2001

The Commercial Fishing Environmental Impact Statement Arrangements 2001 is amended by:

Omit "\$82" from subclause 5(3)(a). Insert instead "\$85".

Omit "\$154" from subclause 5(3)(b). Insert instead "\$159".

Omit "\$103" from subclause 5(4). Insert instead "\$107".

Department of Lands

ARMIDALE OFFICE
Department of Lands
108 Faulkner Street (PO Box 199A), Armidale, NSW 2350
Phone: (02) 6772 2308 Fax (02) 6772 8782

REVOCATION OF RESERVATION OF CROWN LAND

PURSUANT to section 90 of the Crown Lands Act 1989, the reservation of Crown Land specified in Column 1 of the Schedules hereunder is revoked to the extent specified opposite thereto in Column 2 of the Schedules.

TONY KELLY, M.L.C.,
Minister assisting the Minister for
Natural Resources (Lands)

SCHEDULE 1

COLUMN 1

Land District: Inverell.
Shire: Inverell.
Parish: Chapman.
County: Arrawatta.
Locality: Ashford.
Reserve No.: 96058.
Purpose: Future public requirements.
Date of Notification:
11 June 1982.
File No.: AE01 H 250.

COLUMN 2

The whole being Lot 67,
DP 750083.

SCHEDULE 2

COLUMN 1

Land District: Inverell.
Shire: Inverell.
Parish: McDonald.
County: Arrawatta.
Locality: Ashford.
Reserve No.: 96065.
Purpose: Future public requirements.
Date of Notification:
11 June 1982.
File No.: AE01 H 250.

COLUMN 2

The part being Lot 22, DP 750109
and Lot 24, DP 750109.

SCHEDULE 3

COLUMN 1

Land District: Inverell.
Shire: Inverell.
Parish: Chapman.
County: Arrawatta.
Locality: Ashford.
Reserve No.: 76920.
Purpose: Reserved generally.
Date of Notification:
30 July 1954.
File No.: AE01 H 250.

COLUMN 2

The whole being Lot 70,
DP 750083.

GRAFTON OFFICE
Department of Lands
76 Victoria Street (Locked Bag 10), Grafton, NSW 2460
Phone: (02) 6640 2000 Fax: (02) 6640 2035

**APPOINTMENT OF ADMINISTRATOR TO
MANAGE A RESERVE TRUST**

PURSUANT to section 117, Crown Lands Act 1989, the person specified in Column 1 of the Schedules hereunder is appointed as administrator for the term also specified thereunder, of the reserve trust specified opposite thereto in Column 2, which is trustee of the reserve referred to in Column 3 of the Schedules.

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

SCHEDULE 1

COLUMN 1	COLUMN 2	COLUMN 3
Nigel John GREENUP.	Cudgen Lake Round Mountain Reserve Trust.	Reserve No.: 83495. Public Purpose: Public recreation. Notified: 6 October 1961. File No.: GF93 R 42.

For a term commencing 3 July 2003 and expiring 2 January 2004.

SCHEDULE 2

COLUMN 1	COLUMN 2	COLUMN 3
Nigel John GREENUP.	Cudgen Lake Boy Scouts (R89580) Reserve Trust.	Reserve No.: 89580. Public Purpose: Boy Scouts. Notified: 5 September 1975. File No.: GF87 R 30.

For a term commencing 3 July 2003 and expiring 2 January 2004.

SYDNEY METROPOLITAN OFFICE

Department of Lands

Level 12, Macquarie Tower, 10 Valentine Avenue, Parramatta 2150
(PO Box 3935), Parramatta, NSW 2124

Phone: (02) 9895 7657 Fax: (02) 9895 6227

PLAN OF MANAGEMENT FOR A CROWN RESERVE, MACKEREL BEACH WHARF RESERVE AT PITTWATER, UNDER PART 5, DIVISION 6 OF THE CROWN LANDS ACT 1989 AND CROWN LANDS REGULATION 2000.

A DRAFT PLAN of management has been prepared for the Crown reserves being Mackerel Beach Wharf Reserve, described hereunder which is under the trust management of Pittwater Council.

Inspection of the draft plan can be made at Council's Customer Service Centres at Level 2, 11/5 Vuko Place, Warriewood and 59A Old Barrenjoey Road, Avalon and at Mona Vale Library, and at the Information Centre, Department of Lands, 23-33 Bridge Street, Sydney, during normal hours and on the Pittwater website www.pittwaterlga.com.au.

Representations are invited from the public on the draft plan. The plan will be on exhibition for a period of 29 days commencing from Friday, 20 June 2003. Submissions will be received up until Friday, 18 July 2003 and should be sent to The General Manager, Attention Nikki Griffith, Pittwater Council, PO Box 882, Mona Vale, NSW 1660.

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

Description of Reserves

*Land District – Metropolitan; Parish – Broken Bay;
L.G.A. – Pittwater; County – Cumberland.*

Reserve (R1004208) reserved for access, notified 22 November 2002, being Lot 7016, DP 752017.

Location: Mackerel Beach.

File No.: MN02 R 15.

NOTIFICATION OF CLOSING OF ROADS

IN pursuance of the provisions of the Roads Act 1993, the roads hereunder specified are closed and the roads cease to be public roads and the rights of passage and access that previously existed in relation to the roads are extinguished.

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

Descriptions

Land District – Metropolitan; L.G.A. – Hornsby.

Lot 1, DP 1054401 at Glenorie, Parish Berowra, County Cumberland.

File No.: MN02 H 305.

Note: On closing, title for the land in Lot 1 remains vested in the Crown.

Land District – Metropolitan; L.G.A. – Blacktown.

Lots 1 to 4 inclusive, DP 1050713 at Glenwood, Parish Prospect, County Cumberland.

File No.: MN95 H 242.

Notes: 1] On closing, titles for the land in Lots 1, 2 and 3 remain vested in the Crown.

2] On closing, title for the land in Lot 4 remains vested in Blacktown City Council as community land.

3] The road is closed subject to the easement for water supply purposes and the easement to drain water shown in DP 1050713.

Land District – Metropolitan; L.G.A. – Blacktown.

Lots 1, 2 and 3, DP 1054724 at Kings Park, Parish Prospect, County Cumberland.

File No.: MN01 H 54.

Notes: 1] On closing, titles for the land in Lots 1, 2 and 3 remain vested in Blacktown City Council as operational land.

2] The road is closed subject to the easements for underground cables 1.5 wide.

NECROPOLIS ACT 1901

IN pursuance of the provisions of the Necropolis Act 1901, the persons referred to in the Schedule below are appointed as members of the Joint Committee of Necropolis Trustees for a term expiring 30 June 2006.

File No.: MN90 R 1.

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

SCHEDULE

Nominee

Roger Etherden TUCKER.
Peter Brian KILKEARY.
Peter John FOSS.
Harold Raymond Joseph O'KEEFE.
Jack HOLLANDER.
Wasim RAZA.
Jacobus C. ADRICHEM.

Organisation

Anglican Cemetery Trust.
Independent Cemetery Trust.
General Cemetery Trust.
Catholic Cemetery Trust.
Jewish Cemetery Trust.
Muslim Cemetery Trust.
N.S.W. Cremation Co. Limited.

Nominee	Organisation
Ex-officio, the person for the time being occupying the position of State Manager, Land Access, Crown Lands NSW.	Department of Lands.
Ex-officio, the person for the time being occupying the position of Director, Heritage Office of N.S.W.	Heritage Council of N.S.W.
Ex-officio, the person for the time being occupying the position of Cemeteries Advisor, National Trust of Australia (N.S.W.).	National Trust of Australia (N.S.W.).

TAREE OFFICE

Department of Lands

98 Victoria Street (PO Box 440), Taree, NSW 2430

Phone: (02) 6552 2788 Fax: (02) 6552 2816

ERRATUM

IN the notice appearing in the *Government Gazette* No. 101 of the 20th June 2003, Folio 5816, under the heading "Notification under the Roads Act 1993 of Acquisition of land for the purpose of road and the closing of roads" the words "Lot 3, DP 1021366" should be replaced with "Lot 2, DP 1043868".

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

NOTIFICATION OF CLOSING OF PUBLIC ROAD

IN pursuance of the provisions of the Roads Act 1993, the road hereunder described is closed and the land comprised therein ceases to be a public road and the rights of passage and access that previously existed in relation to the road are extinguished.

TONY KELLY, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Lands)

Description

*Land District – Port Macquarie;
Local Government Area – Hastings.*

Road closed: Lot 1, DP 1053581 at Port Macquarie, Parish of Macquarie, County of Macquarie.

File No.: TE01 H 2.

Note: On closing, the land within Lot 1 remains vested in the State of New South Wales as Crown Land.

Department of Mineral Resources

COAL MINES REGULATION ACT 1982

Application of Codes, Standards or Guidelines

PURSUANT to Clause 14 of the Coal Mines (General) Regulation 1999, I, ROBERT WILLIAM REGAN, Chief Inspector of Coal Mines, by this notice specify that the codes, standards or guidelines identified in the Schedule below, apply to the mines and declared plants identified in the Schedule.

R. W. REGAN,
Chief Inspector of Coal Mines

SCHEDULE

Code, Standard or Guideline	Mines or Declared Plants
MDG 25 Guideline for Safe Cutting and Welding at Mines	All mines and declared plants.

Explanatory Note: The application of a code, standard or guideline to a mine or declared plant means that regard must be had to the code, standard or guideline.

NOTICE is given that the following applications have been received:

ASSESSMENT LEASE APPLICATION

(T03-0069)

No. 29, JESASU PTY LTD (ACN 001 654 682), area of about 12.4 hectares, for corundum, diamond and sapphire, dated 5 June 2003. (Inverell Mining Division).

EXPLORATION LICENCE APPLICATION

(T03-0075)

No. 2117, NEWCREST OPERATIONS LIMITED (ACN 009 221 505), area of 213 units, for Group 1, dated 17 June 2003. (Cobar Mining Division).

The Honourable KERRY HICKEY, M.P.,
Minister for Mineral Resources

NOTICE is given that the following application has been granted:

MINING LEASE APPLICATION

(T03-0742)

No. 45, now Mining Lease No. 1535 (Act 1992), BARRICK AUSTRALIA LIMITED (ACN 007 857 598), Parishes of Corringle and Lake, County of Gipps, Map Sheet (8330-1-N, 8330-1-S), area of 2636 hectares, to mine for gold and silver, dated 13 June 2003, for a term until 12 June 2024.

The Honourable KERRY HICKEY, M.P.,
Minister for Mineral Resources

NOTICE is given that the following application has been withdrawn:

EXPLORATION LICENCE APPLICATION

(T03-0033)

No. 2079, CARPENTARIA GOLD PTY LTD (ACN 010 706 966), County of Wynyard, Map Sheet (8527). Withdrawal took effect on 17 June 2003.

The Honourable KERRY HICKEY, M.P.,
Minister for Mineral Resources

NOTICE is given that the following applications for renewal have been received:

(T97-1201)

Exploration Licence No. 5323, NORTH MINING LIMITED (ACN 000 081 434), area of 76 units. Application for renewal received 16 June 2003.

(T99-0075)

Exploration Licence No. 5593, PHILLIP DENNIS HOTHAM, area of 1 unit. Application for renewal received 20 June 2003.

(T00-0032)

Exploration Licence No. 5878, TRI ORIGIN AUSTRALIA NL (ACN 062 002 475), area of 32 units. Application for renewal received 20 June 2003.

(T00-0114)

Exploration Licence No. 5885, DAVID CHARLES PRENDERGAST, area of 4 units. Application for renewal received 20 June 2003.

(T02-0325)

Private Lands Lease No. 3226 (Act 1906), HILLGROVE MINING PTY LIMITED (ACN 103 119 606), area of 3.981 hectares. Application for renewal received 16 June 2003.

The Honourable KERRY HICKEY, M.P.,
Minister for Mineral Resources

RENEWAL OF CERTAIN AUTHORITIES

NOTICE is given that the following authorities have been renewed:

(T92-0390)

Exploration Licence No. 4474, NOEL NORMAN DENNIS, Counties of Clarke and Sandon, Map Sheet (9336), area of 4 units, for a further term until 12 January 2005. Renewal effective on and from 16 June 2003.

(T98-1003)

Exploration Licence No. 5662, PEREGRINE MINERAL SANDS NL (ACN 009 307 591), Counties of Livingstone, Perry and Windeyer, Map Sheet (7231, 7331, 7332, 7432), area of 399 units, for a further term until 4 January 2005. Renewal effective on and from 14 May 2003.

(T00-0066)

Exploration Licence No. 5777, MARLBOROUGH RESOURCES NL (ACN 010 126 708), County of Georgiana, Map Sheet (8829, 8830), area of 38 units, for a further term until 7 September 2004. Renewal effective on and from 8 May 2003.

(T02-0160)

Mining Lease No. 1046 (Act 1973), JANDEW PTY LTD (ACN 003 474 557), Parish of Goonumbla, County of Ashburnham, Map Sheet (8532-3-S, 8531-4-N), area of 9.383 hectares, for a further term until 8 February 2025. Renewal effective on and from 9 February 2004.

(T01-0457)

Private Lands Lease No. 584 (Act 1924), EROLPO PTY LIMITED (ACN 003 774 365), Parish of Lidsdale, County of Cook, Map Sheet (8931-3-S), area of 15.5 hectares, for a further term until 1 July 2023. Renewal effective on and from 23 June 2003.

The Honourable KERRY HICKEY, M.P.,
Minister for Mineral Resources

Department of Sustainable Natural Resources

WATER ACT 1912

Notice Pursuant to Section 20Z

THE Water Administration Ministerial Corporation notifies the holders of licences and authorities used for the purposes of taking water for irrigating permanent plantings that water allocations under the Lower Darling Regulated River Volumetric Water Allocations Scheme are reduced to those quantities of water set out in the schedule hereunder for the water year commencing 1 July 2003, until further notice.

Dated this day 26th of June 2003.

Signed for the Water Administration Ministerial Corporation.

DAVID HARRISS,
Regional Director,
Murray Region,
Department of Infrastructure, Planning
and Natural Resources
(by delegation).

SCHEDULE

Permanent Plantings	Period From July 2003
Vines	0.25 ML/ha *
Citrus	1 ML/ha *
Other Orchard	0.4 ML/ha *
All Other	0.0 ML/ha

* ha means the area of land under that crop as at 30 June 2003.

WATER ACT 1912

Notice of Restrictions Under Section 22(B)

THE Water Administration Ministerial Corporation notifies licence and authority holders of the restrictions on the taking and using of water from the Lower Darling Regulated River as follows:

1. Irrigation licences and authorities used to irrigate permanent plantings (viticulture and horticulture) established before 30 June 2003, may only pump that quantity of water as set out in Attachment A.
2. Non-permanent plantings will not be permitted to be irrigated during the period of the restriction.
3. Water diverted for licensed stock and domestic purposes, or under Basic Rights, must not be used for commercial irrigation purposes.
4. The restriction imposed by this Notice operates from the date of its publication in the *Government Gazette* and remains in force until a further Notice amending or cancelling it is published.
5. The restriction applies to all licences and authorities referred to in 1 above held on properties on the Darling River, from adjacent to "Billilla" homestead on Lot 3671, DP 766053, County of Livingstone,

downstream to the north east corner of Lot 11, DP 756952, Parish of Menindee, County of Wentworth. The restriction also applies to Copi Hollow.

Dated this day 26th of June 2003.

Signed for the Water Administration Ministerial Corporation.

DAVID HARRISS,
Regional Director,
Murray Region,
Department of Infrastructure, Planning
and Natural Resources
(by delegation).

ATTACHMENT A

Permanent Plantings	Period From July 2003
Vines	0.25 ML/ha *
Citrus	1 ML/ha *
Other Orchard	0.4 ML/ha *
All Other	0.0 ML/ha

* ha means the area of land under that crop as at 30 June 2003.

WATER MANAGEMENT ACT 2000

Benerembah Irrigation District Environment Protection Trust

Drainage Service Charges 2003-2004

THE Benerembah Irrigation District Environment Protection Trust in pursuance of section 315 of the Water Management Act 2000 and in accordance with the Water Management (Benerembah Irrigation District Environment Protection Trust) Regulation 2001, makes the following Determination in respect of its charging year commencing 1 July 2003.

- A. It proposes to raise an amount of \$395,000, without rebate and \$240,000, with rebate, by way of drainage service charges levied on land within its area of operations.
- B. The factor according to which land within the area of operations is classified for the purposes of levying service charges is the nature and extent of water supply to the land.
- C. The basis according to which service charges are to be levied is the former Water Administration Ministerial Corporation's water allocation to the land from the works of the Benerembah Domestic and Stock Water Supply and Irrigation District.
- D. The rates at which service charges are to be levied on land within the area of operations of the Trust are:
 - (a) 1- operational rate of \$1.80 per megalitre of former allocation for holdings with access to existing surface drainage;

- 2- a rebate of \$0.80 per megalitre of former allocation is available for holdings which have no overdue service charges as of the 31 July 2003.
- (b) 1- operational rate of \$0.90 per megalitre of former allocation for those holdings which need to pump more than 50% of that holding's drainage to the surface drain;
- 2- a rebate of \$0.40 per megalitre of former allocation for those holdings which need to pump more than 50% of that holding's drainage to the surface drain.
- (c) maintenance rate of \$0.25 per megalitre of former allocation for holdings referred to in (a) and (b);
- (d) rate of \$0.50 per megalitre of former allocation for holdings not falling within (a) or (b) that have not reached the ceiling of \$2 per megalitre per holding.

Dated this 2nd day of May 2003.

The seal of the Benerembah Irrigation District Environment Protection Trust was affixed pursuant to a resolution of the Trust in the presence of two members whose signatures are below.

B. BARBER.
W. CARLON.

WATER ACT 1912

AN application under Part 2 of the Water Act 1912, being within a proclaimed (declared) local area under section 5 (4) of the Act.

An application for an authority under section 20 of Part 2 of the Water Act 1912, has been received as follows:

Murray River Valley

Adam Francis TOBIAS, Donna Ann TOBIAS and OTHERS for two pumps, a bywash dam and a block dam on the Murray River and Speewa Creek on Lots 2, DP 213417, Parish of Speewa, and Lot 31, DP 756577 and Lot 27, DP 11618, Parish of Puah, all County of Wakool, for water supply for stock and domestic purposes and irrigation (replacement authority due to permanent transfer) (Reference: 50SA6617) (GA2:477272).

Any enquiries regarding the above should be directed to the undersigned (Telephone: [03] 5881 2122).

Written objections to the application specifying the grounds thereof may be made by any statutory authority or a local occupier within the proclaimed area and must be lodged at the Department's Office at Deniliquin within twenty-eight (28) days of the date of this publication.

L. J. HOLDEN,
A/Senior Natural Resource Officer,
Murray Region.

Department of Infrastructure, Planning and Natural Resources, PO Box 205, Deniliquin, NSW 2710.

WATER ACT 1912

APPLICATIONS under Part 2 being within a proclaimed (declared) local area under section 10 of the Water Act 1912, as amended.

Applications for a licence within a proclaimed local area as generally described hereunder has been received as follows:

Gwydir River Valley

EDEN VALLEY OLIVE PRODUCTION PTY LIMITED for a pump on Berrygill Creek on Lots 24 and 25, DP 751764, Parish of Downs, County of Courallie, for irrigation of 10 hectares (olive trees) (permanent transfer of existing Berrygill Creek Licence — no increase in entitlement) (Reference: 90SL100666) (GA2:368356).

Bruce Sydney LONGWORTH for three (3) pumps on the Boomi River on Lot 10, DP 750502, Parish of Turrawah, County of Benarba, for water supply for stock and domestic purposes and irrigation of 32.5 hectares (cotton, cereals and lucerne) (replacement licence due to the inclusion of stock and domestic water supply only — existing works) (LO Papers: 90SL100688) (GA2:368375).

Peter James HARRIS for a diversion channel, pipe and gate on Thalaba Creek on TSR 29007, Parish of Oreel, County of Benarba for irrigation of 324 hectares (cotton, grains and fodder) (permanent transfer of two (2) existing upstream Thalaba Creek entitlements — new licence — this notice replaces a previous notice due to the incorrect valley being stated) (LO Papers: 90SL100627) (GA2:368376).

AN application under Part 2 being within a proclaimed (declared) local area under section 20E (2) of the Water Act 1912, as amended.

An application for an amended authority for a joint water supply scheme within a proclaimed local area as generally described hereunder has been received as follows:

Gwydir River Valley

Bruce Sydney LONGWORTH, Robert John LONGWORTH and Alexander Sydney LONGWORTH for four (4) pumps on Gil Gil Creek on Part Lot 7001, DP 750420, Parish of Ballalla, County of Benarba, for water supply for stock and domestic purposes and irrigation of 648 hectares (cotton, cereals and lucerne) (replacement authority due to the inclusion of stock and domestic water supply — all other aspects of existing Authority No. 90SA001706 remain as authorised) (LO Papers: 90SA11699) (GA2:368377).

Written objections to the applications specifying the grounds thereof may be made by any statutory authority or local occupier within the proclaimed (declared) area, whose interest may be affected and must be lodged with the Department's Manager, Resource Access, Tamworth, within twenty-eight (28) days as specified in the Act.

GEOFF CAMERON,
Manager,
Resource Access.

Department of Infrastructure, Planning and Natural Resources, PO Box 550, Tamworth, NSW 2340.

Department of Urban and Transport Planning



New South Wales

Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (G01/00121/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Copmanhurst Local Environmental Plan 1990 (Amendment No 9)*.

2 Aims of plan

This plan aims to:

- (a) rezone the land to which it applies from Zone No 1 (b) (Rural (Agricultural Protection) Zone) to Zone No 2 (a) (Village Zone) under *Copmanhurst Local Environmental Plan 1990*, and
- (b) allow, with development consent, that land to be subdivided for residential purposes, but only if the Council is satisfied:
 - (i) that a buffer will be provided between nearby agricultural land and any proposed residential development, and
 - (ii) that storm water run-off from any proposed residential development will be adequately managed and treated, and
 - (iii) that a water supply and facilities for the removal or disposal of sewage and drainage are available to any proposed residential development on the land.

3 Land to which plan applies

This plan applies to land being Lot 12, DP 817067, Lawrence Road, Grafton, as shown by distinctive colouring and edged heavy black on the map marked “Copmanhurst Local Environmental Plan 1990 (Amendment No 9)” deposited in the office of Copmanhurst Shire Council.

Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

Clause 4

4 Amendment of Copmanhurst Local Environmental Plan 1990

Copmanhurst Local Environmental Plan 1990 is amended as set out in Schedule 1.

Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

Schedule 1 Amendments

Schedule 1 Amendments

(Clause 4)

[1] Clause 5 DefinitionsInsert in appropriate order in the definition of *the map* in clause 5 (1):

Copmanhurst Local Environmental Plan 1990 (Amendment No 9)

[2] Clause 25C

Insert before clause 26:

25C Land in Lawrence Road, Grafton—restrictions on development

- (1) This clause applies to land being Lot 12, DP 817067, Lawrence Road, Grafton, as shown by distinctive colouring and edged heavy black on the map marked “Copmanhurst Local Environmental Plan 1990 (Amendment No 9)”, deposited in the office of Copmanhurst Shire Council.
- (2) The Council must not grant consent for the carrying out of development on land to which this clause applies unless the Council is satisfied as to the following:
 - (a) that a buffer will be provided on the land, between any proposed residential development and adjoining agricultural land, that is of sufficient width and design to minimise nuisance to the adjoining land,
 - (b) that storm water run-off from any proposed residential development will be adequately managed and treated to minimise impacts on the local and downstream environment,
 - (c) that a water supply and facilities for the removal or disposal of sewage and drainage are available to any proposed residential development on the land.



New South Wales

Copmanhurst Local Environmental Plan 1990 (Amendment No 10)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (G02/00125/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Copmanhurst Local Environmental Plan 1990 (Amendment No 10)

Copmanhurst Local Environmental Plan 1990 (Amendment No 10)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Copmanhurst Local Environmental Plan 1990 (Amendment No 10)*.

2 Aims of plan

This plan aims to allow, with the consent of Copmanhurst Shire Council, the erection of motel units on the land to which this plan applies.

3 Land to which plan applies

This plan applies to Lot 1, DP 816365, 598 Summerland Way, and known as the Gateway Village Caravan Park.

4 Amendment of Copmanhurst Local Environmental Plan 1990

Copmanhurst Local Environmental Plan 1990 is amended by inserting after clause 25A the following clause:

25B Motel development at Gateway Village Caravan Park

- (1) This clause applies to Lot 1, DP 816365, 598 Summerland Way, and known as the Gateway Village Caravan Park.
- (2) Nothing in this plan prevents the council from consenting to the carrying out of development of the land to which this clause applies for the purpose of a motel.

Hawkesbury Local Environmental Plan 1989 (Amendment No 136)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (P02/00022/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Hawkesbury Local Environmental Plan 1989 (Amendment No 136)

Hawkesbury Local Environmental Plan 1989 (Amendment No 136)

1 Name of plan

This plan is *Hawkesbury Local Environmental Plan 1989 (Amendment No 136)*.

2 Aims of plan

This plan aims:

- (a) to remove the exception in clause 11 (3) of the *Hawkesbury Local Environmental Plan 1989 (the 1989 plan)*, which has the effect of allowing the creation of lots for agricultural purposes where the land is below the 1-in-100 year flood level, and
- (b) to prevent dwelling-houses being erected on lots created by subdivision for the purpose of agriculture under clause 11 (3) of the 1989 plan, as in force before the commencement of this plan, and
- (c) to ensure new dwellings are constructed only on land above the 1-in-100 year flood level on lots that have been created by subdivision under clause 11 of the 1989 plan.

3 Land to which plan applies

This plan applies to land within the City of Hawkesbury that is zoned 1 (a) (Rural “A”), 1 (b) (Rural “B”), 1 (c) (Rural “C”), 1 (c1) (Rural “C1”), 7 (d) (Environmental Protection (Scenic)) or 7 (d1) (Environmental Protection (Scenic)) under *Hawkesbury Local Environmental Plan 1989*.

4 Amendment of Hawkesbury Local Environmental Plan 1989

Hawkesbury Local Environmental Plan 1989 is amended as set out in Schedule 1.

Hawkesbury Local Environmental Plan 1989 (Amendment No 136)

Amendments

Schedule 1

Schedule 1 Amendments

(Clause 4)

[1] Clause 11 Rural subdivision—general provisions

Omit “except for the purpose of agriculture,” from clause 11 (3).

[2] Clause 15 Erection of dwelling-houses

Insert after clause 15 (6):

- (7) Despite subclause (1), a person must not erect a dwelling-house on an allotment of land within Zone No 1 (a), 1 (b), 1 (c), 1 (c1), 7 (d) or 7 (d1) that was created by a subdivision for the purpose of agriculture approved in accordance with the exception in clause 11 (3) before the day on which *Hawkesbury Local Environmental Plan 1989 (Amendment No 136)* commenced.

[3] Clause 25 Development of flood liable land

Omit “(2) and (3)” from clause 25 (4).

Insert instead “(2), (3), (10) and (11)”.

[4] Clause 25 (10) and (11)

Insert after clause 25 (9):

- (10) Despite subclauses (2) and (3) but subject to subclause (4), a dwelling must not be erected on land lying below the 1-in-100 year flood level if the allotment of land on which it is to be erected was created by a subdivision approved under clause 11 on or after the commencement day.
- (11) Despite subclauses (2) and (3) but subject to subclause (4), a dwelling must not be erected on land lying below the floor height standard for the land immediately before the commencement day if the allotment of land on which it is to be erected was created by a subdivision approved under clause 11 before the commencement day.



Randwick Local Environmental Plan 1998 (Amendment No 32)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (S02/02152/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Randwick Local Environmental Plan 1998 (Amendment No 32)

Randwick Local Environmental Plan 1998 (Amendment No 32)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Randwick Local Environmental Plan 1998 (Amendment No 32)*.

2 Aims of plan

This plan aims to allow, with the consent of Randwick City Council, the carrying out of development on the land to which this plan applies for the purpose of a Council recycling facility.

3 Land to which plan applies

This plan applies to land in the City of Randwick, being so much of Lot 103, DP 805244, and known as part of No 15 Bumborah Point Road, Matraville, as is shown hatched on the map marked "Randwick Local Environmental Plan 1998 (Amendment No 32)" deposited in the office of Randwick City Council.

4 Amendment of Randwick Local Environmental Plan 1998

Randwick Local Environmental Plan 1998 is amended by inserting at the end of Schedule 2, in Columns 1, 2 and 3, respectively, the following words:

So much of Lot 103, DP 805244, and known as part of No 15 Bumborah Point Road, Matraville, as is shown hatched on the map marked "Randwick Local Environmental Plan 1998 (Amendment No 32)".	Development for the purpose Nil. of a Council recycling facility.
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Richmond River Local Environmental Plan 1992 (Amendment No 25)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (G01/00109/PC)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1

Richmond River Local Environmental Plan 1992 (Amendment No 25)

Richmond River Local Environmental Plan 1992 (Amendment No 25)

1 Name of plan

This plan is *Richmond River Local Environmental Plan 1992 (Amendment No 25)*.

2 Aims of plan

- (1) One of the aims of this plan is to rezone the land to which this plan applies from Zone No 1 (a) (the Rural (Prime Agricultural Land) Zone) to Zone No 1 (c) (the Rural Residential Zone) under *Richmond River Local Environmental Plan 1992 (the 1992 plan)*.

This is done by amending the definition of **THE MAP** in clause 5 (1) of the 1992 plan.

The zoning map supporting the 1992 plan currently comprises 13 sheets (identified consecutively as Map 1 to Map 13).

The effect of amending the definition of **THE MAP** is to allow for the replacement of the sheet identified as "MAP 6 of 13". The new sheet will incorporate the new zoning of the relevant land.

- (2) This plan also amends Division 2 of Part 3 (Rural development) of the 1992 plan:
- (a) by deleting the Rural Residential Zone from the list of Zones in which clause 11 permits subdivision, and
 - (b) by amending clause 11 to allow for the creation of an allotment of any size, but not less than 1 hectare, provided the allotment is created as part of a clause 11A (Rural Residential) subdivision and comprises primarily the remainder of the parcel, and
 - (c) by inserting clause 11A, which provides for the subdivision of land within the Rural Residential Zone while maintaining the existing standards for the land identified on the map as Hillside Drive, Araluen Heights and Sherwood Park, and

Richmond River Local Environmental Plan 1992 (Amendment No 25)

Clause 3

-
- (d) by amending clause 14 (1) (a) to permit a dwelling-house to be erected on any allotment created in accordance with clause 11 or 11A.

3 Land to which plan applies

- (1) To the extent that this plan rezones land, it applies to part Lot 2 DP 853175, Reardons Lane, Swan Bay, Parish of Bungawalbin, as shown edged heavy black and lettered “1 (c)” on Sheet 1 of 2 of the map marked “Richmond River Local Environmental Plan 1992 (Amendment No 25)” deposited in the office of Richmond Valley Council.
- (2) To the extent that this plan amends Division 2 of Part 3, it applies to all land within Zone No 1 (a), 1 (b1), 1 (b2), 1 (c), 1 (d), 1 (e), 7 (a), 7 (b), 7 (c) and 7 (f) under the 1992 plan.

4 Amendment of Richmond River Local Environmental Plan 1992

Richmond River Local Environmental Plan 1992 is amended as set out in Schedule 1.

Richmond River Local Environmental Plan 1992 (Amendment No 25)

Schedule 1 Amendments

Schedule 1 Amendments

(Clause 4)

[1] Clause 5 Definitions

Insert at the end of the definition of *THE MAP* in clause 5 (1):

MAP 6—replaced by Richmond River Local Environmental Plan 1992 (Amendment No 25)

[2] Clause 11 Subdivision of land in Zones Nos 1 (a), 1 (b1), 1 (b2), 1 (d), 1 (e), 7 (a), 7 (b), 7 (c) and 7 (f)

Omit “1 (c),” from clause 11 (1).

[3] Clause 11 (2) (d)

Omit the paragraph.

[4] Clause 11 (4)

Omit the subclause. Insert instead:

- (4) If a parcel of land that is partly within Zone No 1 (c) is subdivided under clause 11A and the residue of the parcel, being land to which this clause applies, is less than the minimum standard required by subclause (2), an allotment having an area that is less than the minimum standard required by subclause (2) may be created where it:
 - (a) has an area not less than 1 hectare, and
 - (b) comprises the consolidation of the residue of the parcel.
- (4A) An allotment may be created under subclause (4) even if it excludes from any consolidation any allotments that:
 - (a) have a lawfully erected dwelling on them, or
 - (b) could have a dwelling erected on them subject to clause 14.

Richmond River Local Environmental Plan 1992 (Amendment No 25)

Amendments

Schedule 1

[5] Clause 11A

Insert after clause 11:

11A Subdivision of land in Zone No 1 (c)

- (1) This clause applies to land within Zone No 1 (c).
- (2) Land to which this clause applies must not be subdivided unless:
 - (a) the land is identified on the map as “Hillside Drive”, “Araluen Heights” or “Sherwood Park” and:
 - (i) each allotment to be created has an area of not less than 0.5 hectare, and
 - (ii) the average area of allotments is greater than 1.25 hectares, or
 - (b) each allotment to be created has an area of not less than 1 hectare.
- (3) In calculating the average area of allotments referred to in subclause (2) (a) (ii), allotments having an area in excess of 4 hectares are to be excluded.

[6] Clause 14 Dwelling-houses in Zones Nos 1 (a), 1 (b1), 1 (b2), 1 (c), 1 (d), 1 (e), 7 (a), 7 (b), 7 (c) and 7 (f)

Insert “or 11A” after “clause 11” in clause 14 (1) (a).



New South Wales

Singleton Local Environmental Plan 1996 (Amendment No 31)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (N02/00096/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Singleton Local Environmental Plan 1996 (Amendment No 31)

Singleton Local Environmental Plan 1996 (Amendment No 31)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Singleton Local Environmental Plan 1996 (Amendment No 31)*.

2 Aims of plan

This plan aims to allow, with the consent of the Singleton Council, the carrying out of development for the purposes of tourist facilities, refreshment rooms, tourist accommodation and motor showrooms on the land to which this plan applies.

3 Land to which plan applies

This plan applies to Lots 1, 2 and 39–46, DP 234835, being Nos 2–16 Maitland Road, No 1 Howe Street and No 2 Kennedy Street, Singleton.

4 Amendment of Singleton Local Environmental Plan 1996

Singleton Local Environmental Plan 1996 is amended by inserting at the end of Schedule 4 the following words:

Land being Lots 1, 2 and 39–46, DP 234835, being Nos 2–16 Maitland Road, No 1 Howe Street and No 2 Kennedy Street, Singleton—tourist facilities, refreshment rooms, tourist accommodation and motor showrooms.



New South Wales

Wyong Local Environmental Plan 1991 (Amendment No 139)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (N99/00003/PC)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Wyong Local Environmental Plan 1991 (Amendment No 139)

Wyong Local Environmental Plan 1991 (Amendment No 139)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Wyong Local Environmental Plan 1991 (Amendment No 139)*.

2 Aims of plan

This plan aims:

- (a) to rezone the land to which this plan applies to the Centre Support Zone under *Wyong Local Environmental Plan 1991* so as to allow development permissible within that zone, and
- (b) to prohibit the carrying out of development on the land for the purpose of hotels, shops and large scale retail establishments, that retail liquor.

3 Land to which plan applies

This plan applies to certain land in the local government area of Wyong, being land bounded by the Pacific Highway, Moala Parade, Stratford Avenue and Lake Haven Drive, Charmhaven, as shown edged heavy black on the map marked “Wyong Local Environmental Plan 1991 (Amendment No 139)” deposited in the office of Wyong Shire Council.

4 Amendment of Wyong Local Environmental Plan 1991

Wyong Local Environmental Plan 1991 is amended as set out in Schedule 1.

Wyong Local Environmental Plan 1991 (Amendment No 139)

Amendments

Schedule 1

Schedule 1 Amendments

(Clause 4)

[1] Clause 7 Definitions

Insert in appropriate order in the definition of *the map* in clause 7 (1):

Wyong Local Environmental Plan 1991 (Amendment No 139)

[2] Clause 72

Insert after clause 71:

72 Prohibited development on certain land—land within Zone No 3 (b) at Charmhaven

- (1) This clause applies land within Zone No 3 (b) bounded by the Pacific Highway, Moala Parade, Stratford Avenue and Lake Haven Drive, Charmhaven, as shown edged heavy black on the map marked “Wyong Local Environmental Plan 1991 (Amendment No 139)”.
- (2) Despite any other provision of this plan, the Council must not grant development consent to the carrying out of development on the land to which this clause applies for the purpose of:
 - (a) a hotel, or
 - (b) a shop, or large scale retail establishment, that requires an off-licence within the meaning of the *Liquor Act 1982*.



New South Wales

Wyong Local Environmental Plan 1991 (Amendment No 145)

under the

Environmental Planning and Assessment Act 1979

I, the Minister Assisting the Minister for Infrastructure and Planning (Planning Administration), make the following local environmental plan under the *Environmental Planning and Assessment Act 1979*. (N01/00278/S69)

DIANE BEAMER, M.P.,
Minister Assisting the Minister for Infrastructure
and Planning (Planning Administration)

Clause 1 Wyong Local Environmental Plan 1991 (Amendment No 145)

Wyong Local Environmental Plan 1991 (Amendment No 145)

under the

Environmental Planning and Assessment Act 1979

1 Name of plan

This plan is *Wyong Local Environmental Plan 1991 (Amendment No 145)*.

2 Aims of plan

This plan aims to substitute a provision of *Wyong Local Environmental Plan 1991 (the 1991 plan)* to allow, with the consent of Wyong Shire Council, the replacement of an existing dwelling-house on part of the land to which this plan applies, within the curtilage of the dwelling-house that is to be demolished.

3 Land to which plan applies

This plan applies to land situated in the local government area of Wyong, being any part of Lot 3, DP 657514, Lot 87, DP 665635, Lot 17, DP 737217 and Lot 13, DP 874595 in the vicinity of Manns and Berkeley Roads, Fountaindale, that is within Zone No 7 (a) under the 1991 plan.

4 Amendment of Wyong Local Environmental Plan 1991

Wyong Local Environmental Plan 1991 is amended by omitting clause 53 and by inserting instead the following clause:

53 Restriction on residential development, Manns and Berkeley Roads, Fountaindale

The Council must not consent to the erection of a dwelling-house on any part of Lot 3, DP 657514, Lot 87, DP 665635, Lot 17, DP 737217 and Lot 13, DP 874595, in the vicinity of Manns and Berkeley Roads, Fountaindale, that is within Zone No 7 (a), except to allow the replacement of the existing dwelling-house on Lot 87, DP 665635 within the curtilage of the dwelling-house to be demolished.

Roads and Traffic Authority

ROADS ACT 1993

LAND ACQUISITION (JUST TERMS COMPENSATION) ACT 1991

Notice of Compulsory Acquisition of Land at
Woolloomooloo in the Sydney City Council area.

THE Roads and Traffic Authority of New South Wales by its delegate declares, with the approval of Her Excellency the Governor, that the land described in the schedule below is acquired by compulsory process under the provisions of the Land Acquisition (Just Terms Compensation) Act 1991 for the purposes of the Roads Act 1993.

D J Lorsch
Manager, Statutory Processes
Roads and Traffic Authority of New South Wales

SCHEDULE

ALL those pieces or parcels of land situated in the Sydney City Council area, Parish of Alexandria, County of Cumberland, shown as Lots 8 and 9 Deposited Plan 1018485, being parts of the land in Certificate of Title Auto Consol 11490-156.

The land is said to be in the possession of the State Rail Authority of New South Wales.

(RTA Papers FPP 3M2545; RO F7/413.11055)

ROADS ACT 1993

LAND ACQUISITION (JUST TERMS COMPENSATION) ACT 1991

Notice of Compulsory Acquisition and Dedication as Public Road of Land at Guyra in the Guyra Shire Council area.

THE Roads and Traffic Authority of New South Wales by its delegate declares, with the approval of Her Excellency the Governor, that the land described in the Schedule below is acquired by compulsory process under the provisions of the Land Acquisition (Just Terms Compensation) Act 1991 for the purposes of the Roads Act 1993 and further dedicates the land as Public Road under Section 10 of the Roads Act 1993.

D J Lorsch
Manager Statutory Processes
Roads and Traffic Authority of New South Wales

SCHEDULE

ALL those pieces or parcels of land situated in the Guyra Shire Council area, Parishes of Falconer and Elderbury and Counties of Sandon and Hardinge, shown as:

Lots 10 and 12 Deposited Plan 1036209, being parts of the Uralla to Glen Innes Railway Extension confirmed by notification in Government Gazette No 134 of 5 April 1881 on page 1939; and

Lot 11 Deposited Plan 1036209, being part of the land in Conveyance No 757 Book 309.

The land is said to be in the possession of the State Rail Authority of New South Wales.

(RTA Papers: FPP 3M2417; RO 9/182.1154)

**LAND ACQUISITION (JUST TERMS
COMPENSATION) ACT 1991**

Notice of Rescission of Part of a Compulsory Acquisition of
Land at Wetherill Park in the Fairfield City Council Area

In pursuance of the provisions of Section 31 of the Land Acquisition (Just Terms Compensation) Act 1991, Her Excellency, the Governor, with the advice of the Executive Council, does by this notice rescind in part the acquisition notice published in Government Gazette No 193 of 17 December 2001 on page 10145 so far as such notice pertains to the land described in the schedule below.

—————
SCHEDULE

ALL that piece or parcel of land situated in the Fairfield City Council area, Parish of St Luke and County of Cumberland, shown as Lot 9 Deposited Plan 1038351, being the whole of the land in Certificate of Title 9/1038351.

Signed at SYDNEY on the Eighteenth day of June 2003

MARIE BASHIR AC
Governor

By Her Excellency's Command

CARL SCULLY MP
Minister for Roads

(RTA Papers 1M4366)

Roads Act 1993

Notice under Clause 17 of the Road Transport (Mass, Loading and Access) Regulation, 1996

Lake Macquarie City Council, in pursuance of Division 2 of Part 3 of the *Road Transport (Mass, Loading and Access) Regulation 1996*, by this Notice, specify the routes and areas on or in which B-Doubles may be used subject to any requirements or conditions set out in the Schedule.

KEN HOLT
General Manager
Lake Macquarie City Council
(by delegation from the Minister for Roads)

Schedule

1. **Citation**

This Notice may be cited as the Lake Macquarie City Council B-Doubles Notice No 1/2003

2. **Commencement**

This Notice takes effect on the date of gazettal.

3. **Effect**

This Notice remains in force until 31 December 2008 unless it is amended or repealed earlier.

4. **Application**

4.1 This Notice applies to B-Doubles which comply with Schedule 1 to the Road Transport (Mass, Loading and Access) regulation 1996 and Schedule 4 to the Road Transport (Vehicle Registration) Regulation 1998.

5. **Routes**

B-Double routes within the Lake Macquarie Council

Type	Road No	Road Name	Starting point	Finishing point	Conditions
25	000	Toronto Road, Teralba	Five Islands Road (MR217)	York Street	
25	000	York Street, Teralba	Toronto Road (MR217)	Racecourse Road	
25	000	Racecourse Road, Teralba	York Street	Access to Lucky Scrap Metals	

Roads Act 1993

Notice under Clause 17 of the Road Transport (Mass, Loading and Access) Regulation, 1996

Albury City Council, in pursuance of Division 2 of Part 3 of *the Road Transport (Mass, Loading and Access) Regulation 1996*, by this Notice, specify the routes and areas on or in which B-Doubles may be used subject to any requirements or conditions set out in the Schedule.

Mr MARK HENDERSON
General Manager
Albury City Council
(by delegation from the Minister for Roads)

Schedule

1. Citation

This Notice may be cited as the Albury City Council B-Doubles Notice No 1, 2003.

2. Commencement

This Notice takes effect from the date of gazettal.

3. Effect

This Notice remains in force until 1 February 2005 unless it is amended or repealed earlier.

4. Application

This Notice applies to B-Doubles which comply with Schedule 1 to the Road Transport (Mass, Loading and Access) regulation 1996 and Schedule 4 to the Road Transport (Vehicle Registration) Regulation 1998.

5. Routes

B-Double routes within the Albury City Council.

Type	Road No	Road Name	Starting Point	Finishing Point	Conditions
25	000	Nurigong Street	Townsend Street	Access to 555 Nurigong Street	

ROAD TRANSPORT (DRIVER LICENSING) ACT 1998**Notice Fixing Fees**

I, PAUL JOHN FORWARD, Chief Executive of the Roads and Traffic Authority, pursuant to section 10 of the Road Transport (Driver Licensing) Act 1998 and clause 60 of the Road Transport (Driver Licensing) Regulation 1999, FIX the fees set out in the Schedule to this Notice in respect of the services appearing adjacent to them.

This Notice takes effect on 1 July 2003.

PAUL FORWARD
Chief Executive
Roads and Traffic Authority

NOTE: This Notice replaces the Notice published in NSW Government Gazette No. 106 of 28 June 2002 at page 4973

SCHEDULE

	\$
1. Sound Advice	9
2. CBA Assessors Course	863
3. Motorcycle Riding Instructor Training Course	552
4. Learner Replacement Logbook	12

ROAD TRANSPORT (VEHICLE REGISTRATION) ACT 1997

Notice Fixing Fees

I, PAUL JOHN FORWARD, Chief Executive of the Roads and Traffic Authority, pursuant to section 8(1)(k) of the Road Transport (Vehicle Registration) Act 1997 and clause 79 of the Road Transport (Vehicle Registration) Regulation 1998, FIX the fees set out in Column 2 of the Schedule to this Notice in respect of the services shown opposite to them in Column 1 of that Schedule.

This Notice takes effect on 1 July 2003.

PAUL FORWARD
Chief Executive
Roads and Traffic Authority

NOTE: This Notice replaces the Notices published in NSW Government Gazettes No. 106 of 28 June 2002 at pages 4970-4972

SCHEDULE

Column 1	COLUMN 2 - \$
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2. Duplicate identification label for trader's plate	16
3. Duplicate registration label	16
4. Issue of a bicycle rack number-plate or issue of a bicycle rack number-plate in substitution for a surrendered bicycle rack number plate	30
5. Issue of 1 number-plate or 2 number-plates with the same number specially coated with vitreous enamel (being a number that comprises 1 to 6 numerals only) in substitution for 1 surrendered number-plate or 2 surrendered number-plates with the same number	127
6. Interchange of number-plates between vehicles	23
7. Number-plates held in reserve - for each period of 12 months or part of 12 months in excess of 21 day	23

8.	Book of inspection reports for issue at authorised inspection station: Book containing 100 reports	76
9.	Copy of rules for authorised inspection station	52
10.	Certificate from records pursuant to Clause 15(6).....	22
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12.	Custom made Number-Plates:	
i)	Annual fee	389
ii)	Quarterly fee.. ..	96
iii)	Deposit (paid on original application only and deducted from initial fee).....	32
iv)	Transfer of right to display plates.....	146
13.	Transfer of Numeral only plates - Vehicle Plates:	
i)	Category 1, 1 digit plate	7381
ii)	Category 2, 2 digit plate	2952
iii)	Category 3, 3 digit plate	1476
iv)	Category 4, 4 digit plate	738
v)	Category 5, 5 digit plate	294
vi)	Category 6, 6 digit plate	145
14.	Transfer of Numeral only plates - Motorcycle Plates	
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ii)	Category 2, 2 digit plate	294
iii)	Category 3, 3 digit plate	145
iv)	Category 4, 4 digit plate	108
v)	Category 5, 5 digit plate	72
vi)	Category 6, 6 digit plate	N/A
15.	Issue of Personalised Plates	174
16.	Issue of Personalised Premium Plates	192
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18.	Packing & Posting - Inspection Report Books	16

19.	Fee for Cancellation of Registration.....	20
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21.	Remade Plates - Centenary of Federation.....	62
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26.	Administration fee for Conditional Registration	16
27.	Issue of Regional Theme Plates.....	153
28.	Remade Regional Theme Plates	92
29.	Issue of Personalised Regional Theme Plates.....	189

Other Notices

ASSOCIATIONS INCORPORATION ACT 1984

Transfer of Incorporation Pursuant to Section 48 (4) (a)

TAKE NOTICE that the “The River Canoe Club of New South Wales Co-op Ltd”, formerly registered under the provisions of the Co-operatives Act 1992, is now incorporated under the Associations Incorporation Act 1984 as “River Canoe Club of NSW Incorporated” effective 19 June 2003 and has been removed from the Register of Co-operatives as of that date.

R. DONNELLY,
Delegate of Commissioner,
Office of Fair Trading.

ASSOCIATIONS INCORPORATION ACT 1984

Transfer of Incorporation Pursuant to Section 47 (4) (a)

TAKE NOTICE that the company “Katoomba Neighbourhood Centre Limited” formerly registered under the provisions of the Corporations Act 2001, is now incorporated under the Associations Incorporation Act 1984 as “Katoomba Neighbourhood Centre Incorporated” effective 24 June 2003.

R. DONNELLY,
Delegate of the Director-General,
Department of Fair Trading.

CHILDREN (PROTECTION AND PARENTAL RESPONSIBILITY) ACT 1997

Order

I, the Honourable Bob Debus, Attorney General of the State of New South Wales, in pursuance of section 14(2) of the *Children (Protection and Parental Responsibility) Act 1997*, do, by this my Order, declare the following area to be an operational area for the purposes of Division 2 of Part 3 of that Act:

The Local Government Area of Orange.

This Order takes effect on 1 July 2003 and the declaration of the operational area remains in force until 31 December 2003.

Signed at Sydney, this 23rd day of June 2003.

BOB DEBUS,
Attorney General

CHILDREN (PROTECTION AND PARENTAL RESPONSIBILITY) ACT 1997

Order

I, the Honourable Bob Debus, Attorney General of the State of New South Wales, in pursuance of section 14(2) of the *Children (Protection and Parental Responsibility) Act 1997*, do, by this my Order, declare the following area to be an operational area for the purposes of Division 2 of Part 3 of that Act:

The part of the local government area of Coonamble that is shown on Sheet 2 of the map marked “Shire of Coonamble Local Environmental Plan 1997” deposited in the office of the Coonamble Shire Council.

This Order takes effect on 1 July 2003 and the declaration of the operational area remains in force until 31 December 2003.

Signed at Sydney, this 25th day of June 2003.

BOB DEBUS,
Attorney General

DISTRICT COURT ACT 1973

District Court of New South Wales — Direction

PURSUANT to section 173 of the District Court Act 1973, I direct that the District Court shall sit in its criminal jurisdiction at the place and time shown as follows:

Orange, 10:00 a.m., 25 August 2003 (3 weeks), in lieu of 25 August 2003 (2 weeks), and

3 November 2003 (2 weeks), in lieu of 10 November 2003 (3 weeks).

Dated this 16th day of June 2003.

R. O. BLANCH,
Chief Judge.

DISTRICT COURT ACT 1973

District Court of New South Wales — Direction

PURSUANT to section 32 of the District Court Act 1973, I direct that the District Court shall sit in its civil jurisdiction at the place and time shown as follows:

Orange, 10.00 a.m., 13 October 2003 (3 weeks), in lieu of 20 October 2003 (3 weeks).

Dated this 16th day of June 2003.

R. O. BLANCH,
Chief Judge.

DISTRICT COURT RULES 1973

DIRECTION

BY this Direction made under Part 51A, Rule 1 (2) of the District Court Rules 1973, I specify Lismore to be a prescribed place for the purpose of section 63A of the District Court Act 1973, for the week commencing 20 October 2003.

Dated this 19th day of June 2003.

R. O. BLANCH,
Chief Judge.

ELECTRICITY SUPPLY ACT 1995

LAND ACQUISITION (JUST TERMS COMPENSATION) ACT 1991

TRANSGRID

Notice of Compulsory Acquisition of Stratum Land
for Electricity Purposes

TRANSGRID, by its delegate L.G. Smyth, declares, with the approval of Her Excellency the Governor, that the land described in Schedule 1 of this notice are acquired by

compulsory process under the provisions of the Land Acquisition (Just Terms Compensation) Act 1991, for the purposes of the Electricity Supply Act 1995.

Dated at Sydney, this 26th day of June, 2003.

L. G. SMYTH,
General Manager,
Business Resources.

SCHEDULE 1

(Stratum Land)

All that stratum of land situate in the Local Government Area of the City of Sydney, Parish of St. Andrew, County of Cumberland and State of New South Wales, being that part of Wattle Street, Thomas Street, Harris Street and Ultimo Road shown as Lot 100, Deposited Plan 1047822 and registered as Plan number P.50395 in the office of TransGrid. (P.50395)

And also, all that stratum of land situate in the Local Government Area of the City of Sydney, Parish of St. Andrew, County of Cumberland and State of New South Wales, being that part of Wattle Street shown as Lot 1, Deposited Plan 1047820 and registered as Plan number P.50396 in the office of TransGrid. (P.50396)

FORESTRY ACT 1916

PROCLAMATION

(L.S.) MARIE BASHIR, Governor

I, Professor MARIE BASHIR, A.C., Governor of the State of New South Wales, in pursuance of the provisions of the Forestry Act 1916, and with the advice of the Executive Council, do, by this my Proclamation, declare that the land described in the Schedule hereto is dedicated as a State Forest.

Signed and sealed at Sydney, this 18th day of June 2003.

By Her Excellency's Command,

MICHAEL COSTA, M.L.C.,
Minister Assisting the Minister for
Natural resources (Forests)

GOD SAVE THE QUEEN!

SCHEDULE

Eastern Division

*Land District of Moruya;
Eurobodalla Shire Council Area;
South Coast Forestry Region.*

Bodalla State Forest No. 606, No. 40 Extension. An area of about 225.8 hectares in the Parish of Bodalla, County of Dampier, being the land within Portions 141, 142, 143 and 144, delineated on plans catalogued 1934 and 1936 – 1618 in the Department of Lands, Sydney, EXCLUSIVE OF all public roads including Crown roads traversing the abovedescribed land; the Easement for Electricity purposes 30 metre wide traversing Portion 142 and delineated on Deposited Plan 630051, and the Easement for Water Supply variable width traversing Portions 142 and 143 and delineated on Deposited Plan 640888. (56018).

FORESTRY ACT 1916

PROCLAMATION

(L.S.) MARIE BASHIR, Governor

I, Professor MARIE BASHIR, A.C., Governor of the State of New South Wales, in pursuance of the provisions of the Forestry Act 1916, and with the advice of the Executive Council, do, by this my Proclamation, declare that the land described in the Schedule hereto is dedicated as a State Forest.

Signed and sealed at Sydney, this 18th day of June 2003.

By Her Excellency's Command,

MICHAEL COSTA, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Forests)

GOD SAVE THE QUEEN!

SCHEDULE

Eastern Division

*Land District of Lithgow;
Greater Lithgow City Council Area;
Macquarie Forestry Region.*

Jenolan State Forest No. 631, No. 13 Extension. An area of about 57 hectares in the Parish of Bindo, County of Westmoreland, being the land bounded by Portion 115, end of road, Portion 2, end of road, Portion 160, Parish of Duckmaloi, and the right bank of Duckmaloi River. (37137)

FORESTRY ACT 1916

Revocation of a Timber Reserve

HER Excellency the Governor, with the advice of the Executive Council, on the recommendation of the Minister and with the concurrence of the Minister Assisting the Minister for Natural Resources (Lands), directs it to be notified that, in pursuance of the provisions of section 22 of the Forestry Act 1916, the reserve from sale described hereunder shall be revoked and it is revoked accordingly.

Dated: Sydney, 27 June 2003.

MICHAEL COSTA, M.L.C.,
Minister Assisting the Minister for
Natural Resources (Forests)

SCHEDULE

*Land District of Casino;
Kyogle Council Area;
North East Forestry Region.*

Reserve No. 73025 from Sale for Timber, notified 23 August 1957, Parish of Warrazambil, County of Rous, the whole. (38560)

GAS SUPPLY ACT 1996

Independent Pricing and Regulatory Tribunal
of New South Wales

Application for Transfer of Gas Distributor's Licence
(Reference: 00/245)
and Gas Supplier's Authorisation
(Reference: 00/259)

The Tribunal has received applications from Allgas Energy Ltd (ACN 009 656 446) to transfer to Energex Retail Pty Ltd (ACN 078 848 549) licences currently held under the Gas Supply Act 1996 by Allgas Energy Ltd. Both companies are wholly owned by Energex Limited (ACN 078 849 055). The licences involved are:

- a Gas Distributor's Licence to convey gas, other than natural gas, to and within the company's licensed distribution district in the Terranora Ward of the Tweed Shire.
- a Gas Supplier's Authorisation to supply natural gas by means of a distribution pipeline to persons in New South Wales.

The Tribunal seeks public submissions on the applications. Submissions should address the assessment criteria contained in the Gas Supply Act 1996. All submissions should reach the Tribunal by 6 August 2003.

Enquiries to Ms Kumi Cuthbertson on (02) 9290 8479.

Dated: 27 June 2003.

THOMAS G. PARRY,
Chairman.

Level 2, 44 Market Street, Sydney NSW 2000,
PO Box Q290, QVB Post Office, NSW 1230.

GEOGRAPHICAL NAMES ACT 1966

PURSUANT to the provisions of section 8 of the Geographical Names Act 1966, the Geographical Names Board hereby notifies that it proposes to assign the names listed hereunder as geographical names.

Any person wishing to make comment upon these proposals may within one (1) month of the date of this notice, write to the Secretary of the Board with that comment.

Proposed Name: RAF Park.
Designation: Reserve.
L.G.A.: Port Stephens Council.
Parish: Sutton.
County: Gloucester.
L.P.I. Map: Port Stephens.
1:100,000 Map: Port Stephens.
Reference: GNB4946.

Proposed Name: Buchan Point.
Designation: Headland.
L.G.A.: Randwick City Council.
Parish: Botany.
County: Cumberland.
L.P.I. Map: Bondi.
1:100,000 Map: Sydney.
Reference: GNB4948.

Proposed Name: Cornucopia Reserve.
Designation: Reserve.
L.G.A.: Blacktown City Council.
Parish: Gidley.
County: Cumberland.
L.P.I. Map: Riverstone.
1:100,000 Map: Penrith.
Reference: GNB4950.

Proposed Name: Bila Park.
Previous Name: Old Bridge Park.
Designation: Reserve.
L.G.A.: Tumut Shire Council.
Parish: Tumut.
County: Wynyard.
L.P.I. Map: Tumut.
1:100,000 Map: Tumut.
Reference: GNB4450.

The position and the extent for these features are recorded and shown within the Geographical Names Register of New South Wales. This information can be accessed through the Board's Web Site at www.gnb.nsw.gov.au

WARWICK WATKINS,
Chairperson

Geographical Names Board,
PO Box 143, Bathurst, NSW 2795.

HERITAGE ACT 1977

Direction Pursuant to Section 38
To Remove an Item from the State Heritage Register

Wagga Wagga Rail Bridge
State Heritage Register No. 1063

IN pursuance of section 38 of the Heritage Act 1977, I, the Minister assisting the Minister for Infrastructure and Planning (Planning Administration), having considered a recommendation of the Heritage Council of New South Wales, direct the removal of a listing from the State Heritage Register.

Heritage Council to remove from the State Heritage Register the item specified in Schedule "A".

This listing shall apply to the curtilage or site of the item, being the land described in Schedule "B".

Dated: Sydney, 9th June 2003.

DIANE BEAMER,
Minister assisting the Minister for
Infrastructure and Planning
(Planning Administration)

SCHEDULE "A"

The property known as Wagga Wagga Rail Bridge, situated on the land described in Schedule "B".

SCHEDULE "B"

The curtilage is the bridge structure itself, between its abutments. It is located on resumed land being the Main Southern Railway between Sydney and Albury.

NATIONAL PARKS AND WILDLIFE ACT 1974

Flaggy Creek and Tallawudjah Nature Reserves
Plan of Management

A DRAFT plan of management for the above reserves has been prepared and is available free of charge from:

NPWS North Coast Region Office,
Level 3, 49 Victoria Street, Grafton.

The National Parks Centre,
102 George Street, The Rocks.

NPWS Head Office Library,
Level 7, 43 Bridge Street, Hurstville.

The amendment is also available for inspection at the Glenreagh General Store, Grafton Street, Glenreagh, and on the NPWS website at www.nationalparks.nsw.gov.au.

Written submissions on the amendment must be received at the National Parks and Wildlife Service, North Coast Region, PO Box 361, Grafton, NSW 2460, by 10 October 2003.

All submissions received by NPWS are a matter of public record and are available for public inspection upon request to NPWS. Your comments on this draft plan of management may contain information that is defined as "personal information" under the NSW Privacy and Personal Information Protection Act 1998. The submission of personal information with your comments is voluntary.

PUBLIC LOTTERIES ACT 1996

Section 23

Keno — Approval of Rules

THE following rules for the game of keno, being a game of chance within the meaning of section 5 (1) (c) of the Public Lotteries Act 1996, have been approved by the Honourable Grant McBride, M.P., Minister for Gaming and Racing, under section 23 (1) of the Act and, at the request of the joint licensees Jupiters Gaming (NSW) Pty Ltd and Clubkeno Holdings Pty Limited, are published in the *Government Gazette*, such rules to take effect on and from 27 June 2003.

The following rules amend, on and from 27 June 2003, the rules for the conduct of the game of keno as notified in the *Government Gazette* of 20 November 1998 (as amended by addenda dated 17 May 1999, 13 September 1999, 1 July 2000, 25 May 2001, 1 March 2002, 1 September 2002 and 1 February 2003).

RULE ADDENDUM FOR KENO
WAY BET NAME CHANGE

The Keno Rules dated 23 November 1998 (as amended by addenda dated 17 May 1999, 13 September 1999, 1 July 2000, 25 May 2001, 1 March 2002, 1 September 2002 and 1 February 2003), are further amended as set out in this Addendum. This Addendum is effective on and from 27 June 2003.

1. Definition of "Customised Set Bet"

Delete the current definition and insert the following as the new definition:

"**Customised Set Bet**" means a form of Combination Bet where the types of Combinations, the Groups and the Spots forming part of each Group applicable to that Combination Bet have been previously programmed into a particular Club's Terminals to accommodate particular Subscribers at that Club and made available by that Club from time to time;

2. Definition of "Set Bet"

Delete the current definition and insert the following as the new definition:

"**Set Bet**" means the form of Entry whereby a Subscriber nominates:

- (a) a Standard Set Bet; or
- (b) a Customised Set Bet.

In both cases the Subscriber nominates the amount to be wagered for each Combination and the number of games;

3. Definition of "Standard Set Bet"

Delete the current definition and insert the following as the new definition:

"**Standard Set Bet**" means a form of Combination Bet where the number of Groups, the size of each Group and the types of Combinations applicable to that Combination Bet have been pre-programmed into the Central Site Computer by the Operating Company and made available to Subscribers generally from time to time, the details for which are set out in the officially sanctioned brochures displayed or available for inspection at any Club. The Central Site Computer selects the Spots forming part of each Combination;

4. Definition of "Way"

Delete the current definition.

5. Definition of "Combination"

Insert the following as a new definition:

"**Combination**" means a combination of from 1 to 10 and 15 Spots (but not inclusive of 11 to 14 spots) selected by the Subscriber from the 80 available numbers;

6. Definition of "Way Bet"

Delete the current definition.

7. Definition of "Combination Bet"

Insert the following as a new definition:

"**Combination Bet**" means an advanced form of Entry whereby a Subscriber may play 2 or more different Combinations in the same game.

The Subscriber (or in the case of a Standard Set Bet, the Central Site Computer) selects the Spots and creates non-intersecting groups of those Spots ("Groups"). A Group may comprise of one Spot only. A Spot may not form (and will not be counted as forming) part of more than one Group. All Spots forming part of a particular Group will be identified on the Receipt Ticket by the

same alpha or alpha numeric character, which character will be different from the characters allocated to the Spots comprising other Groups.

The Combinations are formed by combining all the Spots in a Group or by combining all the Spots in a Group with all the Spots in another Group or Groups. The Subscriber must nominate the types of Combinations (except in the case of a Set Bet, in which case the types of Combinations are pre-programmed), the amount to be wagered for each Combination and the number of games to be played. A Subscriber may (but need not) nominate all types of Combinations capable of being formed using the Groups selected ("All Combinations Bet"). For each type of Combination, the Subscriber must play the maximum number of Combinations which can be played using the Groups selected. This maximum number is as calculated by the Central Site Computer and specified on the Receipt Ticket;

8. Rule 9 (e)

Delete existing Rule 9 (e) and replace it with the following:

- (e) The minimum Subscription payable in respect of a Combination Bet Entry (excluding a Jackpot Entry) shall be:
 - (i) Where not less than 4 and not more than 19 Combinations are played - \$0.50 per Combination;
 - (ii) Where not less than 20 and not more than 49 Combinations are played - \$0.20 per Combination;
 - (iii) Where not less than 50 Combinations are played - \$0.10 per Combination.

9. Rule 9 (f)

Delete existing Rule 9 (f) and replace it with the following:

- (f) Subscriptions in respect of Combination Bet Entries where not less than 4 Combinations are played may increment in multiples of \$0.10 per Combination.

10. Rule 10A (e)

Delete existing Rule 10A (e) and replace it with the following:

- (e) Combination Bet Entries, Set Bet Entries, Lucky Last Entries, Heads or Tails? (including Prepick and Let it Run) Entries, Keno Racing Entries and Keno Roulette Entries are ineligible to win a Bonus Prize.

11. Rule 15 (a)

Delete existing Rule 15 (a) and replace it with the following:

- (a) Regardless of the amount of a Subscription, the maximum liability in respect of:
 - (i) any one Entry (excluding a Jackpot Entry) in any one Game of Keno will be \$250,000, and;
 - (ii) a Jackpot Prize will be the amount showing as the Jackpot Prize at that time resident on magnetic media at the Central Site.

For the purposes of this Rule 15(a), a Lucky Last Entry shall be taken to be a separate Entry and a Combination Bet Entry or Set Bet Entry shall be taken to be one Entry for each Combination nominated.

12. Rule 19 (b)

Delete existing Rule 19 (b) and replace it with the following:

- (b) For the purposes of Pro-rating a Lucky Last Entry shall be taken to be a separate Entry and a Combination Bet Entry and Set Bet Entry shall be taken to be one Entry for each Combination nominated.

13. Rule 19 (e)

Delete existing Rule 19 (e) and replace it with the following:

- (e) Where there is more than one Jackpot or Keno Racing Jackpot winner, the Jackpot Prize will be shared among those Jackpot or Keno Racing Jackpot winners in proportion to the amount of the Subscription paid by each winner on the winning combination of Spots. For the purposes of this Rule 19 (e), a Combination Bet Entry and Set Bet Entry shall be taken to be one Entry for each Combination selected.

14. Rule 11 (b)

Delete existing Rule 11 (b) and replace it with the following:

- 11 (b) Subject to Rule 11 (a) and Rule 11 (c), an Entry may be cancelled at any time prior to the closure of the game to which that Entry relates or prior to the Drawing of the first number in the game to which that Entry relates, whichever occurs first.

THREATENED SPECIES CONSERVATION ACT 1995

Notice of Preliminary Determinations

THE Scientific Committee, established by the Threatened Species Conservation Act 1995, has made Preliminary Determinations to support proposals to list the following in the relevant Schedule of the Act.

Vulnerable Species (Schedule 2)

Eucalyptus castrensis K. D. Hill, a mallee

Xanthosia scopulicola J.M. Hart & Henwood, a herb

A copy of these Determinations, which contains the reasons for the determinations, may be obtained free of charge:

On the NPWS web site www.nationalparks.nsw.gov.au,

By contacting the Scientific Committee Support Unit,

C/- National Parks and Wildlife Service,
PO Box 1967, Hurstville 2220.

Tel: (02) 9585 6940 or Fax (02) 9585 6606,

In person at The National Parks Centre, 102 George Street, The Rocks, Sydney.

Copies of the determinations may also be obtained from NPWS Area Offices and Visitor Centres, subject to availability.

Any person may make a written submission regarding these Preliminary Determinations, which should be forwarded to:

Scientific Committee,
PO Box 1967,
Hurstville, NSW 2220.

Attention: Suzanne Chate, Executive Officer.

Submissions must be received by 8 August 2003.

Associate Professor PAUL ADAM,
Chairperson,
Scientific Committee.

WORKERS COMPENSATION ACT 1987

Workers Compensation (Masseur Fees)
Order 2003 No. 1

I, ROB SELJAK, Acting General Manager of the WorkCover Authority of New South Wales, pursuant to section 61 of the Workers Compensation Act 1987, make the following Order.

Dated this 23rd day of June 2003.

ROB SELJAK,
Acting General Manager,
WorkCover Authority.

Explanatory Note

Treatment by a masseur is one of the categories of medical or related treatment covered under the Workers Compensation Act 1987. This Order sets the maximum fees for which an employer is liable under the Act for treatment of an injured worker by a masseur of an injured worker's work-related injury. The effect of this Order is also to prevent recovery from the injured worker of any extra charge for the treatments listed.

Schedule 1 to this Order provides for maximum fees for masseurs generally. Schedule 2 to this Order provides for higher maximum fee levels for masseurs who have undertaken the WorkCover Outcomes Training Course (if any) and are recognised by Medibank Private as a remedial massage therapy provider, or if not so recognised have demonstrated to WorkCover's satisfaction an equivalent level of skill and knowledge to that required by Medibank Private in order to be recognised as a remedial massage therapy provider.

1. Name of Order

This Order is the Workers Compensation (Masseur Fees) Order 2003 No. 1.

2. Commencement

This Order commences on 1 July 2003.

3. Application of Order

This Order applies to treatment provided on or after 1 July 2003, whether the injury was received before, on or after that date.

4. Maximum fees for treatment by masseurs generally

(1) The maximum fee amount for which an employer is liable under the Act for treatment of an injured worker by a masseur, being treatment of a type specified in column 1 of Schedule 1 to this Order, is the corresponding amount specified in column 2 of that Schedule.

(2) This clause does not apply to treatment provided by a WorkCover approved masseur.

5. Higher maximum fees for treatment by WorkCover approved masseurs

The maximum fee amount for which an employer is liable under the Act for treatment of an injured worker by a WorkCover approved masseur, being treatment of a type specified in column 1 of Schedule 2 to this Order, is the corresponding amount specified in column 2 of that Schedule.

6. Goods and Services Tax

(1) An amount fixed by this Order may be increased by the amount of any GST payable in respect of the service to which the cost relates, and the cost as so increased is taken to be the amount fixed by this Order.

(2) This clause does not permit a masseur to charge or recover, in respect of GST payable in respect of a service, an amount that is greater than:

- (a) 10% of the maximum amount payable under this Order to the masseur in respect of the medical or related treatment apart from this clause, or
- (b) the amount permitted under the New Tax System Price Exploitation Law, whichever is the lesser.

7. Definitions

In this Order:

GST has the same meaning as in A New Tax System (Goods and Services Tax) Act 1999 of the Commonwealth.

masseur means a masseur or remedial massage therapist.

New Tax System Price Exploitation Law means:

- (a) the New Tax System Price Exploitation Code, as applied as a law of New South Wales by the Price Exploitation Code (New South Wales) Act 1999, or
- (b) Part VB of the Trade Practices Act 1974 of the Commonwealth.

the Act means the Workers Compensation Act 1987.

WorkCover means the WorkCover Authority of New South Wales.

WorkCover approved masseur means a masseur who has undertaken the WorkCover Outcomes Training Course (if any) and is recognised by Medibank Private as a remedial massage therapy provider or, if not so recognised, has demonstrated to WorkCover's satisfaction a level of skill and knowledge equivalent to that required by Medibank Private in order to be recognised as a remedial massage therapy provider.

8. Schedules and Explanatory Note

- (1) Schedules 1 and 2 to this Order and the notes to those Schedules form part of this Order.
- (2) The explanatory note does not form part of this Order.

SCHEDULE 1**Maximum Fees for Masseurs Generally**

COLUMN 1	COLUMN 2
Item/Type of Treatment	Maximum Amount
1. Consultation and treatment of any time duration	\$20.00 per consultation, subject to an overall cumulative amount of \$200.00(exclusive of GST)

SCHEDULE 2**Maximum Fees for WorkCover Approved Masseurs**

COLUMN 1	COLUMN 2
Item/Type of Treatment	Maximum Amount
1. Consultation and treatment (60 minutes in duration)	\$55.00 per consultation (exclusive of GST)
2. Consultation and treatment (45 minutes in duration)	\$41.00 per consultation (exclusive of GST)
3. Consultation and treatment (30 minutes duration)	\$27.00 per consultation (exclusive of GST)

Notes to Schedules 1 and 2

- (i) Treatment by a masseur to an injured worker is covered under the Act if the treatment is reasonably necessary as a result of a work injury.
- (ii) The treatments to which this Order applies do not include hospital treatment (as defined in section 59 of the Act) or occupational rehabilitation services provided by an accredited provider of such services (as defined in the same section).

SCALE OF ALLOWANCES PAID TO WITNESSES

I, BOB DEBUS, Attorney General, have approved of the scale published in the *Government Gazette* of allowances to witnesses attending (1) criminal trials at the Supreme Court, Central Criminal Court and the District Court in its Criminal and Special Jurisdiction, and (2) Local Courts and Coroner's Courts, being repealed, and of fresh scales of allowances as shown in the attached Schedule being substituted therefore - the new rates to take effect from 1 July 2003.

BOB DEBUS,
Attorney General

SCHEDULE

Scale of Allowances to:

- (a) All Crown witnesses and witnesses for the defence (i) where such witnesses have been bound by recognisance or subpoenaed by the Crown to give evidence, or (ii) where legal aid has been granted, attending criminal trials at the Supreme Court and District Court of New South Wales;
- (b) Witnesses requested or subpoenaed by the Police to attend at Local Courts, Licensing or Coroner's Courts in New South Wales; and

in respect of: (1) fees, loss of income, salary or wages: (2) sustenance: and (3) of conveyance.

Fees, Loss of Income, Salary or Wages

- (a) Ordinary witnesses (being witnesses not specified hereunder):

Upon furnishing a certificate of loss of income, salary or wages, ordinary witnesses shall be entitled as follows:

- | | |
|--|------------------|
| (i) up to 4 hours loss of working time on that day, not exceeding | \$ 38.70 per day |
| (ii) more than 4 hours loss of working time on that day, not exceeding | 77.60 per day |

- (b) Experts summoned to give expert evidence:

- (i) In respect of the period of absence from home, hospital, place of employment or other place in travelling to and from Court, and attendance thereat:

- | | |
|---|---------------------|
| 1. Fee for the first two hours or part thereof | 83.30 per day |
| 2. Fee thereafter for each additional half-hour or part thereof up to a maximum of \$167.40 per day | 15.90 per half hour |

- (ii) IN ADDITION, where evidence is expert evidence, a fee of 10.90 per case

Sustenance Allowance

All Witnesses:

- (a) For every meal partaken whilst in attendance at or travelling to and from Court where no allowance is payable under (b) below: - *
- (b) Where the witness resides at such a distance from the Court that he/she cannot travel to and from the Court on the same day
 - (i) for each day of 24 hours: - **
 - (ii) for any additional part of a day (based on the hourly rate applicable under (b)(i): - **
 - (iii) where the witness is absent from his/her residence overnight but for a period less than 24 hours he/she may be paid as for a full day.

Children aged 5 years and over to be paid meal allowance or sustenance allowance as in the case of adult witnesses. No meal allowance or sustenance to be paid to children under the age of 5 years.

Cost of Conveyance

All Witnesses:

To be paid actual cost of fares paid by them in travelling by rail, omnibus, ship or other available means of public conveyance to and from the Court at which they are required to attend.

Witnesses are not to be reimbursed the cost of travel by plane unless prior approval has been given to travel by this method.

If unable to travel by any of the abovementioned means of public conveyance, to receive for every kilometre travelled by own vehicle, the rate of: -

Kilometrage to be paid in respect of one journey to and from the Court. Where a witness travels otherwise when transit by public conveyance is available such witness is to be paid only an amount equal to the cost of travelling by means of the available transport.

Notwithstanding the foregoing, medical practitioners required to attend Court on successive days to give evidence shall be paid appropriate kilometrage in respect of each day of travel.

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- * This rate to vary as prescribed for Lunch in accordance with Clause 28 (3), Table 1 (Item No. 1), Part B - Monetary Rates to the Crown Employees (Public Service Conditions of Employment) Award 2002. Variations to apply are from date specified in the Public Service Notices pending amendment of the relevant Award.
 - ** These rates to vary in accordance with the rate prescribed in Clause 29 (2) (A), Table 1 (Item No. 2), Part B - Monetary Rates to the Crown Employees (Public Service Conditions of Employment) Award 2002. Variations to apply are from date specified in the Public Service Notices pending amendment of the relevant Award.
 - *** This rate to vary in accordance with the Casual rate for private motor vehicles with engine capacity over 2700 cc as shown in Clause 37 (d), Table 1 (Item No. 6) Part B - Monetary Rates to Crown Employees (Public Service Conditions of Employment) Award 2002. Variations to apply are from date specified in the Public Service Notices pending amendment of the relevant Award.

BUSH FIRE ENVIRONMENTAL ASSESSMENT CODE

for

**Asset Protection
and
Strategic Fire Advantage Zones**

July 2003

Bush Fire Environmental Assessment Code for Asset Protection and Strategic Fire Advantage Zones

Part 1 Preliminary

1.1 Title

This is the *Bush Fire Environmental Assessment Code for Asset Protection and Strategic Fire Advantage Zones* (the “Code”).

1.2 Commencement

This Code is to commence on the 1st day of July 2003.

1.3 Dictionary and definitions

Definitions that are defined in the Dictionary at the end of this Code have the meanings given to them by the Dictionary.

Expressions defined in section 100B of the *Rural Fires Act 1997* also have the meaning so defined.

A definition within the Dictionary of the *Rural Fires Act 1997* applies to this Code.

1.4 Purpose

The purpose of this Code is to provide a streamlined environmental assessment process for use by issuing authorities and certifying authorities in determining applications for a bush fire hazard reduction certificate. The Code applies to asset protection zones and strategic fire advantage zones for residential buildings and other significant buildings identified in the local bush fire risk management plan.

It is a requirement of section 100J of the *Rural Fires Act 1997* that the Commissioner, in preparing this Code, has regard to:

- (a) the principles of ecological sustainable development, and
- (b) considerations under s111 of the *Environmental Planning & Assessment Act 1979*.

1.5 Authority

This Code has been prepared pursuant to sections 100J to 100N of the *Rural Fires Act 1997*.

1.6 Issuing of Certificate by issuing authorities.

Local authorities are issuing authorities for bush fire hazard reduction certificates. In most cases, local authorities have conferred the function to issue certificates on the Commissioner of the NSW Rural Fire Service under section 12A of the *Rural Fires Act 1997*. An issuing

authority may issue a bush fire hazard reduction certificate for bush fire hazard reduction work on private land or any other land not covered by a certifying authority by a person other than the Commissioner or local authority.

In the case of multiple land tenures for one hazard reduction activity, one bush fire hazard reduction certificate can be issued to cover that activity provided the activity has the written agreement of all affected land owners or occupiers.

Local authorities and where the local authorities have conferred to the NSW Rural Fire Service shall also issue bush fire hazard reduction certificates prior to issuing notices under Section 66 of the *Rural Fires Act 1997*.

1.7 Bush fire hazard reduction certificates by certifying authorities

The following are certifying authorities and may certify bush fire hazard reduction works consistent with this Code as described in the table below:

Land	Certifying Authority
Any land where the works are directed by the Commissioner of the NSW Rural Fire Service	Commissioner of the NSW Rural Fire Service
Any land that is vested in or under the control of a local authority	The local authority for the area in which the land is situated
Unoccupied Crown land	Department of Lands
Land that is dedicated or reserved, or acquired for the purpose of dedication or reservation under the <i>Forestry Act 1916</i>	State Forests of NSW
Land that is dedicated or reserved, or acquired for the purpose of dedication or reservation under the <i>National Parks and Wildlife Act 1974</i>	NSW National Parks and Wildlife Service
Land that is vested in or under the control of the State Rail Authority	State Rail Authority
Land that is vested in or under the control of the Rail Infrastructure Corporation	Rail Infrastructure Corporation
Land that is vested in or under the control of the Roads and Traffic Authority	Roads and Traffic Authority
Land that is within the catchment area of a water authority	The water catchment authority of that land

1.8 Application for a bush fire hazard reduction certificate

An application for a bush fire hazard reduction certificate in respect of work to be carried out on private land is to be made to the issuing authority in writing and should be on an application form supplied by the issuing authority prepared in accordance with clause 47 of the *Rural Fires Regulation, 2002*.

1.9 Charges

A certificate is to be issued free of charge by an issuing authority.

1.10 Duration of a certificate

A bush fire hazard reduction certificate becomes effective and operates for a period of twelve (12) months commencing on the date endorsed on the certificate.

1.11 Right of appeal

There is no right of appeal against a determination of, or a failure or refusal to determine an application for a bush fire hazard reduction certificate. Where a bush fire hazard reduction certificate has failed or refused to be issued, the applicant may make an application for the proposed works under existing environmental legislation.

1.12 Reporting

At the completion of the bush fire hazard reduction works, the holder of a bush fire hazard reduction certificate shall advise the issuing authority within seven days of completing the works.

1.13 Enforcement.

A failure to comply with a condition or requirement of a bush fire hazard reduction certificate shall be subject to the provisions of the relevant environmental legislation displaced by the certificate and may be subject to enforcement by the environmental regulatory agency as if a bush fire hazard reduction certificate was not issued.

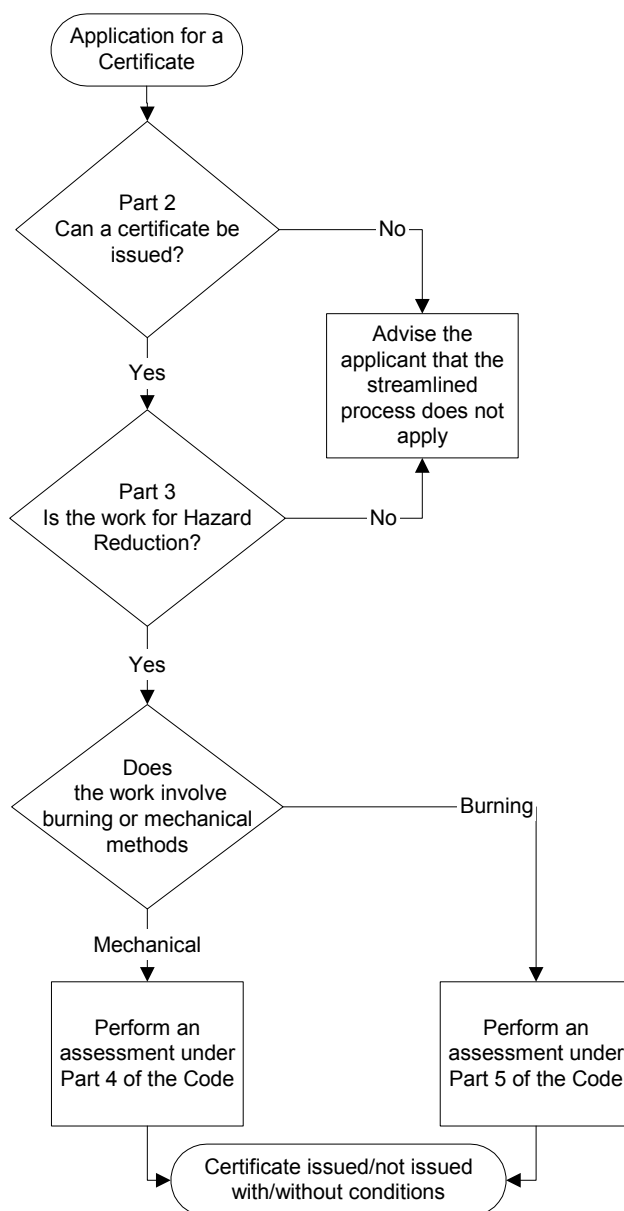
1.14 Review

This Code will be reviewed by the Commissioner of the NSW Rural Fire Service at the end of twelve (12) months of operation and amended if required.

Part 2 Determination of a Bush Fire Hazard Reduction Application

2.1 Process of determination.

A bush fire hazard reduction certificate must not be issued unless a bush fire risk management plan applies to the land and consideration has been given to the provisions in this Code using the process in the flow chart below. This Code applies to Asset Protection Zones and Strategic Fire Advantage Zones as defined in the local bush fire risk management plan.



2.2 Time to determine an application.

Determination of an application must be completed in seven (7) days, or a longer period if agreed to by the applicant, after lodgement of the application.

2.3 Land excluded from the Code.

For the purposes of section 100A of the *Rural Fires Act 1997*, the following lands are “excluded lands” and do not require approval under this Code:

- (a) land to which *State Environmental Planning Policy No 14—Coastal Wetlands* applies;
- (b) land to which *State Environmental Planning Policy No 26—Littoral Rainforests* applies;
- (c) land declared by the Minister for the Environment under section 47 of the *Threatened Species Conservation Act 1995* to be the critical habitat of an endangered species, population or ecological community; and
- (d) land within Lord Howe Island.

2.4 Land to which the Code does not apply.

The following categories of land do not require approval under this Code:

- (a) land where a development consent already applies for the provision and maintenance of an asset protection zone and the work is in accordance with the consent;
- (b) land supporting isolated areas of vegetation including:
 - vegetation not mapped on a local authority’s bush fire prone land map; or
 - strips of vegetation less than 20m wide associated with a road, rail, river and stream corridors;
- (c) land supporting environmentally significant vegetation including:
 - rainforests;
 - mangroves;
 - alpine complexes;
 - salt marshes; and
 - wetlands of international significance under the RAMSAR Convention;
- (d) any wilderness area within the meaning of the *Wilderness Act, 1987*;
- (e) land to which an integrated forestry operations approval within the meaning of the *Forestry and National Park Estate Act 1998* applies (see section 100C(5)); or

2.5 Activities to which the Code does not apply.

The following activities do not require approval under this Code:

- (a) the construction and maintenance of a track, trail or road;
- (b) agricultural activities that do not have an existing requirement for environmental assessment, such as stubble burning, burning of sugar cane and diseased crops.
- (c) vegetation clearance other than for bush fire hazard reduction work;
- (d) burning of:
 - green garden waste,
 - construction and industrial waste,
 - other rubbish, or
 - windrows.
- (e) bush regeneration burns including pile burns of weed species for ecological purposes.

2.6 Existing land management agreements

If any of the following land management agreements have been entered into, the conditions on the bush fire hazard reduction certificate must be consistent with that agreement:

- (i) any conservation agreement entered into under Division 7 of Part 4 of the *National Parks and Wildlife Act 1974*;
- (ii) any property agreement entered into under Part 5 of the *Native Vegetation Conservation Act 1997*;
- (iii) any Trust Agreement entered into under Part 3 of the *Nature Conservation Trust Act 2001*; or
- (iv) any property management plan approved by the Director-General of National Parks and Wildlife under section 91 of the *Threatened Species Conservation Act 1995*.

2.7 Previous development consents and approvals

If a pre-existing development consent exists for the land on which the work is proposed and the development consent allows for the provision of an asset protection zone and the work is in accordance with the consent, a bush fire hazard reduction certificate is not required.

If a development consent does not have provisions for asset protection zones or other protection measures from bushfires but contains restrictions on vegetation clearance the conditions on the bush fire hazard reduction certificate must be consistent with these requirements.

A bush fire hazard reduction certificate shall not require the clearance of a riparian area subject to a permit under Part 3A of the *Rivers and Foreshores Improvement Act, 1948*.

2.8 Owners consent to undertake bush fire hazard reduction works

In accordance with section 100F of the *Rural Fires Act 1997*, any application to an issuing authority for bush fire hazard reduction works, must include a signed consent from all land owners and/or occupiers for the land upon which the proposed bush fire hazard reduction work is to be undertaken.

Part 3 Type of Hazard Reduction

The work must be for the purpose of bush fire hazard reduction work.

This Code only covers works on land as defined in section 3.1 and 3.2 below.

3.1 Asset Protection Zones (APZ)

This code covers asset protection zones for existing habitable buildings as defined in *Planning for Bushfire Protection 2001* and existing major buildings (including farm sheds, hay sheds, industrial and business structures) adjacent to a bushfire hazard.

3.1.1 Size of works permitted within an APZ

The maximum width of the proposed works must be within the distances described in Table 1 below for habitable buildings and 10 metres for all other buildings.

Table 1 Maximum Asset Protection Zone widths for residential dwellings.

Slope	Distance
Hazard upslope (<18°)	20 metres
Hazard downslope 0°-5°	25 metres
Hazard downslope 5°-10°	30 metres
Hazard downslope 10°-15°	40 metres
Hazard downslope 15°-18°	50 metres

All distances are measured along the contour of the land from the edge of the building.

The area and distance to which the asset protection zone works applies is to be either mapped or described as a condition within the bush fire hazard reduction certificate.

3.1.2 Type of works permitted within an APZ

This Code is limited to:

(a) Mechanical hazard reduction that includes the maintenance or establishment of asset protection zones using slashing, trittering and tree removal as well as the use of graders, dozers and ploughs in accordance with an assessment under Part 4 of this Code.

(b) Prescribed Burning in accordance with an assessment under Part 5 of this Code.

(c) Pile Burning which is only permitted in circumstances where the material in the pile cannot be disposed of by the normal garbage collection or be composted on site. The areas listed under Schedule 1, Parts 1 and 2 of the *Protection of the Environment Operations (Control of Burning) Regulation 2000*, require an assessment under 5.5 of this Code.

3.2 Strategic Fire Advantage Zones (SFAZ)

Strategic fire advantage zones include land that is mapped or described as a strategic fire advantage zone in the local bush fire risk management plan or if the work is within 500 metres of an asset protection zones as defined in 3.1.

Strategic fire advantage zone include work:

- to provide fuel reduced areas which enable the protection of assets by firefighters when asset protection zones are not in place;
- to complement asset protection zones where these do not provide adequate protection; and
- to provide strategically located fuel reduced areas to reduce the vulnerability of assets which are susceptible to fire.

A map must be attached to the bush fire hazard reduction certificate defining the boundaries of the proposed works.

3.2.1 Type of works permitted within an SFAZ

(a) Mechanical work for the maintenance of existing fire breaks. It does not cover the removal of native vegetation (including regrowth vegetation older than 10 years). Works must be no wider than six metres along either side of fences.

An assessment for mechanical works in a strategic fire advantage zone is described in Part 4.

(b) Prescribed Burning in accordance with an assessment under Part 5 of this Code.

Part 4 Mechanical Hazard Reduction

The Code does not restrict mechanical bush fire hazard reduction works on non-native grasslands.

4.1 Standards for the protection of soil and water

4.1.1 Removal by hand and mowing

- Permissible on all slopes.

Note: mowing on slopes greater than 15° may be unsafe

4.1.2 Slashing or trittering

- Not permitted on slopes of greater than 18°.

4.1.3 Ploughing or grading along fences

- No more than 6m width from a fence is to be cleared using grading or ploughing and clearing must not involve the removal of native vegetation (other than regrowth of less than 10 years).
- Ploughing or grading is not permitted on slopes greater than 10°.
- Must not reshape the soil surface or result in re-direction of surface water runoff.
- All topsoil must remain on the soil surface.

4.2 Standards for the protection of riparian buffers

Any stream, river, wetland or lake marked on a topographic map and within the proposed treatment area must have a riparian buffer zone. Bush fire hazard reduction work is therefore to be excluded from all vegetation adjacent to a water body (ie the riparian buffer zone) in the following manner. The minimum width for exclusion zones of hazard reduction works are:

- 10 metres from the highest bank or shore (or mean high water for tidal waters) on either side for asset protection zones; or
- 20 metres from the highest bank or shore (or mean high water for tidal waters) on either side for strategic fire advantage zones.

This must be applied to the watercourses and water bodies shown on 1:25 000 scale topographic maps, or if not published, the most detailed maps in the area that are published from the Land Information Centre.

4.3 Standards for the protection of native vegetation

If the activity involves removal of native vegetation in an asset protection zone the following conditions apply:

- The distance of any part of a tree from any building is to be no greater than 5 metres;
- The canopy should be discontinuous such that tree crowns are separated by a maximum of 5 metres;
- Smooth barked species and large trees with hollows should be retained in preference to rough barked species;
- Trees on slopes greater than 18° must be retained;
- Removal of trees determined as dangerous by the local authority is permitted; and
- Removal of trees and shrubs less than three metres in height is permitted.

4.4 Standards for the protection of biodiversity

a) For Issuing Authorities.

If threatened species, populations, or endangered ecological communities are identified by the Threatened Species Hazard Reduction List as present at the site, then the management actions identified within the schedule of that List must be incorporated as a condition of the bush fire hazard reduction certificate.

b) For Certifying Authorities.

A certifying authority shall take all reasonable steps to determine the likely presence or otherwise of any threatened species, populations or endangered ecological communities from such data, reports or papers available to the certifying authority for their managed land.

Where threatened species, populations, or endangered ecological communities are identified by the certifying authority to occur at the site of any proposed works under this code, then the management actions identified within the Threatened Species Hazard Reduction List schedule must be incorporated as a condition of the bush fire hazard reduction certificate.

4.5 Standards for the protection of Aboriginal heritage

The issuing authority/certifying authority must refer the application to the NPWS in the following circumstances:

- *slashing* areas not previously subject to slashing, trittering, removal of many trees, or earthworks;
- *trittering* areas previously subject to slashing, or areas not previously subject to trittering, significant tree removal, or earthworks;
- *removal of trees* (greater than 100 cm diameter at breast height).

The issuing authority must provide the NPWS (Cultural Heritage Division) with a full copy of the applicant's application for a certificate, and any other relevant information held by the issuing authority necessary to ascertain the location of the proposed hazard reduction works (e.g. maps).

The NPWS will provide information to the issuing authority within 3 working days, detailing any Aboriginal sites of concern and the management actions that are to be undertaken, and incorporated as a condition of certification. The 3 working day turn around does not commence until receipt of the documents (as specified above) by the NPWS (Cultural Heritage Division).

If the NPWS does not meet the 3 working day turn around then the issuing authority may proceed to process the application.

Certifying authorities that do not have a data licence agreement must provide the NPWS (Cultural Heritage Division) with a full copy of the proposal for a certificate, and any other relevant information held by the issuing authority necessary to ascertain the location of the proposed hazard reduction works (e.g. maps). The NPWS will provide information to the issuing authority, detailing any Aboriginal sites of concern and the management actions that are to be undertaken, and incorporated as a condition of certification.

Certifying authorities that have a data licence agreement in place with the NPWS are not required to refer to the NPWS (for the areas subject to the licence agreement) unless records indicate that Aboriginal sites are in the area to be subjected to the hazard reduction works. In these circumstances, the certifying authority is required to submit details of the proposed activity to the NPWS to determine the matter.

4.6 Standards for the protection of European cultural heritage sites

If there are sites from the national, state or local heritage registers the certifying authority/issuing authority is to impose conditions to protect the site.

4.7 Standards for the protection of significant environmental protection areas

If there are any environmental protection areas zoned within the local environmental plan (LEP) or plan of management relevant to the area proposed for bush fire hazard reduction works, the certifying authority/issuing authority is to impose conditions consistent with the objectives of the zone/plan to protect the environmental values of the area.

4.8 Standards relating to weeds

If there are noxious or environmental weeds within Appendix A of the NSW Rural Fire Service *Guidelines for Asset Protection Zones*, the area where work is to be undertaken, the certifying authority/issuing authority is to impose conditions regarding follow up treatment and machinery hygiene and to protect water quality and biodiversity.

Herbicides can only be used within this Code for removing weeds.

All users are required to:

- use only herbicides registered by the National Registration Authority (NRA) that are approved for the intended situation of use,
- strictly adhere to any directions on the label,
- not risk injury to persons, property and non-target plants and animals through the use of a herbicide,
- use in accordance with the requirements of the *Pesticides Act 1999*, and the *Protection of Environment Operations Act, 1997*, and
- operate in accordance with the *Noxious Weeds Act, 1993*.

Herbicides cannot be used within 10 metres of any riparian area that contains amphibian species listed in the Threatened Species Hazard Reduction List, unless the List states otherwise.

Part 5 Hazard Reduction using Prescribed Burning

5.1 Intensity

For a person obtaining a bush fire hazard reduction certificate under section 100F of the *Rural Fires Act 1997*, the issuing authority shall, as appropriate to the burning activity, impose a condition such that:

- Pile burning shall be conducted in accordance with the NSW Rural Fire Service document “Guidelines for Pile Burning” (dated June 2003).
- Low intensity prescribed burning shall be conducted in accordance with the NSW Rural Fire Service document “Guidelines for Low Intensity Hazard Reduction Burning ”(dated June 2003).
- Moderate intensity prescribed burning can only be used where a fire fighting agency is in attendance and conducting the burn in accordance with an agency approved burn plan.
- High intensity prescribed burning is not permitted.

5.2 Standards for the protection of biodiversity

5.2.1 Threatened Species Hazard Reduction List

a) For Issuing Authorities.

If threatened species, populations, or endangered ecological communities are identified by the Threatened Species Hazard Reduction List to occur at the site, then the management actions identified within the schedule of that List must be incorporated as a condition of the bush fire hazard reduction certificate.

b) For Certifying Authorities.

A certifying authority shall take all reasonable steps to determine the likely presence or otherwise of any threatened species, populations or endangered ecological communities from such data, reports or papers available to the certifying authority for their managed land.

Where threatened species, populations, or endangered ecological communities are identified by the certifying authority to occur at the site of any proposed works under this code, then the management actions identified within the Threatened Species Hazard Reduction List schedule must be incorporated as a condition of the bush fire hazard reduction certificate.

5.2.2 Fire regimes and fire frequency thresholds for strategic fire advantage zones

This section only applies for strategic fire advantage zones.

A bush fire hazard reduction certificate may be issued if the fire frequency interval is longer than, or equal to, the minimum fire frequency interval in the bush fire risk management plan.

If the fire frequency interval is not defined or adequately mapped, the fire frequency intervals from the minimum fire frequency table in Appendix A are to be used.

In situations relating to minimum fire frequency intervals, the issuing authority/certifying authority must determine the primary vegetation formation proposed to be burned within the gross area proposed for hazard reduction burning, and apply the appropriate minimum fire frequency interval. Although the focus is on the primary vegetation formation, in situations where other vegetation formations occur as a significant proportion within the primary vegetation, then the appropriate fire frequency interval must be addressed for these vegetation formations as well. The issuing authority/certifying authority must also incorporate as a condition, consideration of sensitive vegetation types (e.g. rainforest gullies) such that the potential for burning these areas is minimised through appropriate implementation of the burn.

Where the burning activity for which a certificate has been issued does not result in achieving the objectives of the burn, a further burn may proceed within the terms of the certificate for any area that was identified within the certificate.

5.3 Notification of fire fighting authorities

Bush fire hazard reduction certificate holders must give at least 24 hours notice prior to lighting a fire for bush fire hazard reduction work as follows:

- in a Rural Fire District, to the fire control officer;
- in a NSW Fire Brigade District, to the officer in charge of the fire station nearest the land on which the hazard reduction work is to be performed.

5.4 No Burn days

On making notification in 5.3 above, the certificate holder must ascertain from the local fire control officer or officer in charge of the nearest NSW Fire Brigades station whether:

- a No Burn Notice has been or is likely to be issued by the Environment Protection Authority, and
- if the proposed activity qualifies for an exemption from the No Burn Notice.

5.5 Standards relating to the effects of smoke

For the purpose of identification under this Code, the size of fires shall be defined as follows:

- small fires are less than one hectare (including pile burns), and
- large fires are greater than one hectare.

5.5.1 Neighbouring residences

If any residential dwelling is within 50m of a small fire or 200m of a large fire, the certifying authority/issuing authority shall require as a condition on the certificate, that at least 24 hours notification of the intended date of the burn must be given to neighbours within the distance specified above.

Note: Section 86 of the *Rural Fires Act 1997* requires a person who lights a fire for the purpose of land clearance or for burning a fire break (including bush fire hazard reduction works) to notify any neighbours on all land contiguous to the land on which the fire is to be lit.

5.5.2 Sensitive locations

Sensitive locations include schools, hospitals, residential aged care facilities, ventilation intakes (eg. mine shafts), and airports.

If any of these locations are within 100m for small fires or 1000m for large fires, the certifying authority/issuing authority shall require as a condition on the certificate, the following:

- the owner/manager must be given at least seven (7) days notification of the intended date of the burn;
- burning is to be carried out only when the facility is closed, or the weather patterns indicate that the wind will be blowing away from it; or
- in sensitive cases burning should be restricted to daylight hours.

In certain cases where, for example, local topography channels smoke, larger distances may be required in the conditions when smoke is the likely impact.

5.5.3 Traffic

For large fires near major roads, the holder of a bush fire hazard reduction certificate shall at least two weeks prior to the burning activity, liaise with Police and/or the relevant traffic authorities in order to plan when the traffic conditions are likely to be suitable and to implement any actions including any requirement for traffic management including signage.

5.5.4 Tourism

If tourism is significant in the area and identified in the bush fire risk management plan, conditions may be applied to the bush fire hazard reduction certificate so that burning takes into account visitation during peak holiday periods or during major sporting or community events.

5.5.5 Power Lines

If high voltage powerlines are within the boundaries of a large smoke fire activity the certifying authority/issuing authority shall require as a condition on the certificate, that the applicant must inform and consult with the electricity provider at least seven days before conducting the activity to determine if any action is needed.

5.5.6 Significant bat colonies.

If significant bat colonies identified by the NPWS are within 100m of small fires or 1000m of a large fire, then the burning is to be carried out only when the weather patterns indicates that the wind will be blowing away from that area or it is known that the colony is not present.

5.6 Standards for the protection of soil and water

If a moderate intensity prescribed burn is being used, the burn plan must include measures to ensure that moderate intensity fire is not used on effective slopes of greater than 18°.

5.7 Standards for the protection of riparian buffers

If a moderate intensity prescribed burn is being used, the approved burn plan must include conditions to avoid burning within 20 metres of a river, stream or lake.

No lighting of a fire (other than for pile burning) is to be permitted within a riparian buffer.

5.8 Standards for the protection of Aboriginal heritage

The issuing authority/certifying authority must refer the application to the NPWS in the following circumstances:

- *Unharvested native forest areas, and areas in asset protection zones not previously subject to burning*, where there is a likelihood that scarred and carved trees exist; and
- *Land with known rocky outcrops, rock platforms or rock shelters*, where there is a likelihood of artwork (especially painted art) existing.

The issuing authority must provide the NPWS (Cultural Heritage Division) with a full copy of the applicant's application for a certificate, and any other relevant information held by the issuing authority necessary to ascertain the location of the proposed hazard reduction works (e.g. maps).

The NPWS will provide information to the issuing authority within 3 working days, detailing any Aboriginal sites of concern and the management actions that are to be undertaken, and incorporated as a condition of certification. The 3 working day turn around does not commence until receipt of the documents (as specified above) by the NPWS (Cultural Heritage Division).

If the NPWS does not meet the 3 working day turn around then the issuing authority may proceed to process the application.

Certifying authorities that do not have a data licence agreement must provide the NPWS (Cultural Heritage Division) with a full copy of the proposal for a certificate, and any other relevant information held by the issuing authority necessary to ascertain the location of the proposed hazard reduction works (e.g. maps). The NPWS will provide information to the issuing authority, detailing any Aboriginal sites of concern and the management actions that are to be undertaken, and incorporated as a condition of certification.

Certifying authorities that have a data licence agreement in place with the NPWS are not required to refer to the NPWS (for the areas subject to the licence agreement) unless records indicate that Aboriginal sites are in the area to be subjected to the hazard reduction works. In these circumstances, the certifying authority is required to submit details of the proposed activity necessary for the NPWS to determine the matter.

5.9 Standards for the protection of European cultural heritage sites

If there are sites from the national, state or local heritage register within the area proposed for bush fire hazard reduction works, the certifying authority/issuing authority is to impose conditions, to protect the site.

5.10 Standards for the protection of significant environmental protection areas

If there are any environmental protection areas zoned within the local environmental plan or plan of management the certifying authority/issuing authority is to impose conditions, to protect the environmental values of the area.

5.11 Standards relating to weeds

Where the proposed work may lead to the spread of weeds, the certifying authority/issuing authority shall impose conditions to:

- prevent or mitigate the spread of weeds, and
- implement further follow up treatment as required .

Herbicide use must be in accordance with section 4.8 of this Code and be consistent with the label and the requirements of the Pesticides Act 1999. The use of herbicides near waters must be undertaken with care to prevent water pollution. Herbicides cannot be used within 100 metres of any species listed in the Threatened Species Hazard Reduction List, unless the List states otherwise.

Dictionary

approved burn plan means a prescribed burning plan approved by a fire fighting agency.

biodiversity means the variety of life forms—different species of plants, animals and micro-organisms, the genes they contain and the ecosystem they form.

buffer zone means a protective margin of vegetation that surrounds or is adjacent to specified drainage features or relics or items of cultural heritage and which protects them from potentially detrimental disturbances. Bushfire hazard reduction work is generally excluded from buffer areas.

diameter at breast height means the measurement of the diameter of a tree made:

- (a) at a height of 1.3 metres above the ground level (measured from the ground level of the up slope side of the tree if the tree is on a slope), and
- (b) at right angles to the axis of the tree.
If the tree is branched or deformed at 1.3 metres above the ground level, the measurement must be taken at the nearest point above or below that point, where the trunk becomes more cylindrical.

high intensity prescribed burning being the removal of a substantial portion of the shrub layer. On average flame heights will be greater than two metres and some canopy fire may occur.

low intensity prescribed burning being the removal of the leaf litter, grass and shrub layer with minimal canopy scorching. Fires will be patchy and the actual area burnt may vary between 40% and 80%. The average flame height will be less than one metre. This can be achieved by lighting under conditions where a combination of some or all of following factors influence fire behaviour - low fuel loads, moist fuels, low temperatures, high humidity, low wind speeds and fire lighting patterns.

maintenance only includes works undertaken to ensure a structure or infrastructure retain their original function, and does not include upgrading for a higher level of use, nor includes works undertaken on areas which have not been maintained for more than 10 years.

minimum fire frequency means the minimum interval between successive fires for a vegetation community upon the same area in the landscape.

moderate intensity prescribed burning involves the removal of a substantial portion of the shrub layer. On average flame heights will be between one and two metres and some canopy scorching may occur. These fires are often patchy and the moister creeks generally will not be burnt. This type of prescribed burning is generally used for hazard reduction to provide asset protection closer to the urban interface.

native vegetation means any indigenous vegetation.

regrowth vegetation means native vegetation that has regrown after mechanical clearing and does not include regrowth from fire.

riparian buffer zone refers to the distance from the top of the highest bank or shore, and in the case of tidal waters, the mean high water mark of streams, rivers, lakes, estuaries and wetlands.

significant bat colonies are those areas identified by the NPWS as being significant and for which current data is available.

slashing means mowing with a large bladed mower.

stream means a channel down which surface water naturally concentrates and flows and is mapped on a 1:25,000 or 1:50,000 topographic map published by the Government (whichever is the smallest scale so published).

Threatened Species Hazard Reduction List means a list of threatened species, populations and communities prepared by NPWS for this Code.

trittering means turbo mowing and mulching which involves pulverising the leaf litter so that it becomes compacted and burns more slowly.

vegetation formation means vegetation communities as defined in Appendix C of this Code

wetland generally include marshes, billabongs, swamps and sedge lands.

windrow means a row of cut vegetation pushed up for clearing (for example timber which is pushed into lines for burning during a clearing operation) and includes post logging waste material.

Appendix A - Minimum Fire Frequency Table for SFAZs*.

Formation	Minimum Fire Interval (years)	Description
A. Rainforests	No Prescribed Fire	Vegetation association displaying canopy cover generally greater than 70% with or without emergent trees, and includes species recognised as rainforest species (may include lianas and/or epiphytes) and does not exclude areas of dry rainforest.
B1. Wet sclerophyll forests	25	Tall forests dominated by straight-trunked eucalypts with dense understories of shrubs with broad soft leaves, ferns and herbs. Relatively fertile soils in high rainfall parts of coast and tablelands.
B2. Semi-mesic grassy forests	10	Tall forests dominated by straight-trunked eucalypts, with mixed grassy understories and sparse occurrences of shrubs with broad soft leaves. Coast and tablelands in high rainfall regions and along major inland watercourses on relatively fertile soils.
C. Swamp sclerophyll forests	7	Forests of hard-leaved trees (eucalypts, paperbarks, casuarinas) with scattered shrubs and continuous groundcover of water-loving sedges and herbs. Flood prone flats and plains and riparian zones principally along the coast and inland rivers.
D. Sclerophyll grassy woodlands	5	Woodlands of eucalypt trees, with dry understories of grasses, herbs and sometimes scattered shrubs. Rolling terrain with fertile soils and moderate rainfall on the coast, tablelands and western slopes.
E1. Dry sclerophyll shrub/grass forests	5	Eucalypt forests with mixed understories of hard-leaved shrubs and grasses. Moderately fertile soils in moderate rainfall areas of the coast, tablelands and western slopes.
E2. Dry sclerophyll shrub forests	7	Low forests and woodlands dominated by eucalypts, with understories of hard-leaved shrubs and sparse groundcover (few grasses or sedges). Regions receiving high to moderate rainfall on the coast, tablelands and western slopes, often in steep areas.
F. Semi-arid woodlands	10	Open woodlands dominated by eucalypts, acacias and casuarinas, with open understories of hard-leaved shrubs, grasses and forbs, including many ephemeral species. Low-moderate rainfall regions of the near western plains, including infrequently flood-prone sites.
G. Heathlands	7	Dense to open shrublands dominated by shrubs with small, hard leaves and sedges. High rainfall regions of the coast and tablelands on infertile soils, often in exposed topographic positions.
H. Alpine complex	No Prescribed Fire	Mosaics of low herbfields, grasslands and shrublands. High, snow-prone parts of the southern ranges.
I. Grasslands	2	Closed tussock grasslands with a variable complement of herbs and few, if any, woody shrubs or trees. Fertile soils of the tablelands and western floodplains.
J. Freshwater wetlands	6	Swamp forests, wet shrublands or sedgelands, usually with a dense groundcover of sedges. Throughout NSW on peaty or gleyed soils with impeded drainage.
K. Estuarine and saline wetlands	No Prescribed Fire	Low forests, shrublands and herbfields of mangroves, succulent shrubs (saltmarsh) or marine herbs (sea grasses). Coastal estuaries and saline sites of the western plains.
M. Arid and semi-arid shrublands	10	Open shrublands of hard-leaved shrubs, hummock or tussock grasses and ephemeral herbs. Low rainfall regions of the far western plains.

* This schedule has been prepared for the specific purpose of this code and cannot be used as a guide for other purposes. It can be anticipated that the use of these frequencies will result in biodiversity loss within the landscape for which it is applied.

CASINO CONTROL ACT 1992**Order**

Pursuant to section 66(1) of the Casino Control Act 1992, the Casino Control Authority, by this Order, repeals Orders currently in place under that section and approves:

- (a) the games described in the list of games below as being the games which may be played in the casino operated by Star City Pty Limited; and
- (b) the rules of the games for each of the listed games.

LIST OF GAMES

- | | |
|-----------------------|--------------------|
| (i) Baccarat; | (vii) Let It Ride; |
| (ii) Big Wheel; | (viii) Pai Gow; |
| (iii) Blackjack; | (ix) Roulette; |
| (iv) Caribbean Stud; | (x) Sic Bo; and |
| (v) Craps; | (xi) Two Up |
| (vi) Gaming Machines; | |

The rules for the playing of the games approved by this Order are as contained in the Schedule following.

This Order shall take effect on and from 4am, Tuesday 1 July 2003.

Signed at Sydney, this 25th day of June 2003.

Brian Farrell
Chief Executive,
for and on behalf of the
Casino Control Authority.

The Schedule
RULES OF CASINO GAMES

BACCARAT

- 1. Definitions**
 - 2. Table Layout and Equipment**
 - 3. The Cards**
 - 4. The Shuffle and Cut**
 - 5. Wagers**
 - 6. Minimum and Maximum Wagers**
 - 7. The Initial Deal**
 - 8. Dealing Methods**
 - 9. Dealing of Additional Cards**
 - 10. Even Money Baccarat**
 - 11. Settlement**
 - 12. Irregularities**
 - 13. General Provisions**
 - 14. Tournament Play**
- Diagrams 'A', 'B', 'C', 'D' and 'E'**

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**baccarat**" means a point count equalling zero;

"**burn**" means to remove a card from play by placing it in the discard holder;

"**deck-checking device**" means a machine approved by the Casino Control Authority to be used to check that each deck of cards contains the correct cards for the game;

"**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;

"**coup**" 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 announces a result and, if applicable, collects losing wagers and pays out winnings;

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

"**Even Money Baccarat**" means a variation to the game of Baccarat whereby the settlement of winning wagers on the Banker's Hand is in accordance with rule 11.2;

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

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

"**Mini Baccarat/Even Money Mini Baccarat**" means a version of the game of Baccarat/Even Money Baccarat when played on a layout cloth marked in a manner substantially similar to that shown in diagrams "A", "B", "C", or "D";

"**multishuffler**" means a machine approved by the Casino Control Authority to be used for shuffling either four(4), six(6) or eight(8) decks of cards;

"**natural**" means a point count of eight or nine for either the Player's Hand or the Banker's Hand in the initial deal;

"**point count**" means a total value of cards in a hand as determined in accordance with rule 3.3;

"**shuffling device**" means a card shuffling machine approved by the Casino Control Authority for use in the game of Baccarat/Even Money Baccarat, but does not include a multishuffler;

"**table differential**" means the maximum allowable difference between the total amount wagered on the Player's Hand and the total amount wagered on the Banker's Hand for any coup;

"**tie**" means that both Player's Hand and the Banker's Hand have the same point count at the end of a coup;

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

2. Table Layout and Equipment

- 2.1 The game of Baccarat shall be played at a table having numbered places for up to fourteen seated players and places for the dealer(s).
- 2.2 The layout cloth covering the table shall display the name and/or logo of the casino, shall have areas designated for the placement of wagers by both seated and standing players and shall be marked in a manner substantially similar to that shown in diagram "A", "B", "C", "D", or "E".
- 2.3 The following equipment shall also be used:
 - 2.3.1 a card shoe which shall have a non-transparent cover, from which all cards shall be dealt;
 - 2.3.2 a discard rack or holder capable of holding eight decks of cards;
 - 2.3.3 two markers denoting "Player" and "Banker" respectively, which shall be used to indicate the players acting for the Player's Hand and the Banker's Hand respectively.
- 2.4 The table shall have a drop box attached to it.
- 2.5 Where the game in play is Even Money Baccarat a sign indicating the payout odds shall be displayed on the table.

3. The Cards

- 3.1 The game of Baccarat shall be played with either three decks or four decks or six decks or eight decks of cards, each deck having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 3.2 The value of the cards shall be as follows:
 - 3.2.1 any card from 2 to 9 inclusive shall have its face value;
 - 3.2.2 any ten, jack, queen or king shall have a value of zero; and
 - 3.2.3 an ace shall have a value of one.
- 3.3 The point count of a hand shall be:
 - 3.3.1 where the total value of the cards in the hand is a number between 0 and 9 inclusive, that number; or
 - 3.3.2 where the total value of the cards in the hand is the number 10 or a higher number, the right digit of that number.

- 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 Baccarat shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7 No player or spectator shall handle, remove or alter any cards used in the game except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so.
- 3.8 At the completion of the last coup as determined in accordance with rules 4.9 and 4.10 the cards may, at the discretion of a casino supervisor, be removed from the table and replaced by new cards. The new cards shall be shuffled in accordance with rule 4.1.
- 3.9 When cards are handled by players during any shoe, all the cards from that shoe shall be replaced.
- 3.10 Where a casino supervisor forms the opinion that the cards have become unfit for further use and provided no coup is in progress, the casino supervisor shall direct that the cards be replaced. The new cards shall be shuffled in accordance with rule 4.1.

4. The Shuffle and Cut

4.1 Immediately -

4.1.1 before the start of play; and

4.1.2 at the completion of the last coup as determined in accordance with rules 4.9 and 4.10;

the dealer shall, unless pre-shuffled cards are introduced, shuffle the cards so that they are randomly intermixed.

4.2 Where pre-shuffled cards are to be introduced the dealer shall, upon the request of a casino supervisor or a player, riffle shuffle the cards immediately prior to the cut.

4.3 After the cards have been shuffled, or when pre-shuffled cards have been introduced, 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:

4.3.1 the first player to the table if the game is just commencing;

4.3.2 the player seated to the immediate left of the dealer.

4.4 If the player designated in rule 4.3 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 A person designated in rule 4.3 or 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 at least twenty cards in from the back of the stack. The stack of cards shall then be inserted in the card shoe for commencement of play.
- 4.7 Before the start of play following each shuffle and cut of cards, the dealer shall:
- 4.7.1 remove the first card from the card shoe or shuffling device, face up;
 - 4.7.2 draw, face down, additional cards equal in number to the face value of the first card drawn; and
 - 4.7.3 burn the first and additional cards drawn.
- 4.8 For the purposes of rule 4.7 a ten, jack, queen and king shall have a face value of ten and an ace a face value of one.
- 4.9 Subject to rule 4.10, whenever the cutting card appears during play, it shall be removed and placed to the side and the coup shall be completed. Upon completion of that coup, the dealer calling the game shall announce "last coup". Upon completion of one more coup, the cards shall be replaced or reshuffled.
- 4.10 Where the cutting card appears as the first card of a coup, it shall be removed and placed to the side and the dealer calling the game shall announce "last coup". Upon completion of the coup, the cards shall be replaced or reshuffled.
- 4.11 When a shuffling device is used, the operation of Rules 4.1 to 4.10 inclusive are amended to the extent necessary for the following to have effect:
- 4.11.1 prior to the start of play or the introduction of new cards, unless pre-shuffled cards are introduced, the new decks of cards shall be manually shuffled by the dealer before being placed in the shuffling device; and
 - 4.11.2 cards shall be placed in the shuffling device to be shuffled; and
 - 4.11.3 the cards shall not be cut; and
 - 4.11.4 the shuffling device takes the place of the card shoe; and
 - 4.11.5 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

5. Wagers

- 5.1 The wagers defined in this rule shall be the permissible wagers at the game of Baccarat:
- 5.1.1 a wager on the "Player's Hand" which shall -
 - 5.1.1.1 win if the Player's Hand has a point count higher than that of the Banker's Hand;
 - 5.1.1.2 lose if the Player's Hand has a point count lower than that of the Banker's Hand;

- 5.1.1.3 be void if the point counts of the Player's Hand and the Banker's Hand are equal;
- 5.1.2 a wager on the "Banker's Hand" which shall -
 - 5.1.2.1 win if the Banker's Hand has a point count higher than that of the Player's Hand;
 - 5.1.2.2 lose if the Banker's Hand has a point count lower than that of the Player's Hand;
 - 5.1.2.3 be void if the point counts of the Banker's Hand and the Player's Hand are equal;
- 5.1.3 a "Tie" bet which shall win if the point counts of the Player's Hand and the Banker's Hand are equal and shall lose if such point counts are not equal.
- 5.2 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.3 A wager by a player shall be placed on the appropriate wagering areas of the Baccarat layout prior to the first card being removed from the card shoe or shuffling device for each coup.
- 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 the coup has been removed from the card shoe or shuffling device.
- 5.5 Where the layout in use is A, B, C or D, a casino supervisor may permit up to three players to wager on any one wagering area of the layout.
- 5.6 Where the layout in use is E, wagers may be placed by standing players in the designated areas at the discretion of the casino supervisor. Unless prior approval has been granted by a Casino Duty Manager or above, standing players shall not participate in the cut of the cards or touch or handle the cards used in the game in any manner.
- 5.7 For any coup a player may wager on:
 - 5.7.1 the Player's Hand; or
 - 5.7.2 the Player's Hand and Tie; or
 - 5.7.3 the Banker's Hand; or
 - 5.7.4 the Banker's Hand and Tie; or
 - 5.7.5 a Tie; or
 - 5.7.6 with the approval of a Casino Duty Manager, the Banker's Hand and the Player's Hand; or
 - 5.7.7 with the approval of a Casino Duty Manager, the Banker's Hand and the Player's Hand and a Tie.
- 5.8 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.
- 6. Minimum and Maximum Wagers**
 - 6.1 The minimum and maximum wagers permitted to be played by a player and/or for each playing area and/or the table differential 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 Where the total of the wagers for a coup exceeds the table differential or the table playing area maximum displayed on the table sign, the dealer may reduce wagers pro rata on either the Player's Hand or Banker's Hand so that the total no longer exceeds the table differential or the playing area maximum.
- 6.3 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.
- 6.4 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 coup(s) the wagers and results of the previous coup(s) shall stand.
- 6.5 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.6 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.
- 6.7 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. The Initial Deal

- 7.1 Immediately before the start of each coup, the dealer shall announce "no more bets".
- 7.2 There shall be two hands dealt, one of which shall be designated as the Player's Hand and the other as the Banker's Hand.
- 7.3 Four cards shall be dealt from the card shoe or shuffling device. The first and third cards shall respectively represent the first and second card of the Player's Hand and the second and fourth cards dealt shall respectively represent the first and second cards of the Banker's Hand.

8. Dealing Methods

- 8.1 The game shall be conducted in accordance with one of the following dealing methods, namely 'Method A', 'Method B', 'Method C', 'Method D' or 'Method E' providing that the use of either 'Method D' or 'Method E' is approved by a person exercising the functions of a Casino Duty Manager or higher and providing that 'Method D' or 'Method E' is not used on the Main Gaming Floor. The use of either "Method B" or 'Method C' on the Main Gaming Floor is subject to prior approval of, and subject to any conditions imposed by, an inspector.
- 8.2 The card shoe shall be retained by the dealer except when 'Method D' or 'Method E' is in use, providing that 'Method D' or 'Method E' are only conducted on a table layout marked in a manner substantially similar to that shown in diagrams 'C' or 'E' and Surveillance and an inspector are informed prior to either 'Method D' or "Method E" being used.

- 8.3 Where cards are passed to a player designated to receive them in accordance with these rules, that player may pick up the cards but must ensure that the cards:
- 8.3.1 remain continually in full view of everyone participating in the game; and
 - 8.3.2 do not leave the area of the table layout nor are held away from the table.
- 8.4 A casino supervisor may at any time direct a player designated to receive the cards or card shoe to forfeit control of the cards or card shoe.
- 8.5 With the prior approval of a casino supervisor, players may nominate another person to expose either the initial two and/or third card(s) on their behalf, providing this option is not exercised on the Main Gaming Floor.

Method A

- 8.6 The dealer shall retain control of the cards for both the Player's Hand and the Banker's Hand and players shall not be permitted to handle the cards.
- 8.7 The dealer shall:
- 8.7.1 deal the first four cards face upwards, or face downwards and then expose the cards, to the areas designated on the table layout for both the Player's Hand and the Banker's Hand; and
 - 8.7.2 announce the point count of the Player's Hand and then the point count of the Banker's hand.
- 8.8 Any third card required to be dealt to the Player's Hand or the Banker's hand, in accordance with rule 9, shall be dealt in the same manner as the initial four cards.

Method B

- 8.9 The dealer shall offer a marker denoting "Player" or "Banker" to the seated players with the highest amount wagered on the Player's Hand and the Banker's Hand respectively. By accepting the marker, the player shall be required to receive the cards dealt to the Banker's Hand or Player's Hand.
- 8.10 If a player with the highest amount wagered on either hand refuses to accept the marker, the marker shall be passed to the player having the next highest amount wagered on the respective hand.
- 8.11 In the event that two or more persons have made a wager on either hand which constitutes the highest amount wagered in respect of that hand, the dealer shall first pass the marker to that player with the equal highest wager who occupies the seat nearest to the right of the dealer.
- 8.12 If that player refuses to accept the marker, the marker shall be passed by the dealer to the next person with the equal highest wager, moving counter clockwise around the table.
- 8.13 The dealer shall deal the first four cards face downwards and shall pass the cards for the Player's Hand and the Banker's Hand face downwards to the players indicated by the markers.

- 8.14 The cards for the Player's Hand and the cards for the Banker's Hand shall not be passed out at the same time. Only one set of cards, either the Player's Hand or the Banker's Hand, shall be handled by the players at any one time.
- 8.15 The cards for either the Player's Hand or the Banker's Hand shall be retained by the dealer in the event that:
- 8.15.1 no player has wagered on that coup; or
- 8.15.2 all players wagering on that coup refuse to accept the cards.
- 8.16 Having checked the cards the designated player may expose the hand and the dealer shall then:
- 8.16.1 collect the cards and place them face upwards on the area designated on the layout; and
- 8.16.2 turn over any cards that are not exposed by the players; and
- 8.16.3 announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.17 Any third card required to be dealt to the Player's Hand or the Banker's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.

Method C

- 8.18 The dealer shall offer a marker denoting "Banker" to the seated players, starting with the player seated to the immediate right of the dealer. By accepting the marker, the player shall be required to place a wager on the Banker's Hand and to receive the cards dealt to the Banker's Hand.
- 8.19 If such player rejects the offer, the dealer shall offer the marker to each of the other seated players in turn counter clockwise around the table.
- 8.20 A player who has accepted the marker may pass it after any coup.
- 8.21 A player accepting the marker shall retain control of the Banker's cards until either the player elects to pass the marker or the Banker's Hand loses or the player is directed by the casino supervisor to forfeit control of the cards.
- 8.22 Should all players decline to accept the marker the game shall be dealt in accordance with 'Method A'.
- 8.23 The dealer shall deal the first four cards face downwards and shall pass the cards for the Banker's Hand face downwards to the player accepting the marker.
- 8.24 The dealer shall retain the cards for the Player's Hand.
- 8.25 Having checked the cards the designated player may expose the hand and the dealer shall then:
- 8.25.1 collect the cards and place them face upwards on the area designated on the layout; and
- 8.25.2 turn over any cards that are not exposed by the players; and

- 8.25.3 announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.26 Any third card required to be dealt to the Player's Hand or the Banker's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.
- 8.27 When the Banker's Hand loses, the marker shall be offered counter clockwise around the table, starting to the immediate right of the last player accepting the marker.

Method D

- 8.28 At the commencement of each coup, the dealer shall offer the card shoe commencing with the player with the highest amount wagered on the area of the layout designated as 'Banker', or, in accordance with rule 8.32.2, 'Player', moving to the next highest wager should that player decline the card shoe, and so on until a player accepts the card shoe.
- 8.29 In the event that two or more persons have made a wager on either hand which constitutes the highest amount wagered in respect of that hand, the dealer shall first pass the card shoe to that player with the equal highest wager who occupies the seat nearest to the right of the dealer.
- 8.30 If that player refuses to accept the card shoe, the card shoe shall be passed by the dealer to the next person with the equal highest wager, moving counter clockwise around the table.
- 8.31 Should all players decline the card shoe, the coup shall be dealt in accordance with 'Method A', 'Method B' or 'Method C'.
- 8.32 For the purpose of dealing the cards, a player accepting the card shoe:
- 8.32.1 acts as 'Banker' playing the Banker's Hand with the dealer playing the Player's Hand; or
 - 8.32.2 with the prior approval of the casino supervisor, acts as 'Player' playing the Player's Hand with the dealer playing the Banker's Hand.
- 8.33 Marker buttons denoting 'Player' or 'Banker' shall be placed in front of the player accepting the card shoe and shall denote the hand to be played by the player.
- 8.34 A player who accepts the card shoe must only draw cards at the instruction of the dealer.
- 8.35 Having checked the cards the designated player may expose the hand and the dealer shall then:
- 8.35.1 collect the cards and place them face upwards on the area designated on the layout;
 - 8.35.2 turn over any cards that are not exposed by the players;
 - 8.35.3 announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.36 A third card required to be dealt to the Banker's Hand or Player's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.

Method E

- 8.37 The dealer shall offer the card shoe counter-clockwise commencing with the player seated to the immediate right of the dealer and who has placed a wager. By accepting the card shoe, the player shall be required to place a wager on the Banker's Hand or, in accordance with rule 8.39.2, the Player's Hand.
- 8.38 Should all players decline the card shoe, the game shall be dealt in accordance with either 'Method A', 'Method B' or 'Method C'.
- 8.39 For the purpose of dealing the cards, a player accepting the card shoe:
- 8.39.1 acts as 'Banker' playing the Banker's Hand with the dealer playing the Player's Hand; or
- 8.39.2 with the prior approval of the casino supervisor, acts as 'Player' playing the Player's Hand with the dealer playing the Banker's Hand.
- 8.40 A player accepting the card shoe shall retain control of the card shoe until either the player elects to pass the card shoe or the player's wager loses or the player is directed by the casino supervisor to forfeit control of the card shoe.
- 8.41 Marker buttons denoting 'Player' or 'Banker' shall be placed in front of the player accepting the card shoe and shall denote the hand to be played by the player.
- 8.42 A player who accepts the card shoe must only draw cards at the instruction of the dealer.
- 8.43 Having checked the cards the designated player may expose the hand and the dealer shall then:
- 8.43.1 collect the cards and place them face upwards on the area designated on the layout;
- 8.43.2 turn over any cards that are not exposed by the players;
- 8.43.3 announce the point count of the Player's Hand and then the point count of the Banker's Hand.
- 8.44 A third card required to be dealt to the Banker's Hand or Player's Hand in accordance with rule 9 shall be dealt in the same manner as the initial four cards.
- 8.45 When the Banker's Hand, or in accordance with rule 8.39.2 the Player's Hand, loses the card shoe shall be offered counter clockwise around the table, starting to the immediate right of the last player accepting the card shoe.

9. Dealing of Additional Cards

- 9.1 Following the announcement of the point counts of each hand, a third card shall be dealt to each hand if so required pursuant to rules 9.2 to 9.6 inclusive.
- 9.2 If the point count of the Player's Hand or the Banker's Hand after the initial four cards are dealt is 8 or 9, which is called a "natural", no more cards shall be dealt to either hand.
- 9.3 If the point count of the Banker's Hand is 0 to 7 inclusive after the initial four cards are dealt, the Player's Hand shall:

9.3.1 draw (i.e. take a third card); or

9.3.2 stand (i.e. not take a third card),

in accordance with the requirements of Table 1 below.

TABLE 1 : PLAYER'S HAND

A Player having a point count of:-	
0-1-2-3-4-5-	Draws a card
6-7	Stands
8-9	Has a natural and cannot draw

9.4 When the 'Player's Hand' draws, the 'Banker's Hand' shall:

9.4.1 draw (i.e. take a third card), or

9.4.2 stand (i.e. not take a third card),

in accordance with the requirements of Table 2 below.

TABLE 2 : BANKER'S HAND

Third card drawn by Player's Hand

Banker's Hand	No Card	0	1	2	3	4	5	6	7	8	9
0	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
3	D	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	D	S	S
6	S	S	S	S	S	S	S	D	D	S	S
7	S	S	S	S	S	S	S	S	S	S	S
8	S	S	S	S	S	S	S	S	S	S	S
9	S	S	S	S	S	S	S	S	S	S	S

9.5 When the Player's Hand stands, the Banker's Hand shall draw a third card if the point count of the Banker's Hand is 0 to 5 inclusive.

9.6 In no event shall more than one additional card be drawn to either hand.

10 Even Money Baccarat

10.1 Where the game in play is Even Money Baccarat the approved rules of Baccarat shall apply, except where the rules are inconsistent with the rules of Even Money Baccarat, in which case the rules of Even Money Baccarat shall prevail.

11. Settlement

11.1 Settlement of wagers after the announcement of the result of the coup shall be as follows:

- 11.1.1 a winning wager on the Player's Hand shall be paid at the odds of 1 to 1;
- 11.1.2 a winning wager on the Banker's Hand shall be paid at the odds of 19 to 20;
- 11.1.3 a winning wager on a Tie bet shall be paid at the odds of 8 to 1.
- 11.2 Where the game in play is Even Money Baccarat, settlement of wagers after the announcement of the result of the coup shall be as follows:
 - 11.2.1 a winning wager on the Player's Hand shall be paid at odds of 1 to 1;
 - 11.2.2 a winning wager on the Banker's hand shall be paid at odds of 1 to 1 except where the winning hand has a point count of 6 which shall be paid at odds of 1 to 2;
 - 11.2.3 a winning wager on a Tie bet shall be paid at odds of 8 to 1.
- 12. Irregularities**
 - 12.1 When a dealer, or designated player, misdeals cards to a hand, a reconstruction of the cards shall be attempted in order to comply with the dealing procedures of rule 7.3.
 - 12.2 After a reconstruction has occurred and prior to any cards being exposed, each player shall have the option of removing his or her wager prior to the coup resuming provided that once a wager has been removed it cannot be replaced or remaining wagers either added to or reduced. If all wagers are removed, then the coup shall be declared void.
 - 12.3 When a coup cannot be reconstructed, following a misdeal or where more than two cards are dealt to a coup on the initial deal, the casino supervisor shall authorise that the coup be declared void and all monies returned for that coup. Play shall then continue with the remaining cards in the card shoe or shuffling device.
 - 12.3.1 Where a card shoe is in use and the coup has been voided the casino supervisor may, with the agreement of all players, void the remainder of the card shoe.
 - 12.4 A third card dealt to the Player's Hand when no third card is authorised by these rules shall become the third card of the Banker's Hand if the Banker's Hand is obliged to draw in accordance with Table 2 of rule 9. If, in such circumstances, the Banker's Hand is required to stand, the card dealt in error shall become the first card of the next coup and shall for the purpose of rule 5.3, be deemed not to have been removed from the card shoe or shuffling device.
 - 12.5 If a card that would have been the first card of the next coup has been disclosed or is found face upwards in the card shoe or shuffling device, that card shall become the first card of a no bet coup.
 - 12.6 When a no bet coup arises, the cards shall be dealt in accordance with Method A, and no wagers shall be permitted.
 - 12.7 If a card is found face upwards in the card shoe or shuffling device after the first card of a coup has been dealt, the card shall be played as if it were found face downwards, subject to rule 12.5.

- 12.8 If there are found to be insufficient cards in the card shoe to complete a hand that coup shall be void.
- 12.9 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.
- 12.10 Should the dealer forget to burn the first and/or any additional cards from the card shoe or shuffling device in accordance with rule 4.7, then play shall continue with those cards remaining in play.
- 12.11 In the event that the cards are not shuffled following the exposure of the cutting card, subject to rule 12.8, 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.
- 12.12 In the event that the game in play is Even Money Baccarat and the dealer settles wagers in accordance with rule 11.1 or where the game in play is Baccarat and the dealer settles the wagers in accordance with rule 11.2 the following shall apply:
- 12.12.1 the results of all previous coups shall stand; and
- 12.12.2 the game will then continue in accordance with the approved rules for the game in play.
- 12.13 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 52 cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 12.13.1 the result of any coups previously completed shall stand; and
- 12.13.2 the coup where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that coup; and
- 12.13.3 the remainder of the card shoe or shuffling device shall then be declared void and the decks checked for any further missing or foreign cards.

13. Shuffling Device Malfunction

- 13.1 This rule, and rules 13.2 to 13.3, apply if all of the following conditions are satisfied:
- 13.1.1 a shuffling device is in use for a game of Baccarat; and
- 13.1.2 it becomes evident, in a coup 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
- 13.1.3 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
- 13.1.4 another shuffling device is readily available; and
- 13.1.5 it is practicable to transfer cards to another shuffling device.
- 13.2 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.

- 13.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 13.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
 - 13.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
 - 13.3.3 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
 - 13.3.4 the game is continued.
- 13.4 Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the coup is terminated, and the amount wagered by each player must be returned to the player. The result of any coups previously completed shall stand.
- 13.5 Where a shuffling device malfunctions and rules 13.1.4 or 13.1.5 can not be satisfied:
- 13.5.1 each player must be given the opportunity to have each amount wagered by the player in the coup returned to the player; and
 - 13.5.2 any damaged card must be replaced with cards from a new deck; and
 - 13.5.3 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
 - 13.5.4 the coup for the players who elected not to have their wagers returned is completed using a card shoe.

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 Act;
- 14.3.4 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.
- 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 change the game in play (from or to Even Money Baccarat) providing that a sign indicating the game to be implemented and the proposed time of the change has been displayed at the table at least 20 minutes prior to the change or with the consent of all players participating in the current game.
- 14.9 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.
- 14.10 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.
- 14.11 Players and spectators are not permitted to have side bets with or against each other.
- 14.12 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.
- 14.13 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter must be referred in the first instance to a casino supervisor.
- 14.14 In any dispute arising from these Rules, 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 their right to lodge a complaint with an inspector under section 110 of the Act.
- 14.15 A copy of these rules shall be made available for inspection upon request.

15 Tournament Play**15.1 Definitions**

15.1.1 In these rules, unless the contrary appears:

“**buy-in**” means the prescribed amount of money to be converted into tournament chips by each tournament player prior to each session or final for participation in the tournament;

“**marker**” means an indicator which may be used to indicate the wagering order;

“**pass card**” an approved card which may be used by a tournament player in lieu of a wager in a round of play;

“**play-off**” means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal value of chips other than zero;

“**session**” means a set time period, measured using a clock or determined by some other means, at the completion of which the winner and/or placegetter(s) advance to a further or final session;

“**tie**” means that two (2) or more tournament players have equal value amounts of tournament chips at the conclusion of a heat or final;

“**tournament**” means a competition for the playing of Baccarat, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

“**tournament chips**” are chips issued to tournament players for the purposes of wagering and scoring in tournament play. In cases where tournament chips have a cash value, the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratios at which tournament chips with a cash value are issued and redeemed for cash chips;

“**Tournament Manager**” means a licensed person(s) appointed by the casino operator and responsible for the overall control of the tournament;

“**undisclosed wager**” means a wager made by a tournament player by writing the amount and type of wager on an approved form the details of which shall not be revealed to any other tournament player at the table until after the conclusion of the round of play in which the wager was placed;

15.2 Application of Baccarat rules

15.2.1 The rules for playing of Baccarat other than sub rules 6.3, 6.4, 6.6 and 6.7 shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.

15.3 Entry fees/prize pool for tournament

15.3.1 The casino operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.

15.3.2 All entry fees received by the casino operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of

play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.

15.3.3 The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.

15.3.4 The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

15.4 Tournament conditions

15.4.1 Dealing methods D and E shall not be used for tournament play.

15.4.2 The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.

15.4.3 The tournament conditions must include, but is not limited to, the following:

- (a) the amount of the entry fee, if any;
- (b) the amount of tournament chips to be allocated to or purchased by the tournament player at the commencement of a session;
- (c) whether there is a minimum or compulsory wager for each round of play in a session;
- (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
- (e) the structure of the tournament, including the dealing method to be used, the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
- (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
- (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (h) in respect of eligibility for entry:
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;

- (i) the terms of entry (including the period within which an tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (k) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

15.4.4 The Tournament Manager may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

15.5 Conduct of Play

15.5.1 The Tournament Manager shall designate the gaming tables to be used in the conduct of the tournament.

15.5.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 15.5.1 is used exclusively for tournament play.

15.5.3 The Tournament Manager may alter the starting time of any session, if reasonable notice has been given to the tournament players.

15.5.4 The Tournament Manager may determine the method of allocating tables and playing areas to tournament players, the order of wagering, the conditions applicable to the use of pass cards and undisclosed wagers, providing those conditions are consistent with the relevant rules of the game.

15.5.5 The Tournament Manager may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:

15.5.5.1 if the tournament player or players to progress to the following session from that gaming table or round have been determined; and

15.5.5.2 if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, providing all the tournament players at the gaming table agree.

15.5.6 Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:

15.5.6.1 direct the dealer to deduct an amount equal to the minimum wager from the set amount of tournament chips for each round of play for which the tournament player is absent, to a maximum of three rounds of play; and/or

15.5.6.2 declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee except on the approval of the Tournament Manager but will retain the value of tournament chips won or purchased in accordance with these rules.

- 15.5.7 The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Baccarat or tournament play and shall not be entitled to receive a refund of the entry fee but will, subject to rule 14.5, retain the value of tournament chips won or purchased in accordance with these rules.
- 15.5.8 At the completion of each session of play, dealers and/or casino supervisors shall total the value of tournament chips in front of each remaining tournament player. This amount is to be recorded and given to the Tournament Manager who will determine and announce the winners or place getters.
- 15.5.9 At the conclusion of each session of play, dealers and/or casino supervisors are to ensure that all tournament chips have been returned to the inventory. If a situation arises where tournament chips have not been returned to the table, the Tournament Manager is to be advised and the quantity and denomination recorded.
- 15.6 Wagers**
- 15.6.1 All wagers will be made with tournament chips.
- 15.6.2 Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at the table.
- 15.6.3 Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.
- 15.6.4 A tournament player must wager at least the minimum and no more than the maximum on each round of play during the session. A player who fails to wager on each round of play shall be disqualified unless he/she has played a pass card in accordance with rule 15.7.
- 15.6.5 Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 15.6.6 Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason.
- 15.6.7 The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 15.6.8 All wagers must be made and paid with the approved tournament chips.
- 15.6.9 Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator. In cases where tournament chips have a cash value the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratio at which tournament chips with a cash value are issued and redeemed for cash chips.
- 15.6.10 A tournament player shall wager only from their allocated position.

- 15.6.11 Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 15.6.12 Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 15.6.13 Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 15.6.14 Subject to rule 15.7 and 15.8, each tournament player must wager at least the minimum prescribed wager on each round of play and shall not exceed the maximum. All wagers shall be in units of the minimum. Wagers in excess of the stated maximum shall be paid or collected to the maximum. A wager found to be less than the minimum shall be required to be made up to the minimum. If the tournament player is unable to increase the wager to the prescribed minimum, the tournament player's wager shall be void, the cards shall be burned by placing them in the discard rack and the tournament player shall be eliminated from the session. A wager found to contain incomplete increments should be valid to the last complete wagered increment.
- 15.6.15 The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

15.7 Pass cards

- 15.7.1 If the tournament provides for the use of a pass card(s) such card(s) shall be allocated at the beginning of each heat. Each tournament player shall be allocated the same number of pass cards. The tournament player may place a pass card on the playing area in lieu of a wager. Pass cards will be collected by the dealer at the conclusion of each round of play.

15.8 Undisclosed wagers

- 15.8.1 A tournament may provide for the use of undisclosed wagers. The number of undisclosed wagers shall be determined by the terms and conditions of the tournament.
- 15.8.2 Where a tournament player elects to make an undisclosed wager the following shall apply:
 - 15.8.2.1 the tournament player shall make the wager by writing the type of wager and amount of the wager on a form designed for the purpose and passing it to the game supervisor for recording; and
 - 15.8.2.2 each tournament player is responsible for the correct completion of his or her form; and
 - 15.8.2.3 undisclosed wagers shall be within the table minimum or maximum wagers prescribed and shall not exceed the amount of tournament chips in the tournament player's possession; and
 - 15.8.2.4 an undisclosed wager may be made in conjunction with a wager in tournament chips provided the combined total does not exceed the amount of tournament chips in the tournament player's possession; and

- 15.8.2.5 the game supervisor will examine the undisclosed wager prior to the commencement of the round of play to ensure that it has been made in accordance with these rules and will place an indicator in front of the tournament player making the wager to indicate the existence of an undisclosed wager; and
- 15.8.2.6 at the conclusion of the round of play the games supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.
- 15.8.3 Where after the conclusion of a round of play an undisclosed wager is found not to have complied with 15.8.2:
- 15.8.3.1 an undisclosed wager less than the table minimum shall be deemed to be for the minimum.
- 15.8.3.2 an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum.
- 15.8.3.3 an undisclosed wager that exceeds the amount of tournament chips in the tournament player's possession will be deemed to be for the full amount of those chips or the table maximum whichever is the lower.
- 15.8.3.4 an undisclosed wager that does not show the amount or type of wager the tournament player shall have an amount equal to the table minimum deducted from his/her tournament chip inventory.
- 15.8.4 At the conclusion of the round of play in which an undisclosed wager is played and prior to the first card of the next round of play is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.
- 15.9 Order of wagering**
- 15.9.1 A tournament may provide for an order of wagering to be implemented. The order of wagering shall be determined by the terms and conditions of the tournament.
- 15.9.2 Where an order of wagering is to be implemented a marker will be used to indicate the wagering order. The marker will be placed on box one for the first round of play, box two for the second round of play and so on.
- 15.9.3 When the marker is placed on a tournament player's box, that tournament player must wager first, the remaining tournament players shall wager in sequence commencing with the tournament player to the left of the tournament player who wagers first.
- 15.9.4 Once a tournament player has made their wager in turn, wagers may not be removed or altered.
- 15.9.5 A tournament player who wagers out of sequence as determined by rule 15.9.3 shall not remove or alter the wager after it is placed.
- 15.10 Session winners/placegetters**
- 15.10.1 The number of tournament players to advance to the next session will be determined at the start of the tournament.

- 15.10.2 The winner(s) of each session will be the tournament player(s) on each table with the highest value of chips at the end of the session.
- 15.10.3 If, at the completion of each session, the remaining number of tournament players, having an equal value of tournament chips, exceeds the number of tournament players to advance to the next session a play off will be conducted amongst those tournament players. At the end of each round of play a count of the tournament player's tournament chips shall be conducted until an order is determined.
- 15.10.4 If two (2) or more tournament players are eliminated in the same round of play, a count of residual chips will determine the placings unless two or more tournament players have equal or no residual chips, in which case the tournament player with the smallest wager will be deemed to have been eliminated first. If the tournament players have made equal wagers the tournament player whose chips were removed first shall be deemed to have been eliminated first.
- 15.11 General provisions**
- 15.11.1 Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.
- 15.11.2 In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Manager will be final and the game will not proceed until the dispute is settled.
- 15.11.3 At the Tournament Manager discretion, a count of all tournament player's chips may be conducted.
- 15.11.4 A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.

DIAGRAM A

MINI BACCARAT LAYOUT

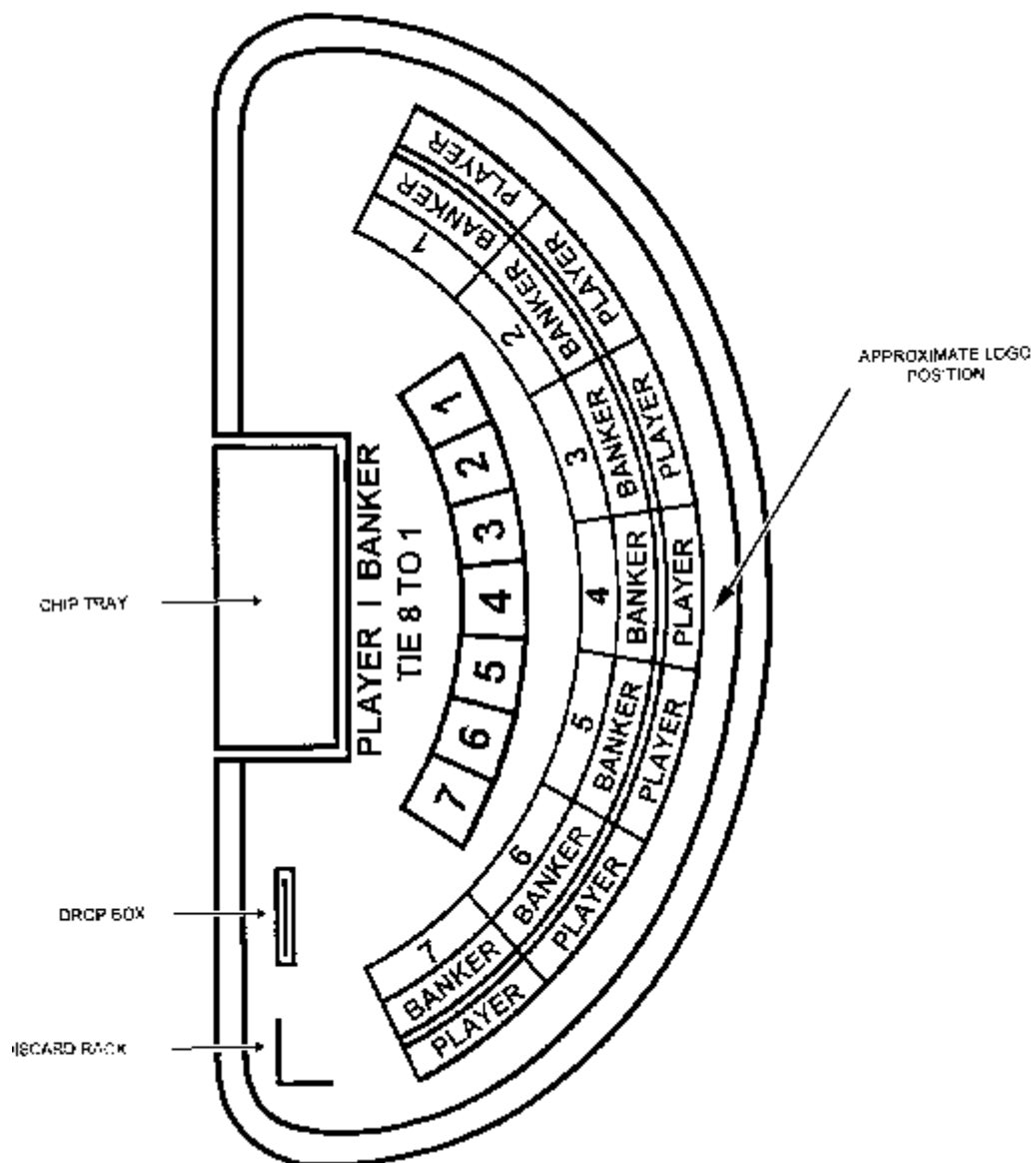


DIAGRAM B

MINI BACCARAT LAYOUT

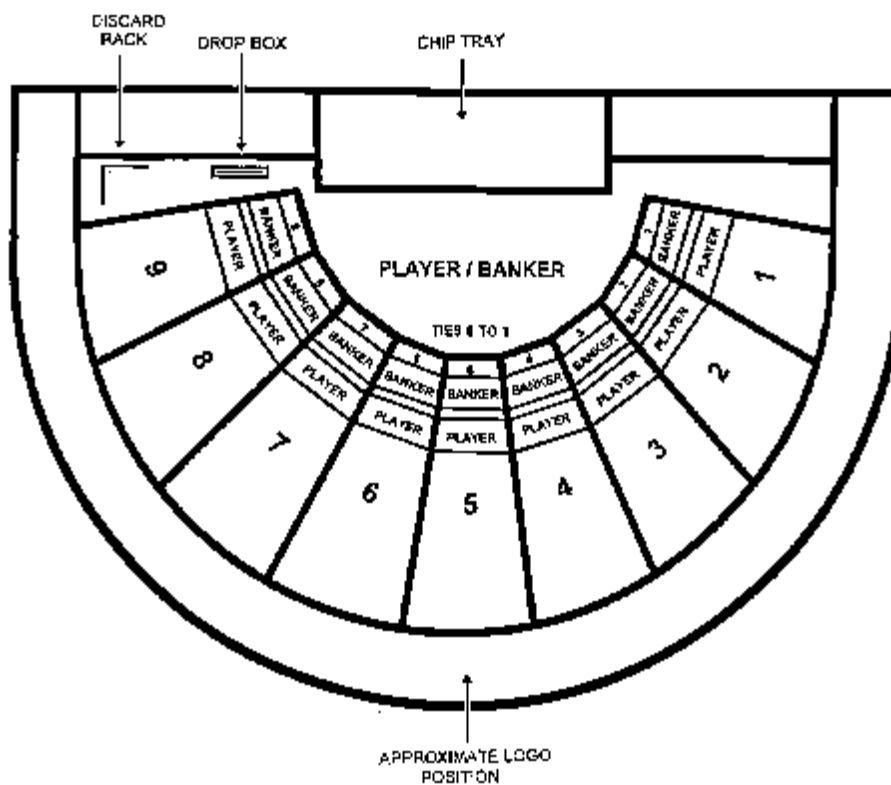


DIAGRAM C

MINI BACCARAT LAYOUT

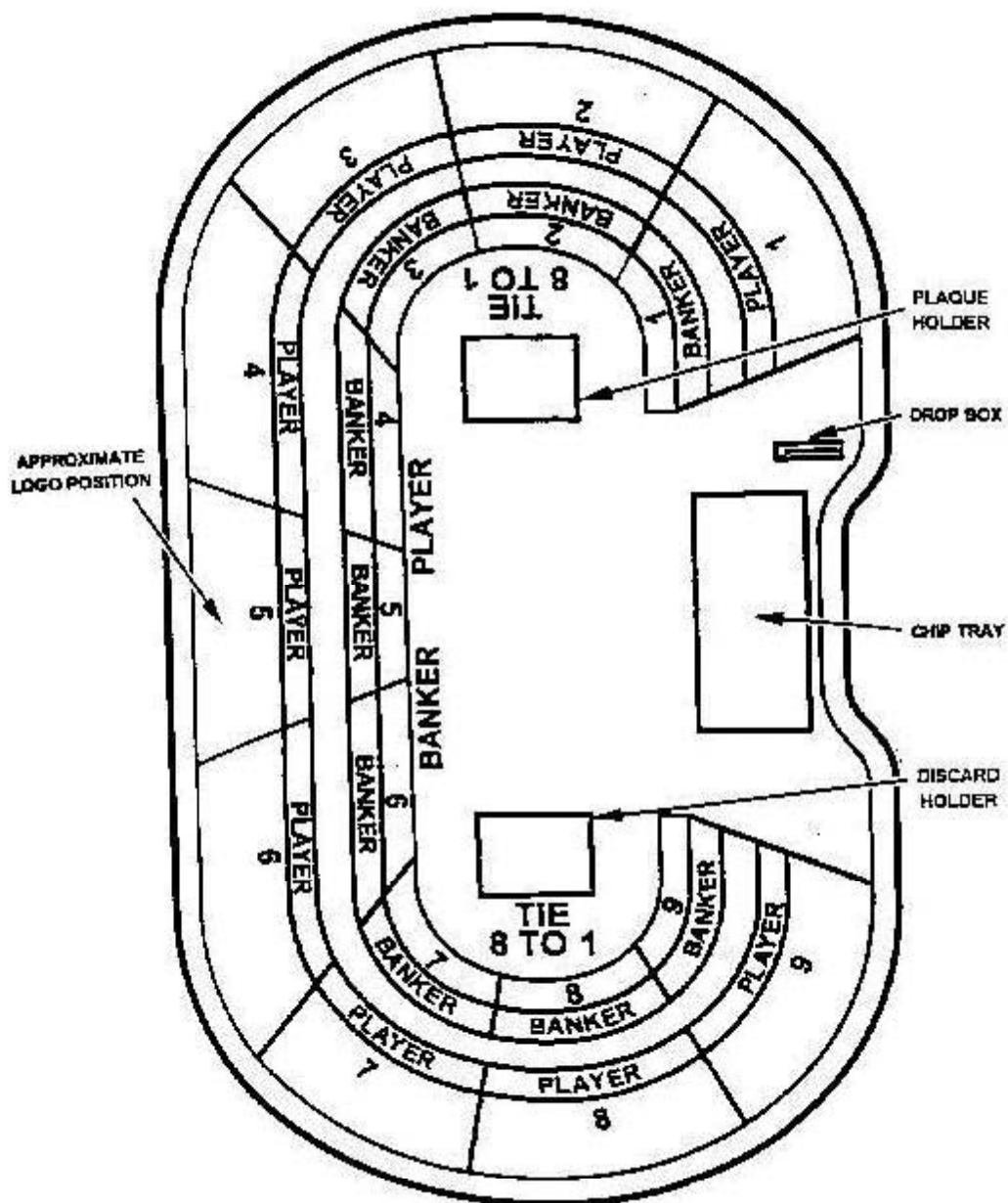


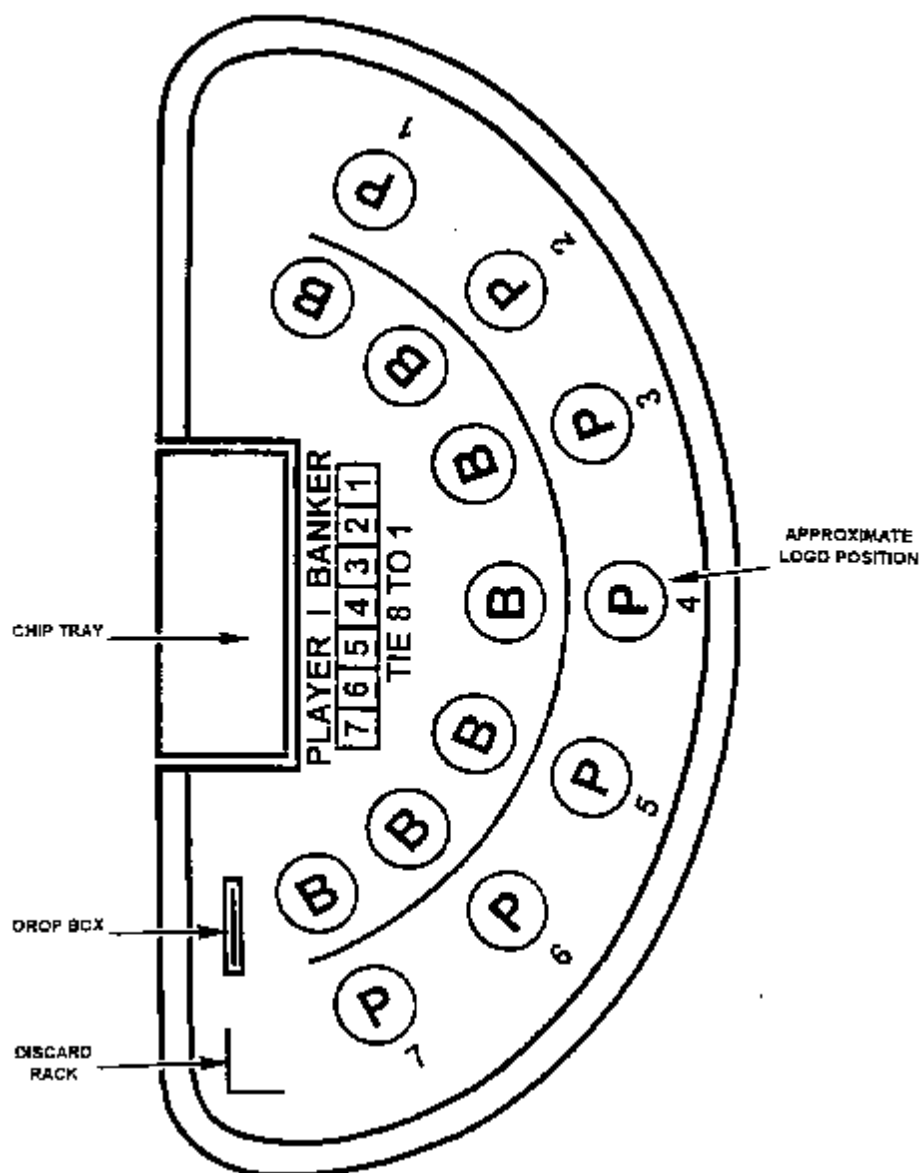
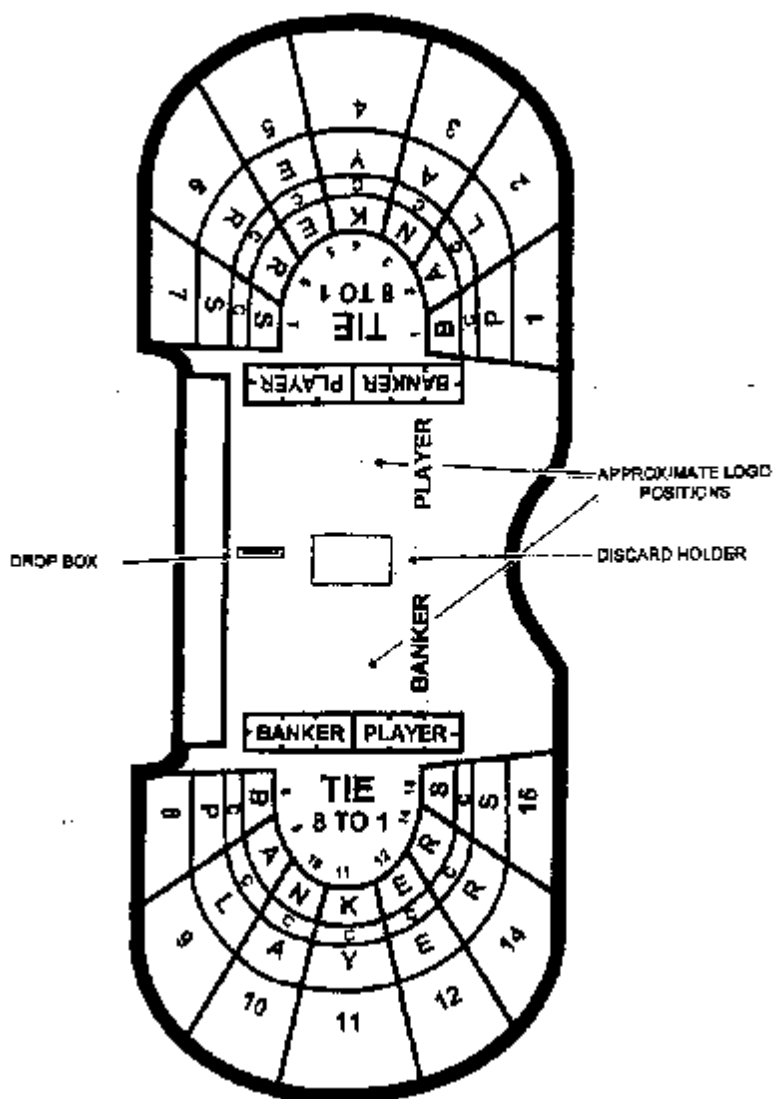
DIAGRAM D**MINI BACCARAT TABLE AND LAYOUT WITH BETTING CIRCLES**

DIAGRAM E**BACCARAT LAYOUT**

BIG WHEEL

- 1. Definitions**
- 2. Table Layout and Equipment**
- 3. Wagers**
- 4. Minimum and Maximum Wagers**
- 5. Rotation of the Wheel**
- 6. Settlement Odds**
- 7. Irregularities**
- 8. General Provisions**

Diagrams 'A' and 'B'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**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;

"**colour checks**" means chips without denomination markings;

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

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

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

"**marker button**" means a button used to denote the value of colour checks;

"**value chips**" means chips marked with denominations of value;

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

2. Table Layout and Equipment

2.1 The game of Big Wheel shall be played at a table having on one side places for the players, and on the opposite side a place for the dealer(s) with a circular wheel of not less than 1.5 metres in diameter.

2.2 The rim of the wheel shall be divided, by means of pegs, into 52 equally spaced sections which shall be marked in the same order shown in diagram "A" and have the following:

2.2.1 24 sections exhibiting one particular symbol or number;

2.2.2 12 sections exhibiting a second particular symbol or number;

2.2.3 8 sections exhibiting a third particular symbol or number;

2.2.4 4 sections exhibiting a fourth particular symbol or number;

2.2.5 2 sections exhibiting a fifth particular symbol or number;

2.2.6 1 section exhibiting a sixth particular symbol or number;

2.2.7 1 section exhibiting a seventh particular symbol or number.

- 2.3 The layout of the table shall display the name and/or logo of the casino, shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "B".
- 2.4 The table may be fitted with electronic equipment which would, by the activation of the relevant button or switch, illuminate the winning areas on the table.
- 2.5 The following equipment shall also be used:
 - 2.5.1 an indicator which stops the wheel and indicates the winning section;
 - 2.5.2 marker buttons, constructed of plastic in different colours, sufficient to indicate the values of the colour checks in use at the table.
- 2.6 The table shall have a drop box attached to it.
- 3. Wagers**
- 3.1 A permissible wager by a player shall be a wager on a particular symbol or number which shall:
 - 3.1.1 win if the indicator comes to rest in a section of the wheel depicting that particular symbol or number; and
 - 3.1.2 lose if the indicator comes to rest in a section of the wheel depicting any other symbol or number.
- 3.2 All wagers shall be made by placing value chips or colour checks and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 3.3 The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.
- 3.4 Colour checks issued at a Big Wheel table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.5 Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino unless that table is closed at the time of the redemption request.
- 3.6 No player shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another player at the same table unless the player(s) issued with the colour checks agreed to the issue.
- 3.7 Where a player purchases colour checks, the specific value to be assigned to each shall be ascertained by the dealer and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that player.
- 3.8 At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table, provided that as a result, no other player is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.9 Immediately before the wheel is spun the dealer shall call "no more bets". A wager cannot be withdrawn, changed or placed once the wheel has been activated nor shall

wagers be placed or removed until winning wagers from the previous result have been paid.

- 3.10 Wagers orally declared shall be accepted only when accompanied by chips or colour checks or casino promotional tokens and the dealer has sufficient time to place the wager on the layout prior to the wheel being spun.
- 3.11 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.
- 3.12 Wagers shall be settled strictly in accordance with the position of chips or colour checks or casino promotional tokens on the layout when the indicator comes to rest in a section of the wheel.
- 3.13 A casino supervisor may modify the application of rule 3.12 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.

4. Minimum and Maximum Wagers

- 4.1 The minimum and maximum wagers permitted by a player 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.
- 4.2 A wager found to be below the stated minimum, after the call of no more bets, shall be valid.
- 4.3 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 spin(s) the wagers and results of the previous spin(s) shall stand.
- 4.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 4.5 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.
- 4.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

5. Rotation of the Wheel

- 5.1 The wheel shall be spun by either a dealer or casino supervisor and the direction of the wheel may be alternated. The wheel must complete at least three revolutions, measured from the moment the dealer or casino supervisor removes their hand from the wheel for the final time to the time that the indicator comes to rest in a section of the wheel, to constitute a valid spin.
- 5.2 Upon the indicator coming to rest in a section of the wheel, the dealer or casino supervisor shall announce the winning symbol or number and then the dealer(s) shall first collect all losing wagers and then pay all winning wagers.

- 5.3 No person other than a dealer or casino supervisor responsible for the operation and integrity of the game, shall, at any time during play interfere with the wheel or the rotation of the wheel.
- 5.4 The indicator must be clearly inside one of the sections at the completion of a spin to constitute a valid spin.

6. Settlement Odds

- 6.1 Winning wagers at the game of Big Wheel shall be paid at the odds listed below:

Wager	Odds
24 sections referred to in rule 2.2.1	1 to 1
12 sections referred to in rule 2.2.2	3 to 1
8 sections referred to in rule 2.2.3	5 to 1
4 sections referred to in rule 2.2.4	11 to 1
2 sections referred to in rule 2.2.5	23 to 1
1 section referred to in rule 2.2.6	47 to 1
1 section referred to in rule 2.2.7	47 to 1

7. Irregularities

- 7.1 If a dealer or the casino supervisor anticipates that the wheel will not complete three revolutions, the dealer or casino supervisor shall announce "no-spin" and the wheel shall be spun again.
- 7.2 If the indicator stops on the peg between two sections, all wagers shall be void on that spin and a dealer or the casino supervisor shall announce "no spin".
- 7.3 If there is a physical interference or a mechanical malfunction with the spin of the wheel, a dealer or the casino supervisor shall announce "no-spin" and the spin shall be an invalid spin regardless of whether or not the indicator comes to rest in one of the sections of the wheel.
- 7.4 If a dealer or the casino supervisor announces "no-spin", all wagers shall be void on that spin.

8. General Provisions

- 8.1 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.
- 8.2 Rule 8.1 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.
- 8.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 8.1, he/she may:
- 8.3.1 declare that any wager made by the person is void;
- 8.3.2 direct that the person shall be excluded from further participation in the game;

- 8.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act;
- 8.3.4 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.
- 8.4 A casino supervisor may invalidate the outcome of a game if:
 - 8.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 8.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 8.5 Where the outcome of a game is invalidated under rule 8.4, 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 8.4.2 be forfeited.
- 8.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.7 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.
- 8.8 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.
- 8.9 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.
- 8.10 Players and spectators are not permitted to have side bets with or against each other.
- 8.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the call of no more bets and in so doing may cause the wager(s) to be removed from the layout.
- 8.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a game supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter shall be referred in the first instance to a casino supervisor.
- 8.13 In any dispute arising from these rules, 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 110 of the Act.
- 8.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

BIG WHEEL

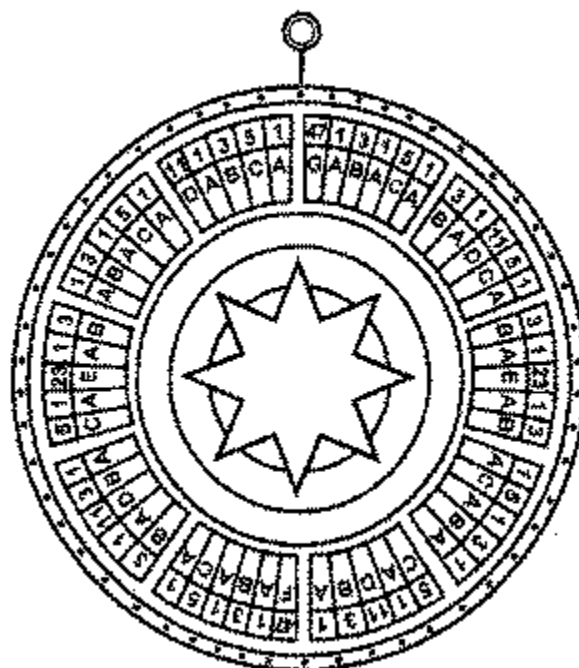
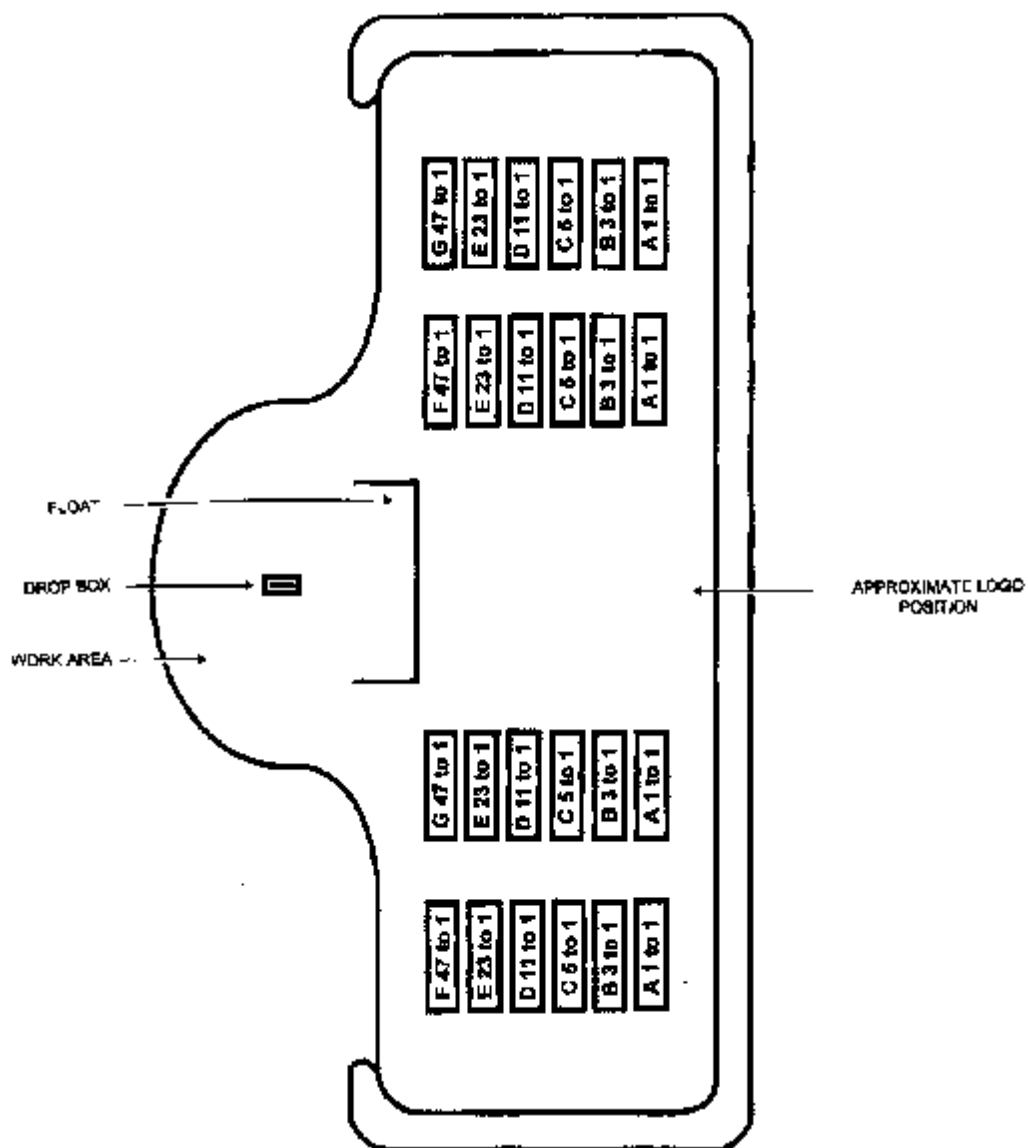


DIAGRAM B**BIG WHEEL LAYOUT**

BLACKJACK

1. Definitions
 2. Table Layout and Equipment
 3. The Cards
 4. The Shuffle and Cut
 5. Wagers
 6. Minimum and Maximum Wagers
 7. The Initial Deal
 8. Insurance
 9. Interim Settlement
 10. Subsequent Deal
 11. Doubling
 12. Splitting
 13. Additional Cards to the Dealer's Hand
 14. Super Sevens and Perfect Pairs (Optional)
 15. Final Settlement
 16. Pontoon
 17. Irregularities
 18. Shuffling Device Malfunction
 19. General Provisions
 20. Tournament Play
- Diagrams 'A', 'B', 'C', 'D' and 'E'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**blackjack**" means an ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;

"**burned**" means to remove a card from play by placing it in the discard rack;

"**deck-checking device**" means a machine approved by the Casino Control Authority to be used to check that each deck of cards contains the correct cards for the game;

"**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;

"**games 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 106 of the Act;

"**multishuffler**" means a machine approved by the Casino Control Authority to be used for shuffling either four (4), six (6) or eight (8) decks of cards;

"**Perfect Pairs wager**" means an optional additional wager, which may be made by a player in accordance with rule 14;

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

"**Pontoon**" means a variation of the game of Blackjack;

"**Pontoon Pandemonium**" means an optional additional wager which may be made by a player in accordance with rule 16.14;

"**round of play**" means a 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, pays out winnings;

"**shuffling device**" means a card shuffling machine approved by the Casino Control Authority for use in the game of Blackjack but does not include a "multishuffler";

"**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 Sevens wager**" means an optional additional wager which may be made by a player in accordance with rule 14;

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

2. Table Layout and Equipment

2.1 The game of Blackjack 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", "B" or "C" with:

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

2.2.2 an area for the placement of insurance wagers;

2.2.3 inscriptions to the effect that:

2.2.3.1 blackjack pays 3 to 2;

2.2.3.2 the dealer must stand on 17 and must draw to 16; and

2.2.3.3 insurance pays 2 to 1.

2.2.4 the name and/or logo of the casino imprinted thereon.

2.3 The following equipment shall also be used in the game of Blackjack:

2.3.1 a card shoe or shuffling device from which all cards shall be dealt;

2.3.2 a discard rack capable of holding up to eight decks of cards.

2.4 The table shall have a drop box attached to it.

3. The Cards

3.1 The game of Blackjack shall be played with either three decks or four decks or six decks or eight decks of cards, each deck having 52 cards without jokers, with backs the same colour and design and a cutting card, provided however that the Super Sevens or Perfect Pairs option described in rule 14 shall be played with either six decks or eight decks of cards.

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 11.2;

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.
- 3.3 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.
- 3.4 Cards may be checked, pre-shuffled and secured until such time as they may be required.
- 3.5 Cards may be removed from the table and replaced with new cards, at the discretion of a casino supervisor, upon the completion of:
 - 3.5.1 a round of play in which the cutting card is exposed and prior to a shuffle when a card shoe is used; or
 - 3.5.2 any round of play when a shuffling device is used.
- 3.6 All cards used in the game of Blackjack 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:
 - 3.6.1 face upwards; or
 - 3.6.2 the first two cards to each player may be dealt face downwards with the prior approval of an inspector. In this instance the players must expose the first two cards prior to receiving a third card.
- 3.7 Where rule 3.6.2 applies, the cards may be handled by the player, but may not leave the area of the table layout, nor be held away from the table.
- 3.8 No person shall handle, remove or alter any cards used in the game of Blackjack other than as provided for in rule 3.6.2.
- 3.9 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 table and to the left of the dealer) 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; or
 - 4.1.3 at the completion of the round of play in which the cutting card is drawn.
 - 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 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.
- 4.4 The person designated in rule 4.2 or 4.3 shall cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.5 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 When a shuffling device is used, the operation of rules 4.1 to 4.5 inclusive are amended to the extent necessary for the following to have effect:
- 4.6.1 prior to the start of play or the introduction of new cards in accordance with rule 3.5, unless pre-shuffled cards are introduced, the new decks of cards shall be manually shuffled by the dealer before being placed in the shuffling device; and
 - 4.6.2 cards shall be placed in the shuffling device to be shuffled; and
 - 4.6.3 the cards shall not be cut; and
 - 4.6.4 the shuffling device takes the place of the card shoe; and
 - 4.6.5 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.
- 4.7 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 A wager by a player shall be placed on the appropriate playing areas of the Blackjack layout prior to the first card being removed from the card shoe or shuffling device for each round of play.
- 5.3 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.

- 5.4 Up to three players may wager on any one playing area of the blackjack layout but a casino supervisor may restrict the number of players to less than three.
- 5.5 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:
 - 5.5.1 the player who is seated at the playing area;
 - 5.5.2 where there is no seated player, the player with the highest wager in the box;
 - 5.5.3 where all wagers are of equal value, the player whose wager is nearest the dealer.
- 5.6 The dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with rule 5.5.
- 5.7 The dealer shall ensure that:
 - 5.7.1 the 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
 - 5.7.2 all other players wagering on the playing area place their wagers in a vertical line with the wager referred to in rule 5.7.1.
- 5.8 A player may be permitted to wager on more than one playing area at a Blackjack 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.
- 5.9 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.
- 5.10 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.
- 5.11 A Casino Duty Manager may restrict a player to the table minimum wager in accordance with the provisions of rule 5.10 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.
- 5.12 A Casino Duty 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 table. An inspector must be notified prior to a player being so restricted under this rule.
- 5.13 Notwithstanding rule 5.8, a casino supervisor may reserve a series of playing areas at a table for the sole use of a specific player.

- 5.14 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. 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 proposed time of change has been displayed at the table at least 20 minutes before the change.
- 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 shall call "no more bets" and starting from the left and continuing clockwise round the table, shall deal a card in sequence to each playing area containing wager/s and a card to the dealer's position. In a like manner the dealer shall then deal a second card to each 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.

8. Insurance

- 8.1 Where the dealer's first card is an ace, a player may place an insurance wager, equivalent to not more than half the amount placed as his/her initial wager, 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 where a player has a blackjack 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 3 to 2, remove the cards dealt to that playing area and place them in the discard rack or, with the approval of a Pit Manager or above, pay said wager(s) at Final Settlement in accordance with rule 15.1.1;

9.1.2 where a player has a blackjack and the dealer's card is an ace, the dealer shall, at the player's request, pay the player in settlement an amount equal to the initial wager. In this instance, any insurance wager made by the player shall be void and returned to the player; or

9.1.3 where a player has a blackjack and the dealer's card has a value of ten, the dealer shall make no payment nor remove any cards from that playing area until the outcome is determined under rule 15.

10. Subsequent Deal

10.1 The dealer shall, beginning from the left, announce the player's point total and allow the player to indicate whether he/she wishes to:

10.1.1 double in accordance with rule 11;

10.1.2 split pairs in accordance with rule 12;

10.1.3 stand by electing to receive no additional cards; or

10.1.4 receive an additional card(s).

10.2 A player having a point total less than 12 shall be required, subject to rules 11 and 12, to receive an additional card or cards until his/her hand has a point total of not less than 12.

10.3 A player may elect to receive additional cards, subject to rules 11 and 12, whenever his/her point total is less than 21 except that a player having blackjack or a hard or soft total of 21 may not draw additional cards.

10.4 Each player must indicate his/her decision(s) by scratching, tapping or knocking on the table to indicate a request for additional cards, or by moving the hand horizontally to indicate that the player wishes to stand; or by such other visual hand signals acceptable to the casino operator. As each 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.

10.5 Where a player's point total exceeds 21, any wager on that hand shall lose and the dealer shall immediately collect the cards from that hand and place them in the discard rack.

11. Doubling

- 11.1 A player may elect to double, by wagering an amount equal to their original wager, on the first two cards dealt to their hand or the first two cards of any split pair providing that:
- 11.1.1 the point total of the first two cards equals 9, 10 or 11; and
 - 11.1.2 the hand does not contain an ace; and
 - 11.1.3 one, and only one, card is dealt to the hand.
- 11.2 Notwithstanding sub-rule 11.1.2, a Casino Duty Manager may permit players at a specific table to double on a hand containing an ace subject to the further conditions of rule 11.1 and providing that:
- 11.2.1 all such players are notified of this option prior to the commencement of play; and
 - 11.2.2 an ace in the first two cards shall have a value of 1 and not 11.
- 11.3 Where a player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.
- 11.4 If the player controlling the playing area 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.
- 11.5 If the dealer obtains blackjack after a player doubles, the dealer shall only collect the amount of the player's original wager.
- 12. Splitting**
- 12.1 When the initial two cards dealt to a playing area are identical in value, the player controlling that playing area 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.
- 12.2 Except as provided by sub-rule 12.3.1, when a 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.
- 12.3 Subject to rule 11, after a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the player shall indicate their decision to stand, draw or double with respect thereto except that:
- 12.3.1 subject to rule 12.5, 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
 - 12.3.2 a player splitting aces or 10 point value cards shall not be capable of achieving a blackjack.
- 12.4 A player may not split cards dealt to a split hand a second time (even if the second card dealt to either of the split hands is of identical value to the original split cards) and may not form more than two hands per playing area.

- 12.5 Notwithstanding rule 12.4, a Casino Duty Manager may permit players at a specific table to split again if the second card dealt to either of the split hands is of identical value to the original split cards providing that:
- 12.5.1 all such players are advised of this option prior to the commencement of play; and
 - 12.5.2 the wager on a third hand is of an amount equal to the original wager; and
 - 12.5.3 no more than three hands are formed per playing area in each round of play; and
 - 12.5.4 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
 - 12.5.5 a player who abstains from splitting their initial two cards may not elect to split after having received a third card.
- 12.6 If the player controlling a playing area decides to split, any other player who has placed a wager on that playing area shall either:
- 12.6.1 make an additional wager on the split hand(s) so formed of an amount equal to their original wager; or
 - 12.6.2 have their original wager placed on the first hand so formed.
- 12.7 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 wager.
- 13. Additional Cards to the Dealer's Hand**
- 13.1 When the subsequent deal to all players' hands has been completed, a dealer shall, subject to rule 13.4, deal additional cards as necessary to his/her hand.
- 13.2 If the dealer's hand has a point total of not more than 16, additional cards must be dealt until a hard or soft point total of not less than 17 is attained. When the dealer's hand has a hard or soft point total of 17, 18, 19, 20 or 21, no additional cards shall be drawn.
- 13.3 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.
- 13.4 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.
- 14. Super Sevens and Perfect Pairs (Optional)**
- 14.1 The casino operator may in its discretion offer players the opportunity to make Super Sevens or Perfect Pairs wagers in accordance with this rule.
- 14.2 Where the Super Sevens or Perfect Pairs wager is offered, and the game of Blackjack is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram B for Super Sevens or diagram C for Perfect

Pairs, any player may elect to place a Super Sevens or Perfect Pairs wager before the round of play commences. The Super Sevens or Perfect Pairs wagers shall be placed in the appropriate playing area of the layout corresponding to the area where the initial wager was placed. Up to three Super Sevens or Perfect Pairs wagers shall be allowed per playing area.

- 14.3 The amount required to make a Super Sevens or Perfect Pairs wager shall be shown on a sign at the table, and a player wishing to make a Super Sevens or Perfect Pairs wager must first have placed an initial wager in one or more playing areas.
- 14.4 Where a Super Sevens wager is made and:
- 14.4.1 the first card dealt to the player's hand in that round is a seven (of any suit), the player shall win and be paid odds of three to one, unless the next card dealt to the hand is also a seven;
 - 14.4.2 the first two cards dealt to the player's hand in that round are both sevens (of different suits), the player shall win and be paid odds of fifty to one, unless the next card dealt to the hand is also a seven;
 - 14.4.3 the first two cards dealt to the player's hand in that round are both sevens of the same suit, the player shall win and be paid odds of one hundred to one, unless the next card dealt to the hand is also a seven;
 - 14.4.4 the first three cards dealt to the player's hand in that round are all sevens, but are not all of the same suit, the player shall win and be paid odds of five hundred to one;
 - 14.4.5 the first three cards dealt to the player's hand in that round are all sevens of the same suit, the player shall win and be paid odds of five thousand to one; or
 - 14.4.6 any card other than a seven is dealt as the first card to that player, that player loses the wager.
- 14.5 If the first two cards dealt to a playing area on which a Super Sevens wager has been made are both sevens, and the option to split in accordance with rule 12 is taken, the next card dealt shall decide the settlement of the Super Sevens wager in accordance with rule 14.4, and that wager shall then be deemed completed.
- 14.6 Winning Super Sevens wagers shall be paid, and losing Super Sevens wagers collected, by the dealer as soon as the outcome of the Super Sevens wager is known.
- 14.7 For the purposes of playing "Perfect Pairs" a pair shall mean a hand that comprises the first two cards dealt in the initial deal that are:
- 14.7.1 of the same number, namely Ace, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
 - 14.7.2 of the same picture type, namely jack, queen or king.
- 14.8 Where a Perfect Pairs wager is made and the initial two cards dealt to that players hand in that round are:
- 14.8.1 A "Mixed Pair" being a pair that comprises two cards of the same number or picture type but of different colours (i.e. one red card and

one black card), the player shall win and be paid at the odds of five to one;

14.8.2 A "Coloured Pair" being a pair that comprises two cards of the same number or picture type and colour but of different suits (i.e. clubs and spades), the player shall win and be paid at the odds of ten to one;

14.8.3 A "Perfect Pair" being a pair that comprises of two cards of the same number or picture type and suit (i.e. two Queens of Spades or two 5 of clubs), the player shall win and be paid at the odds of thirty to one.

14.9 Winning Perfect Pairs wagers shall be paid, and losing Perfect Pairs wagers collected by the dealer at the completion of the initial deal and before any subsequent deal.

15. Final Settlement

15.1 Settlement of wagers remaining on the table after the completion of the dealer's hand shall be as follows:

15.1.1 a player having a blackjack shall win and be paid at odds of 3 to 2 if the dealer does not also have a blackjack;

15.1.2 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 point total in excess of 21;

15.1.3 a player having a point total of 21 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;

15.1.4 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;

15.1.5 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;

15.1.6 a player shall lose if the point total of the dealer exceeds that of the player without exceeding 21;

15.1.7 a wager on a blackjack shall constitute a stand off if the dealer also has a blackjack;

15.1.8 a wager on a hand with the same point total as that of the dealer's hand shall constitute a stand off;

15.1.9 a wager, other than a player's original wager, made in accordance with rules 11 and/or 12 shall constitute a stand off if the dealer achieves a blackjack.

15.2 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.

16. Pontoon

16.1 Where the game in play is "Pontoon" the approved rules of Blackjack shall apply, except where the rules are inconsistent with the rules of "Pontoon", in which case the rules of "Pontoon" shall prevail. The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "D" or "E" with:

- 16.1.1 a minimum of five and a maximum of nine playing areas designated for the placement of wagers;
 - 16.1.2 an area for the placement of insurance wagers;
 - 16.1.3 where the Pontoon Pandemonium option is available an area for the placement of Pontoon Pandemonium wagers;
 - 16.1.4 inscriptions to the effect that:
 - 16.1.4.1 pontoon pays 3 to 2;
 - 16.1.4.2 Dealer must stand on hard 17 or soft 18;
 - 16.1.4.3 Insurance pays 2 to 1;
 - 16.1.5 the name and/or logo of the casino imprinted thereon.
- 16.2 The following additional equipment shall also be used in the game of Pontoon:
- 16.2.1 surrender buttons;
 - 16.2.2 where the Pontoon Pandemonium wager is offered a jackpot button and an electronic meter which displays the winning Pontoon Pandemonium bonus prize.
- 16.3 **Additional Definitions**
- 16.3.1 In the game of Pontoon the following meanings apply:
- 16.3.1.1 “**forfeit**” means that the player has the option after doubling to have the dealer return the doubled portion of the wager to the player and forfeit the original wager;
 - 16.3.1.2 “**jackpot button**” is a device offered to a player with a winning “Pontoon Pandemonium” wager, which when activated randomly selects a bonus prize payable to each player in the playing area with a “Pontoon Pandemonium” wager;
 - 16.3.1.3 “**pontoon**” means an Ace and any card having a point value of ten dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs;
 - 16.3.1.4 “**surrender**” means that where the dealer’s initial card is equal to a Jack, Queen, King or Ace the dealer shall, after the initial deal and prior to any further cards being dealt, offer the player the option to surrender an amount equal to half of their original wager;

- 16.3.1.5 “**surrender buttons**” means the buttons placed on top of a bet to indicate that the bet has been surrendered.

16.4 The Cards

- 16.4.1 The game of Pontoon shall be played with either six decks or eight decks of cards, with the backs the same colour and design and a cutting card. Each deck shall have 48 cards without jokers and the four Tens shall be removed i.e. Ten of Hearts, Diamonds, Clubs and Spades.

16.5 Insurance

- 16.5.1 Where the dealer’s first card is an Ace, a player who has achieved pontoon shall not be eligible to place an insurance wager.

16.6 Surrender

- 16.6.1 Subject to rule 16.6.5, where the dealer’s first card is Jack, Queen, King or Ace, any players who do not have Pontoon have the option to surrender half their original wager. Any player(s) who wish to surrender must indicate this decision by scratching, tapping or knocking on the table, or by such other visual hand signal acceptable to the casino operator. This shall be done before the subsequent deal for the current round of play commences.
- 16.6.2 Where rule 16.6.1 applies the dealer shall offer surrender by announcing ‘surrender’.
- 16.6.3 A marker button will be placed on top of the surrendered wager and no further cards shall be dealt to that hand.
- 16.6.4 If a player controlling the playing area elects to surrender, the player(s) with a wager on the same playing area shall have the option to surrender. If the other player(s) do not surrender, the condition that no further cards shall be dealt to that hand remains unchanged.
- 16.6.5 If the player controlling the playing area elects not to surrender, player(s) wagering on the same playing area may not choose to surrender.
- 16.6.6 Where the dealer obtains pontoon, the surrender shall be void and the player shall lose their entire wager.
- 16.6.7 Where the dealer does not achieve pontoon the dealer shall complete their hand and collect all surrendered wagers in the final settlement.

16.7 Interim Settlement

- 16.7.1 Upon completion of the initial deal and before the subsequent deal where a player has pontoon the dealer shall pay the wager(s) on that hand at odds of 3 to 2 and remove the cards dealt to that playing area and place them in the discard rack, except where the player(s) has also placed a Pontoon Pandemonium wager in which case the cards shall be placed face up under the Pontoon Pandemonium wager.

- 16.7.2 During the subsequent deal and before the final settlement:
- 16.7.2.1 where a player achieves a point total of 21 the dealer shall pay the wager(s) in accordance with rule 16.13, Table 1 and then remove the cards dealt to that playing area and place them in the discard rack;
 - 16.7.2.2 where a player achieves the Super Bonus the dealer shall pay the wager(s) in accordance with rule 16.13, Table 1 and Table 2, and remove the cards dealt to that playing area and place them in the discard rack;
 - 16.7.2.3 where a Super Bonus is achieved on a round of play and there are other players wagering on that round the dealer shall pay any other player's bonus payments according with rule 16.13, Table 2 before removing the Super Bonus cards and placing them in the discard rack.
- 16.7.3 The dealer may, with the approval of a Pit Manager or above, pay the said wagers(s) at Final Settlement in accordance with rule 16.13, Table 1 and/or Table 2.

16.8 Subsequent Deal

- 16.8.1 Players may stand on the total of any two cards.

16.9 Doubling

- 16.9.1 A player may elect to double by wagering an amount equal to their original wager on:
- 16.9.1.1 the player's original two cards (excluding pontoon); or
 - 16.9.1.2 the first two cards of any split pair (except when splitting Aces); or
 - 16.9.1.3 any hand with a point total of less than 21 formed with a third or subsequent card;
- provided that only one additional card shall be dealt to any hand on which a player has elected to double.
- 16.9.2 An Ace in the initial point total of any double shall have a value of one not eleven.
- 16.9.3 All winning double wagers shall be paid at odds of 1 to 1 and shall not be eligible for payout odds and Super Bonus odds as set out in rule 16.13, Tables 1 and 2.
- 16.9.4 If the player controlling the playing area 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 and player(s) shall not

be eligible for payout odds and Super Bonus odds as set out in rule 16.13, Tables 1 and 2.

- 16.9.5 Subject to rule 10.5, a player who has elected to double, after receiving his/her next card (the card that constitutes the double), shall indicate whether he/she wishes to forfeit the original wager and retain his/her doubled portion. This shall be done by the player scratching, tapping or knocking on the table to indicate that they wish to forfeit or by the player moving their hand horizontally to indicate that they do not wish to forfeit; or by the use of such other visual hand signals acceptable to the casino operator. This shall be done before the next hand in turn is acted on.
- 16.9.6 Where the player(s) indicates that he/she wishes to forfeit the dealer shall return the double portion to the player(s), remove the original wager. If all bets on the playing area are forfeited the cards will be collected and placed in the discard rack.
- 16.9.7 Other player(s) with a doubled wager on the same playing area shall have the option to forfeit regardless of whether the player controlling the playing area elects to forfeit.
- 16.9.8 Subject to rule 10.5 and 16.12.1.2 if the dealer obtains pontoon after a player doubles, the dealer shall collect only an amount equivalent to the original wager and shall not collect the additional amount wagered in doubling.

16.10 Splitting

- 16.10.1 A player splitting Aces or 10-point value cards shall not be capable of achieving a pontoon.
- 16.10.2 If the initial two cards dealt to a player are sevens of the same suit and the player elects to split to form two hands the "Super Bonus" payout as set out in rule 16.13, Table 2 shall not apply in the event that an additional seven(s) of the same suit is drawn to any of the split hands.
- 16.10.3 Subject to rule 10.5 and 16.12.1.2, if the dealer obtains pontoon after a player splits a hand, the dealer shall only collect an amount equal to the player's original wager.
- 16.10.4 Subject to rule 12.5, 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.

16.11 Additional Cards to the Dealers Hand

- 16.11.1 Except as provided in rule 13.4, a dealer shall draw additional cards to the dealer's hand until a hard total of 17,18,19,20 or 21 or a soft total of 18, 19, 20 or 21 is attained, at which point no additional cards shall be drawn.

16.12 Final Settlement

- 16.12.1 Settlement of wagers remaining on the table after the completion of the dealer's hand shall be as follows:

- 16.12.1.1 a player having pontoon shall win and be paid at odds of 3 to 2 regardless of the point total of the dealer;
- 16.12.1.2 a player having a point total of 21 shall win and be paid in accordance with rule 16.13 Table 1 regardless of the point total of the dealer;
- 16.12.1.3 a player having achieved the Super Bonus shall win and be paid in accordance with rule 16.13 Table 2, regardless of the point total of the dealer. All other players who wagered on the round of play shall be paid a bonus payment of \$50;
- 16.12.1.4 a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the dealer's hand has a point total in excess of 21;
- 16.12.1.5 a player having a point total of 20 or less shall win and be paid at odds of 1 to 1 if the point total exceeds that of the dealer's hand;
- 16.12.1.6 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 pontoon;
- 16.12.1.7 a player having a point total of 20 or less shall lose an amount equal to their original wager if the dealer achieves a pontoon;
- 16.12.1.8 a wager, other than a player's original wager, made in accordance with rules 11, 16.9 and/or 12, 16.10 shall constitute a stand off if the dealer achieves pontoon;
- 16.12.1.9 a wager on a hand having a point total of 20 or less shall lose if the point total of the dealer exceeds that of the player without exceeding 21;
- 16.12.1.10 a wager on a hand having a point total of 20 or less with the same point total as that of the dealer's hand shall constitute a stand off;
- 16.12.1.11 the non-surrendered portion of a player's wager, made in accordance with rule 16.6, shall be called a stand off, where the dealer achieves a point total other than pontoon. Where the dealer achieves pontoon it shall lose.

16.13 Payout Odds.

- 16.13.1 Winning hands as specified in rules 16.7 and 16.12 shall be paid in accordance with the payout odds and bonus odds as set out in Tables 1 and 2.

Table 1 PAYOUT ODDS

Result	Odds
pontoon	3 to 2
5 Card 21*	3 to 2
6,7,8 mixed suits*	3 to 2
7,7,7 mixed suits *	3 to 2
6 card 21*	2 to 1
6,7,8 same suits (except spades)*	2 to 1
7,7,7 same suits (except spades)*	2 to 1
7 or more card 21*	3 to 1
6,7,8 all spades*	3 to 1
7,7,7 spades*	3 to 1
All other winning wagers	1 to 1
* All winning double wagers shall be paid at the odds of 1 to 1 and shall not be eligible for payout odds as displayed above.	

Table 2 SUPER BONUS

Super Bonus ** 7,7,7 same suit and dealer first card any 7 pays	\$1000 if player bet is \$5 to \$24 \$5000 if player bet is \$25 or greater
All other players who wagered on the round of play in which there is a Super Bonus winner shall receive a Bonus payment of \$50	
Super Bonus payouts are made in addition to the Payout Odds as displayed in Table 1.	
**Super Bonus does not apply where hands have been split or doubled.	

- 16.13.2 The payout schedule listed above shall be shown on a sign on the table.

16.14 Pontoon Pandemonium (Optional)

- 16.14.1 The casino operator may at its discretion offer players the opportunity to make Pontoon Pandemonium wagers in accordance with this rule.
- 16.14.2 Where the Pontoon Pandemonium wager is offered, and the game of Pontoon is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram "E", a player may elect to place a Pontoon Pandemonium wager before the round of play commences. The Pontoon Pandemonium wager shall be placed in the appropriate playing area of the layout corresponding to the area where the initial wager was placed. Up to three Pontoon Pandemonium wagers shall be allowed per playing area.
- 16.14.3 The amount required to make a Pontoon Pandemonium wager shall be shown on a sign at the table, and a player wishing to make a Pontoon Pandemonium wager must first have placed an initial wager in one or more playing areas.

- 16.14.4 A Pontoon Pandemonium wager shall win if the player(s) hand is pontoon as defined in rule 16.3.1.3.
- 16.14.5 A Pontoon Pandemonium wager shall lose if the player(s) hand is not pontoon as defined in rule 16.3.1.3.
- 16.14.6 The bonus prize for a winning "Pontoon Pandemonium" wager is determined by random selection, initiated by the pressing of the jackpot button. The possible bonus prize will be one of the possible outcomes contained in a prize schedule approved by the Authority. The minimum return to players for the Pontoon Pandemonium prize schedule(s) shall be maintained at 85% or more. The possible bonus prize outcomes shall be displayed on a sign on the table. The sign shall also display information about the chances of winning the maximum Pontoon Pandemonium bonus prize.
- 16.14.7 Losing Pontoon Pandemonium wagers shall be collected, by the dealer, after the initial deal and prior to the subsequent deal.
- 16.14.8 Where a player achieves pontoon and has placed a valid Pontoon Pandemonium wager the dealer shall pay the pontoon wager in accordance with rule 16.7.1 and shall place the cards face up under the Pontoon Pandemonium wager(s) and continue the round of play until each wager for that round of play has been settled.
- 16.14.9 After the dealer has completed the round in play the dealer shall for each box with a winning Pontoon Pandemonium wager offer the jackpot button to eligible player(s) starting from the dealer's left until all Pontoon Pandemonium wagers have been decided and settled.
- 16.14.10 When more than one player wagers on a Pontoon playing area, the player who controls the playing area according to rule 5.5 shall be entitled to press the jackpot button first, providing they have also placed a valid Pontoon Pandemonium wager. The result shall be determined and the wager paid prior to offering the jackpot button to the next player wagering in the same playing area.
- 16.14.10.1 The second player, whose wager is directly behind the wager of the controlling player, shall be entitled to press the jackpot button next, providing they have also placed a valid Pontoon Pandemonium wager. The result shall be determined and the wager paid prior to offering the jackpot button to the next player wagering in the same playing area.
- 16.14.10.2 The third player, whose wager is directly behind the wager of the second player, shall be entitled to press the jackpot button next, providing they have also placed a valid Pontoon Pandemonium wager.
- 16.14.11 A player with a valid Pontoon Pandemonium may nominate a person to activate the jackpot button on his or her behalf.
- 16.14.12 Where a player with a valid Pontoon Pandemonium declines to press the jackpot button, or to nominate a person to activate the jackpot button on his or her behalf, or is not present to activate the jackpot button, a casino supervisor shall activate the jackpot button.

- 16.14.13 Subject to rule 17.15 the jackpot button may only be pressed once for each winning Pontoon Pandemonium wager.

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.
- 17.2 Subject to rule 17.5, a card dealt or burned 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.
- 17.3.1 Where the game in play is Pontoon, a player who refuses to accept the card referred to in rule 17.2 shall not receive any additional cards during that round of play provided that a player who has less than two cards on his/her hand shall be required to receive an additional card until his/her hand has two cards.
- 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 round of play contain an error caused by the incorrect dealing 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.
- 17.7.1 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.
- 17.8 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.
- 17.9 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.

- 17.9.1 Subject to rule 5.5, where the game in play is Pontoon and 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, no further cards shall be dealt to that playing area.
- 17.10 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.
- 17.11 Should the dealer forget to burn the first card from the card shoe or shuffling device in accordance with rule 4.7, then play shall continue with that card remaining in play.
- 17.12 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.
- 17.13 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.
- 17.14 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 or 16.4.1, the following shall apply:
- 17.14.1 the result of any rounds of play previously completed shall stand;
- 17.14.2 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;
- 17.14.3 the remainder of the card shoe or shuffling device shall then be declared void and the decks checked for any further missing or foreign cards.
- 17.15 If, during the course of offering the jackpot button to a player with a winning Pontoon Pandemonium wager, the button is activated by a person not entitled to do so, the player who was so entitled to press the jackpot button in accordance with rule 16.14.10 shall be given the option of accepting the result that eventuated or pressing the jackpot button again.
- 17.16 Subject to 17.15 in the instances where the jackpot button is activated at a time other than in the course of offering the button to a player with a valid Pontoon Pandemonium wager, the result shall be void.
- 17.17 In the event of an electronic failure, the Pontoon Pandemonium wager will not be offered to patrons and the regular game of Pontoon shall be conducted.
- 17.18 If, during the round of play, the Pontoon Pandemonium equipment malfunctions or an electronic failure occurs the bonus prize result shall be void and winning Pontoon Pandemonium wagers shall be settled with a payout of \$25 or an amount equivalent to the Pontoon table minimum, whichever is the greater.

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; 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 Act;
- 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, 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 games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter shall be referred in the first instance to a casino supervisor.
- 19.13 In any dispute arising from these Rules, 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 110 of the Act.
- 19.14 A copy of these rules shall be made available for inspection upon request.

20 Tournament Play

20.1 Definitions

- 20.1.1 In these rules, unless the contrary appears:

“buy-in” means the prescribed amount of money to be converted into tournament chips by each tournament player prior to each session or final for participation in the tournament;

“marker” means an indicator which may be used to indicate the wagering order;

“pass card” an approved card which may be used by a tournament player in lieu of a wager in a round of play;

“play-off” means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal value of chips other than zero;

“session” means a set time period, measured using a clock or determined by some other means, at the completion of which the winner and/or placegetter(s) advance to a further or final session;

“tie” means that two (2) or more tournament players have equal value amounts of tournament chips at the conclusion of a heat or final;

“tournament” means a competition for the playing of Blackjack, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

“tournament chips” are chips issued to tournament players for the purposes of wagering and scoring in tournament play. In cases where tournament chips have a cash value, the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratios at which tournament chips with a cash value are issued and redeemed for cash chips;

“Tournament Manager” means a licensed person(s) appointed by the casino operator and responsible for the overall control of the tournament;

“undisclosed wager” means a wager made by a tournament player by writing the amount and type of wager on an approved form the details of which shall not be revealed to any other tournament player at the table until after the conclusion of the round of play in which the wager was placed.

20.2 Application of Blackjack rules

- 20.2.1 The rules for playing of Blackjack other than sub rules 5.4, 5.8, 6.2, 6.3, 6.5, 6.6, 16.14, and 19.9 shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.
- 20.2.2 Blackjack rules 17.7 and 17.14.2 are amended to the extent necessary for the following to have effect:
- 20.2.2.1 where the round of play is voided any interim payout made to a player shall be repaid to the casino operator.

20.3 Entry fees/prize pool for tournament

- 20.3.1 The casino operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.
- 20.3.2 All entry fees received by the casino operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.
- 20.3.3 The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.
- 20.3.4 The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

20.4 Tournament conditions

- 20.4.1 The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.
- 20.4.2 The tournament conditions must include, but is not limited to, the following:
- (a) the amount of the entry fee, if any;
 - (b) the amount of tournament chips to be allocated to or purchased by the tournament player at the commencement of a session;
 - (c) whether there is a minimum or compulsory wager for each round of play in a session;
 - (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;

- (e) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
- (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (h) in respect of eligibility for entry:
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (i) the terms of entry (including the period within which an tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (k) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

20.4.3 The Tournament Manager may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

20.5 Conduct of Play

20.5.1 The Tournament Manager shall designate the gaming tables to be used in the conduct of the tournament.

20.5.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 20.5.1 is used exclusively for tournament play.

20.5.3 The Tournament Manager may alter the starting time of any session, if reasonable notice has been given to the tournament players.

20.5.4 The Tournament Manager may determine the method of allocating tables and playing areas to tournament players, the order of wagering, the conditions applicable to the use of pass cards and undisclosed wagers, providing those conditions are consistent with the relevant rules of the game.

- 20.5.5 The Tournament Manager may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
- 2.5.5.1 if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - 2.5.5.2 if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, providing all the tournament players at the gaming table agree.
- 20.5.6 Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:
- 20.5.6.1 direct the dealer to deduct an amount equal to the minimum wager from the set amount of tournament chips for each round of play for which the tournament player is absent, to a maximum of three rounds of play; and/or
 - 20.5.6.2 declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee except on the approval of the Tournament Manager but will retain the value of tournament chips won or purchased in accordance with these rules.
- 20.5.7 The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Blackjack or tournament play and shall not be entitled to receive a refund of the entry fee but will, subject to rule 19.5, retain the value of tournament chips won or purchased in accordance with these rules.
- 20.5.8 At the completion of each session of play, dealers and/or casino supervisors shall total the value of tournament chips in front of each remaining tournament player. This amount is to be recorded and given to the Tournament Manager who will determine and announce the winners or place getters.
- 20.5.9 At the conclusion of each session of play, dealers and/or casino supervisors are to ensure that all tournament chips have been returned to the inventory. If a situation arises where tournament chips have not been returned to the table, the Tournament Manager is to be advised and the quantity and denomination recorded.
- 20.6 Wagers**
- 20.6.1 All wagers will be made with tournament chips.
- 20.6.2 Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at the table.
- 20.6.3 Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.
- 20.6.4 A tournament player must wager at least the minimum and no more than the maximum on each round of play during the session. A player who fails to wager on each round of play shall be disqualified unless he/she has played a pass card in accordance with rule 20.7.

- 20.6.5 Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 20.6.6 Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason.
- 20.6.7 The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.
- 20.6.8 All wagers must be made and paid with the approved tournament chips.
- 20.6.9 Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator. In cases where tournament chips have a cash value the chips shall be redeemable for cash chips at the same percentage value at which they were issued, at the conclusion of a session or when leaving the table. The tournament terms and conditions shall detail the ratio at which tournament chips with a cash value are issued and redeemed for cash chips.
- 20.6.10 A tournament player shall wager only from their allocated position.
- 20.6.11 Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 20.6.12 Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 20.6.13 Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 20.6.14 Subject to rule 20.7 and 20.8, each tournament player must wager at least the minimum prescribed wager on each round of play and shall not exceed the maximum. All wagers shall be in units of the minimum. Wagers in excess of the stated maximum shall be paid or collected to the maximum. A wager found to be less than the minimum shall be required to be made up to the minimum. If the tournament player is unable to increase the wager to the prescribed minimum, the tournament player's wager shall be void and the cards shall be burned by placing them in the discard rack and the tournament player shall be eliminated from the session. A wager found to contain incomplete increments should be valid to the last complete wagered increment.
- 20.6.15 The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

20.7 Pass cards

- 20.7.1 If the tournament provides for the use of a pass card(s) such card(s) shall be allocated at the beginning of each heat. Each tournament player shall be allocated the same number of pass cards. The tournament player may place a pass card on the playing area in lieu of a wager. Pass cards will be collected by the dealer at the conclusion of each round of play.
- 20.8 Undisclosed wagers**
- 20.8.1 A tournament may provide for the use of undisclosed wagers. The number of undisclosed wagers shall be determined by the terms and conditions of the tournament.
- 20.8.2 Where a tournament player elects to make an undisclosed wager the following shall apply:
- 20.8.2.1 the tournament player shall make the wager by writing the type of wager and amount of the wager on a form designed for the purpose and passing it to the game supervisor for recording; and
 - 20.8.2.2 each tournament player is responsible for the correct completion of his or her form; and
 - 20.8.2.3 undisclosed wagers shall be within the table minimum or maximum wagers prescribed and shall not exceed the amount of tournament chips in the tournament player's possession; and
 - 20.8.2.4 an undisclosed wager may be made in conjunction with a wager in tournament chips provided the combined total does not exceed the amount of tournament chips in the tournament player's possession; and
 - 20.8.2.5 the game supervisor will examine the undisclosed wager prior to the commencement of the round of play to ensure that it has been made in accordance with these rules and will place an indicator in front of the tournament player making the wager to indicate the existence of an undisclosed wager; and
 - 20.8.2.6 at the conclusion of the round of play the games supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.
- 20.8.3 Where after the conclusion of a round of play an undisclosed wager is found not to have complied with 20.8.2:
- 20.8.3.1 an undisclosed wager less than the table minimum shall be deemed to be for the minimum;
 - 20.8.3.2 an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum;
 - 20.8.3.3 an undisclosed wager that exceeds the amount of tournament chips in the tournament player's possession will be deemed to be for the full amount of those chips or the table maximum whichever is the lower;

20.8.3.4 an undisclosed wager that does not show the amount or type of wager the tournament player shall have an amount equal to the table minimum deducted from his/her tournament chip inventory.

20.8.4 At the conclusion of the round of play in which an undisclosed wager is played and prior to the first card of the next round of play is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.

20.9 Order of wagering

20.9.1 A tournament may provide for an order of wagering to be implemented. The order of wagering shall be determined by the terms and conditions of the tournament.

20.9.2 Where an order of wagering is to be implemented a marker will be used to indicate the wagering order. The marker will be placed on box one for the first round of play, box two for the second round of play and so on.

20.9.3 Subject to rule 7, the Tournament Manager may choose to commence the dealing of each round with the tournament player holding the betting marker. The dealer will continue in a clockwise direction around the table until all tournament players have two cards, and the dealer has one. Subject to rule 10, the subsequent deal shall also commence with the tournament player holding the betting marker and the dealer will continue in a clockwise direction until all tournament players have made decisions with respect to their hands.

20.9.4 When the marker is placed on a tournament player's box, that tournament player must wager first, the remaining tournament players shall wager in sequence commencing with the tournament player to the left of the tournament player who wagers first.

20.9.5 Subject to rules 9, 11, 12, 16.6, 16.7, 16.9, 16.10 once a tournament player has made their wager in turn, wagers may not be removed or altered. A wager for the purposes of this section includes a wager made in accordance with rules 8 and 16.5 as applicable.

20.9.6 A tournament player who wagers out of sequence as determined by rule 20.9.4 shall not remove or alter the wager after it is placed.

20.10 Session winners/placegetters

20.10.1 The number of tournament players to advance to the next session will be determined at the start of the tournament.

20.10.2 The winner(s) of each session will be the tournament player(s) on each table with the highest value of chips at the end of the session.

20.10.3 If at the completion of each session the remaining number of tournament players having an equal value of tournament chips exceeds the number of tournament players to advance to the next session, a play off will be conducted amongst those tournament players. At the end of each round of play a count of the tournament player's tournament chips shall be conducted until an order is determined.

20.10.4 If two (2) or more tournament players are eliminated in the same round of play, a count of residual chips will determine the placings unless two or more tournament

players have equal or no residual chips, in which case the tournament player with the smallest wager will be deemed to have been eliminated first. If the tournament players have made equal wagers the tournament player whose chips were removed first shall be deemed to have been eliminated first.

20.11 General provisions

- 20.11.1 Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.
- 20.11.2 In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Manager will be final and the game will not proceed until the dispute is settled.
- 20.11.3 At the Tournament Manager discretion, a count of all tournament player's chips may be conducted.
- 20.11.4 A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee but will retain the value of tournament chips won or purchased in accordance with these rules.

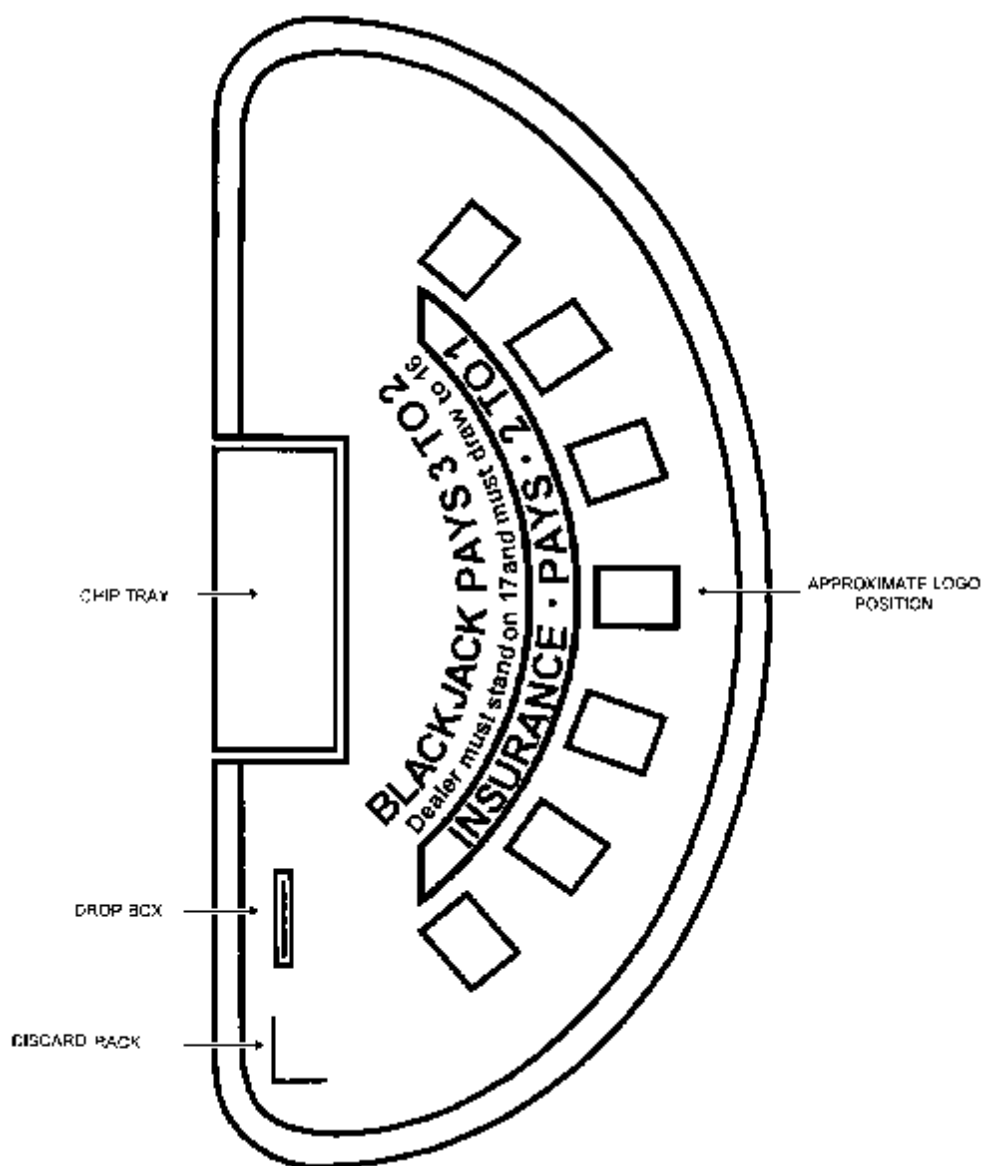
DIAGRAM "A"**BLACKJACK LAYOUT**

DIAGRAM "B"

SUPER SEVENS LAYOUT

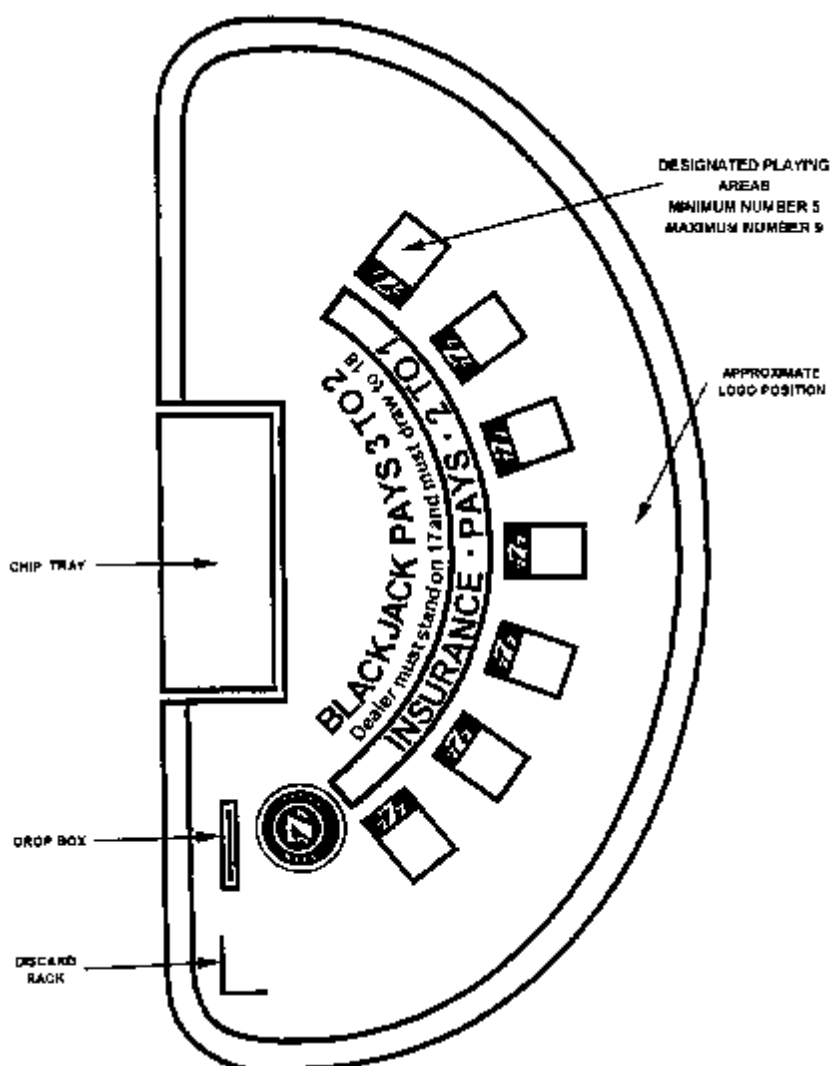


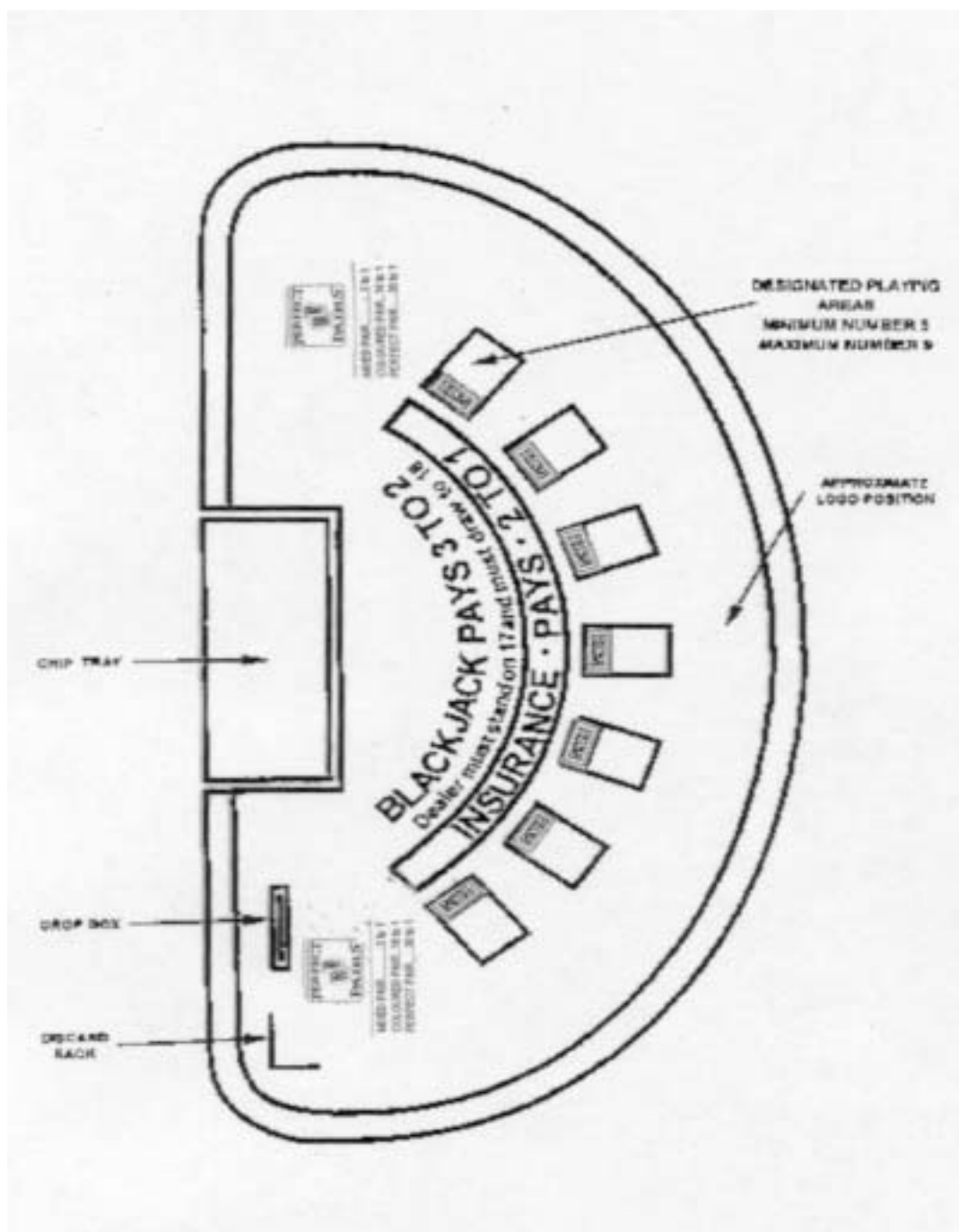
DIAGRAM "C"**PERFECT PAIRS LAYOUT**

DIAGRAM "D"
PONTOON LAYOUT

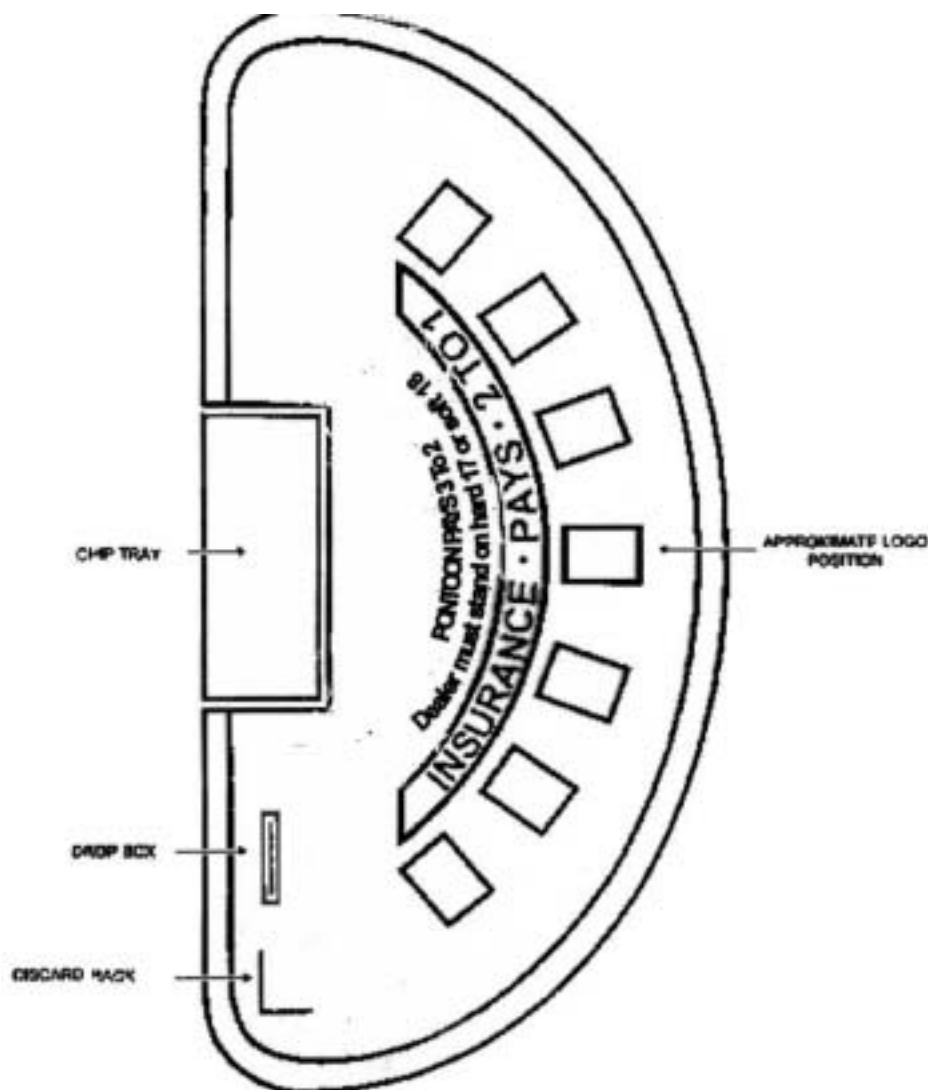
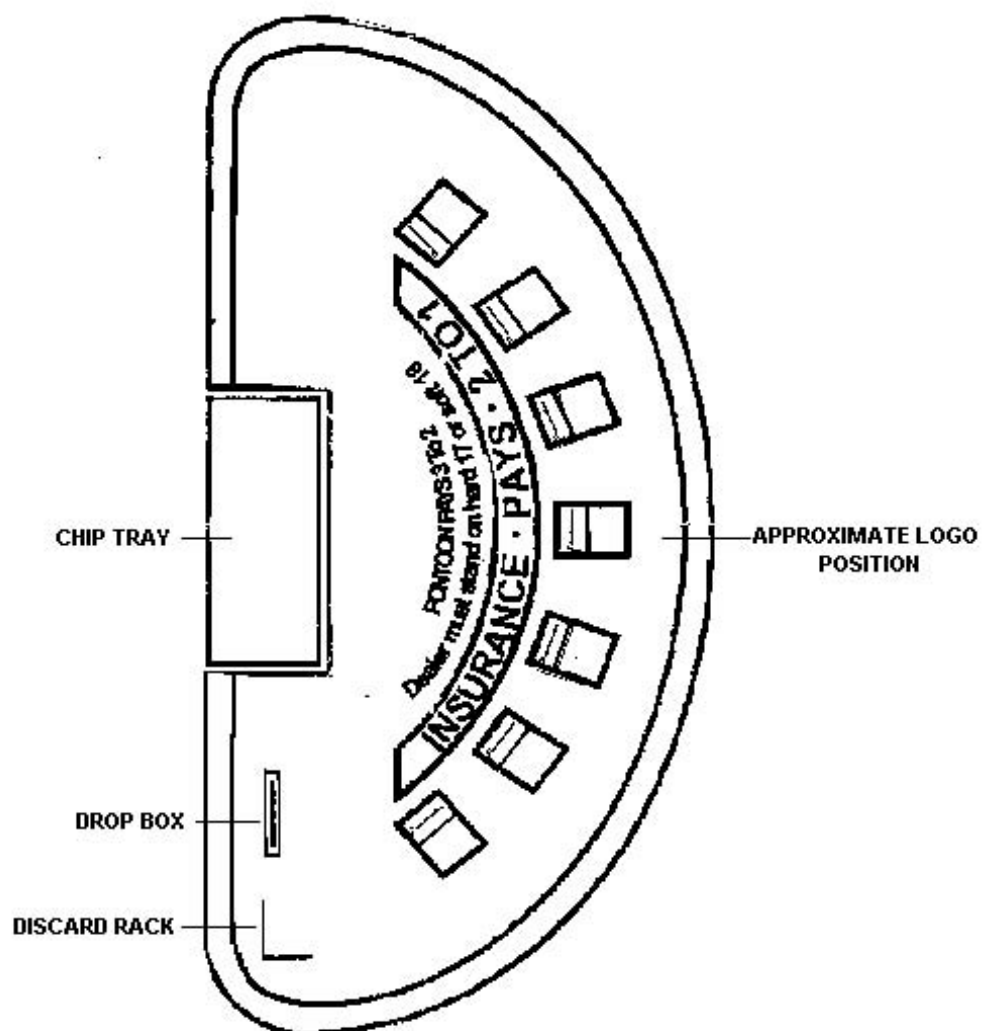


DIAGRAM "E"

PONTOON PANDEMONIUM LAYOUT



CARIBBEAN STUD POKER

1. Definitions
2. Table Layout and Equipment
3. The Cards
4. The Shuffle and Cut
5. Wagers
6. Minimum and Maximum Wagers
7. The Deal
8. Betting Round
9. Final Settlement
10. Settlement Odds
11. Progressive Jackpot
12. Progressive Jackpot Payouts
13. Order of Poker Hand Values
14. Irregularities
15. Shuffling Device malfunction
16. General Provisions

Diagram 'A'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

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

"**Authority**" means the New South Wales Casino Control Authority;

"**bet**" means an additional wager placed by a player in order to continue in a round of play;

"**deck-checking device**" means a machine approved by the Casino Control Authority to be used to check that each deck of cards contains the correct cards for the game;

"**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;

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

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

"**hand**" means five cards dealt to each player and the dealer 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 card shuffling machine approved by the Authority for use in the game of Caribbean Stud Poker;

"**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 Caribbean Stud 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 areas designated or slots provided for wagers on the progressive jackpot;
 - 2.2.3 an inscription to the effect that the "dealer only plays with Ace/King or higher";
 - 2.2.4 the name and/or logo of the casino imprinted thereon;
- 2.3 A table shall be fitted with electronic equipment which shall be programmed to record the amounts wagered at the table on the progressive jackpot, and the amount of the jackpot prize pool applicable to linked tables.
- 2.4 The following equipment shall also be used:
 - 2.4.1 either a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards, from which the cards shall be dealt;
 - 2.4.2 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";
 - 2.4.3 a progressive meter, being an electronic jackpot display, which shall display the amount of the jackpot prize pool applicable to the linked tables.
- 2.5 The table shall have a drop box attached to it.
- 3. The Cards**
- 3.1 The game of Caribbean Stud 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 13.1.2 and 13.1.6 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 secured until such time as they may be required.

- 3.6 All cards used in the game of Caribbean Stud 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 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 Where a shuffling device is used, the operation of rules 4.1 to 4.3 inclusive are amended to the extent necessary for the following to have effect:
- 4.4.1 cards shall be placed in the shuffling device to be shuffled;
 - 4.4.2 the cards shall not be cut;
 - 4.4.3 the shuffling device takes the place of the card shoe; and
 - 4.4.4 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

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 at the table shall:
- 5.2.1 place an ante on the appropriate wagering area of the layout; and
 - 5.2.2 be given an opportunity to participate in the progressive jackpot.
- 5.3 A player electing to participate in the progressive jackpot shall place a wager of the correct denomination on the appropriate area of the layout or in the slot provided on the table.
- 5.4 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 bet.

- 5.5 A player who elects to bet shall place a wager, which must be exactly twice that of the ante placed by the player on that round of play, on the appropriate wagering area of the layout.
- 5.6 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.
- 5.7 A player shall not wager on more than one hand in any round of play.
- 5.8 Only one wager shall be accepted on any one wagering area.
- 5.9 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. The Deal

- 7.1 All cards shall be dealt face downwards except for one of the dealer's cards which shall be turned face upwards.
- 7.2 Immediately prior to the commencement of a round of play and after all ante wagers are placed and all wagers on the progressive jackpot have been made, 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 an ante; and

7.3.2 one card to the dealer; and

7.3.3 in sequence, a second, third, fourth and fifth card to each playing area containing an ante and to the dealer, with the dealer's last card being turned face upwards.

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

7.4.2 five cards to the dealer, with the bottom card then being turned face upwards.

8. Betting Round

8.1 After the cards have been dealt, the players shall pick up their cards and declare their intention to either fold or bet.

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 place his/her cards, face downwards, on the table.

8.4 The dealer shall collect the ante 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 bet shall place his/her cards face downwards on their playing area and place a wager of an amount equal to twice their ante.

8.6 After bets have been placed by all of the players continuing in the round of play, the dealer shall turn all the remaining cards of his/her hand face upwards and declare the highest possible poker value of the hand as determined in accordance with rule 13.

8.7 Players are not permitted to communicate, other than declaring an intention to either fold or bet, until all players have completed the betting round.

9. Final Settlement

9.1 The dealer's hand, in order to qualify, must have a poker value of ace and king, or higher.

9.2 If the dealer's hand does not have a poker value of ace and king, or higher, the dealer shall announce "no hand" and bet wagers shall be void.

9.3 The dealer shall then:

9.3.1 pay the antes of the players remaining in the round of play; and

9.3.2 subject to rule 9.5, count and collect the cards of those players and place them in the discard rack.

9.4 If the dealer's hand does have a poker value of ace and king, or higher, the dealer shall then:

9.4.1 compare his/her hand to each player's individual hand and:

- 9.4.1.1 pay the ante and the bet for those hands with a higher poker value than the dealer's, in accordance with rule 10;
- 9.4.1.2 collect the ante and the bet for those hands with a lower poker value than the dealer's; or
- 9.4.1.3 declare the ante and the bet for hands with an equal poker value to that of the dealer, as a stand off;
- 9.4.2 after the dealer compares hands and pays or collects wagers, he/she shall, subject to rule 9.5, count and collect the cards and place them in the discard rack.
- 9.5 Where a player has made a wager on the progressive jackpot for that round of play and has received a hand qualifying for a progressive jackpot payout as described in rule 11.7, the cards for that hand shall be left face upwards on the table and those cards shall not be collected or discarded until the pay out on the hand has been made.
- 9.6 Hands qualifying for a progressive jackpot will be settled according to rule 12.
- 9.7 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.
- 9.8 After a player's hand has been conceded it cannot be returned to play.
- 9.9 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 13.
- 10. Settlement Odds**
- 10.1 Winning wagers at the game of Caribbean Stud Poker shall be paid at the odds listed below:

Wager	Odds
Ante	1 to 1
Bet:	
One pair or less	1 to 1
Two pairs	2 to 1
Three of a kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a kind	20 to 1
Straight Flush	50 to 1
Royal Flush	250 to 1

- 10.2 The odds for bet wagers shall be subject to any maximum payout set by the casino operator. The amount of such maximum payout shall be approved by the Authority and shall be displayed on a notice at the table.

11. Progressive Jackpot

- 11.1 A player wishing to wager on the progressive jackpot must first have placed an ante for that round of play.
- 11.2 A player choosing to play the progressive jackpot shall be responsible for ensuring that their wager has been accepted.
- 11.3 The amount required to make a wager on the progressive jackpot shall be displayed on a sign at the table.
- 11.4 A player who has placed a wager on the progressive jackpot and receives a hand which qualifies for a jackpot prize shall win and be paid in accordance with rule 12, irrespective of whether the dealer's hand has an ace and a king, or higher.
- 11.5 Wagers on the progressive jackpot shall form part of one or more jackpot prize pools, as approved by the Authority.
- 11.6 The Authority shall approve the rate of increment to the prize pool(s) and may grant approval for a portion of each wager on the progressive jackpot being retained by the casino operator.
- 11.7 The following hands, as described in rule 13.1, shall qualify for a progressive jackpot payout:
- 11.7.1 Royal Flush;
 - 11.7.2 Straight Flush;
 - 11.7.3 Four of a kind;
 - 11.7.4 Full House;
 - 11.7.5 Flush.
- 11.8 Any progressive jackpot payout made to a player shall be in addition to any payment made for an ante or bet wager by the player on that round of play.

12. Progressive Jackpot Payouts

- 12.1 Where a player's hand qualifies for a progressive jackpot payout, the amount of the payout shall be as follows:
- 12.1.1 Royal Flush \$10,000 or 100% of the jackpot, whichever is the greater;
 - 12.1.2 Straight Flush \$1,000 or 10% of the jackpot, whichever is the greater;
 - 12.1.3 Four of a kind \$500 bonus payout;
 - 12.1.4 Full House \$150 bonus payout; or
 - 12.1.5 Flush \$100 bonus payout.
- 12.2 Jackpot payments shall be made from right to left beginning with the playing area to the immediate right of the dealer.

- 12.3 If two or more player's hands qualify for a progressive jackpot payout during the same round of play:
- 12.3.1 with a Royal Flush, the winners shall share the jackpot as an aggregate or shall each receive \$10,000, whichever is the greater amount;
 - 12.3.2 with a Straight Flush, the winners shall each be paid an equal share of the aggregate of the 10% payouts from each subsequent jackpot total or each receive \$1,000, whichever is the greater amount.
- 12.4 Where a hand containing a Royal Flush and a hand containing a Straight Flush qualify for a progressive jackpot in the same round of play, the player with the Straight Flush shall be paid first.

13. Order of Poker Hand Values

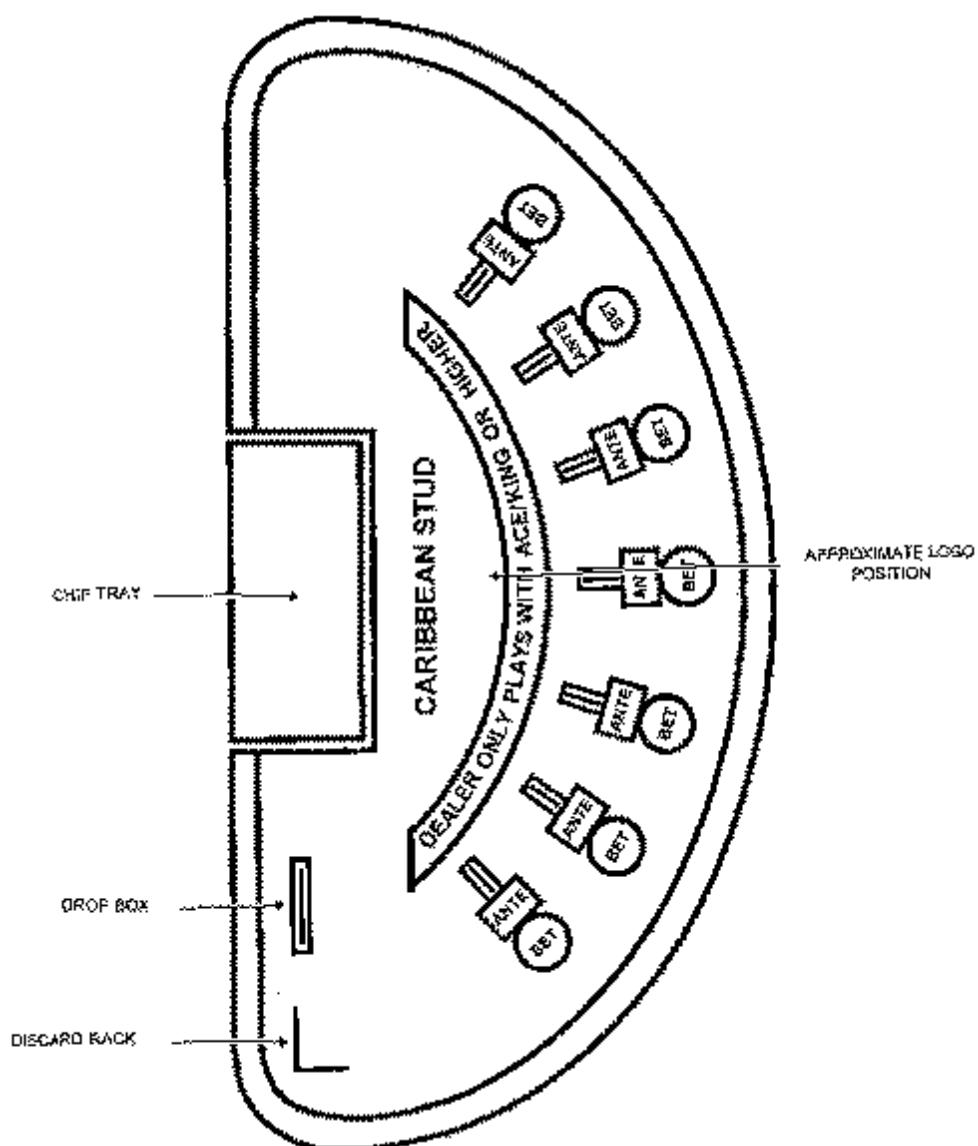
- 13.1 The order of hands, highest to lowest is as follows:
- 13.1.1 Royal Flush is a hand containing an ace, king, queen, jack and 10 of the same suit;
 - 13.1.2 Straight Flush is a hand containing five cards of the same suit in consecutive ranking. An ace may be counted low;
 - 13.1.3 Four of a kind is a hand containing four cards of the same rank;
 - 13.1.4 Full House is a hand containing "Three of a kind" and "One pair";
 - 13.1.5 Flush Is a hand containing five cards of the same suit but not in consecutive ranking;
 - 13.1.6 Straight is a hand containing five cards of consecutive rank regardless of suit. An ace maybe counted high or low;
 - 13.1.7 Three of a kind is a hand containing three cards of the same rank;
 - 13.1.8 Two pairs is a hand containing two "pairs";
 - 13.1.9 One pair is a hand containing two cards of the same rank;
 - 13.1.10 Five odd cards is a hand containing five cards of different rank and at least two suits.
- 13.2 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:
- 13.2.1 a Straight containing an ace, king, queen, jack and 10 shall be ranked higher than a Straight containing a 5, 4, 3, 2 and ace;
 - 13.2.2 in the event of two hands each containing two pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If both hands hold the highest pair, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the card values of the fifth card of the hands determines which shall be higher.

14. Irregularities

- 14.1 Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, he/she shall declare a misdeal.
- 14.2 An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.
- 14.3 Two or more cards incorrectly exposed during the deal shall constitute a misdeal.
- 14.4 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 14.5 Where an exposed card is dealt, it shall not constitute a misdeal. The dealer shall turn the card over and continue dealing, subject to rule 14.6.
- 14.6 If a card is exposed in error on the dealer's hand that card shall be left face upwards and all other cards shall be dealt face downwards.
- 14.7 A player's hand containing too few cards or too many cards shall be declared void.
- 14.8 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:
- 14.8.1 the result of any rounds of play previously completed shall stand; and
- 14.8.2 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
- 14.8.3 the deck shall be checked for any further missing or foreign cards.
- 14.9 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 an ante, the cards for that hand shall be counted and placed in the discard rack.
- 14.10 If prior to the dealer's cards being exposed, the dealer becomes aware that a bet does not comply with rule 5.5, the player must, upon request:
- 14.10.1 correct the bet; or
- 14.10.2 fold, whereupon the dealer shall collect the ante and return any portion of the bet made.
- 14.11 If during a settlement, the dealer becomes aware that a bet does not comply with rule 5.5 the dealer will:
- 14.11.1 pay or take the amount wagered when that amount is less than the amount required to comply with rule 5.5;
- 14.11.2 pay or take up to the amount required to comply with rule 5.5.
- 14.12 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:
- 14.12.1 direct the player or players concerned to play their hand prior to other players handling their cards;

- 14.12.2 restrict players suspected of collusion from playing together at the same table;
- 14.12.3 direct the players on a table to speak English only at all times.
- 14.13 Where a player makes a wager in accordance with rule 5.2.1 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 ante and jackpot wager (where applicable) returned.
- 14.14 In the event of a malfunction of the electronic equipment referred to in rules 2.3 and 2.4.3, an inspector shall be notified immediately. The game may continue to be played only after the approval of an inspector.
- 15. Shuffling Device Malfunction**
 - 15.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
 - 15.2 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:
 - 15.2.1 that round of play shall be declared void; and
 - 15.2.2 the result of any rounds of play previously completed shall stand; and
 - 15.2.3 the game shall be continued with another shuffling device or a card shoe and using new cards, subject to rule 3.7.
- 16. General Provisions**
 - 16.1 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.
 - 16.2 Rule 16.1 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.
 - 16.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 16.1, he/she may:
 - 16.3.1 declare that any wager made by the person is void;
 - 16.3.2 direct that the person shall be excluded from further participation in the game;
 - 16.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act;
 - 16.3.4 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.
 - 16.4 A casino supervisor may invalidate the outcome of a game if:

- 16.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
- 16.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 16.5 Where the outcome of a game is invalidated under rule 16.4, 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 16.4.2 be forfeited.
- 16.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 16.7 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.
- 16.8 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.
- 16.9 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.
- 16.10 Players and spectators are not permitted to have side bets with or against each other.
- 16.11 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.
- 16.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter shall be referred in the first instance to a casino supervisor.
- 16.13 In any dispute arising from these Rules, 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 110 of the Act.
- 16.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM "A"**CARIBBEAN STUD POKER LAYOUT**

CRAPS

1. Definitions
2. Table Layout and Equipment
3. Dice Retention and Selection
4. Throw of the Dice
5. Invalid Throws
6. Wagers
7. Minimum and Maximum Wagers
8. Settlement Odds
9. General Provisions

Diagram 'A'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

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

"**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 box person;

"**come point**" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come wager or a Don't Come wager;

"**come out point**" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

"**come out roll**" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Win Line wager and a Don't Win wager has been effected;

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

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

"**roll**" means the throw of the dice by the shooter;

"**7 Out**" means a total of 7 thrown by the shooter subsequent to establishment of the come out point;

"**shooter**" means a player who throws the dice;

"**stickperson**" means a person responsible for the issuance, collection and the announcement of the total of the dice;

"**total**" means the sum of the numbers shown on the uppermost sides of the two dice on any given roll;

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

2. Table Layout and Equipment

2.1 The game of Craps shall be played on a table, oblong in shape with rounded corners and high walled sides.

- 2.2 The layout cloth of the table shall display the name and/or logo of the casino, shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A".
- 2.3 A set of five dice shall be present at the table at the commencement of play. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.4 The following equipment shall also be used:
- 2.4.1 a dice bowl for the retention of all dice not in active play;
 - 2.4.2 a stick designed for the stickperson to retrieve and/or pass the dice;
 - 2.4.3 a puck, being a plastic disc, marked "On" and "Off" on alternate sides to denote the come out point on the table layout;
 - 2.4.4 marker buttons marked with:
 - 2.4.4.1 "Off"
 - 2.4.4.2 "On"
 - 2.4.4.3 "Lay"
 - 2.4.4.4 "Buy"
 - 2.4.4.5 "Don't place"
- 2.5 The table shall have a drop box attached to it.
- 3. Dice Retention and Selection**
- 3.1 The stickperson, positioned at the middle of the table directly opposite the boxperson, shall be responsible for the control of the dice.
- 3.2 At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn, clockwise around the table until one of the players accepts the dice.
- 3.3 The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the stickperson.
- 3.4 In the event of a die or dice going off the table the following procedures shall be implemented:
- 3.4.1 an immediate effort shall be made to retrieve the die or dice;
 - 3.4.2 the remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.
- 3.5 If the missing die or dice are found they shall be checked by the boxperson, then:
- 3.5.1 if requested by the player, returned to him/her; or

- 3.5.2 otherwise placed back in the dice bowl.
- 3.6 In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.
- 3.7 It shall be the option of the shooter after any roll, either to pass the dice or remain the shooter except that:
- 3.7.1 the shooter shall pass the dice upon throwing a 7 Out; and
- 3.7.2 the boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
- 3.8 When a shooter relinquishes the dice in the course of play, the dice are offered to:
- 3.8.1 the player having either a Win Line or Don't Win wager, immediately to the left of the previous shooter; and
- 3.8.2 if that player does not accept, to the next player having such a wager, in turn clockwise around the table.
- 3.9 In the event there is no player available to accept the dice and any undetermined wager remains, the stickperson shall throw the dice until a determination has been reached or a 7 Out is thrown.

4. The Throw of the Dice

- 4.1 To be eligible to throw the dice a player must have a wager on the Win Line or the Don't Win.
- 4.2 Upon selection of the dice, the player shall throw the two selected dice (the come out roll) so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table furthest from him/her.
- 4.3 Following the come-out roll, a wager must remain on the Win Line or the Don't Win on each succeeding roll for the player to be able to continue as the shooter.
- 4.4 When the dice come to rest from a valid throw:
- 4.4.1 the stickperson shall at once call out the total;
- 4.4.2 only one face on each die shall be considered as uppermost, which will be the face of the die opposite the obstruction;
- 4.4.3 in the event of a dispute as to which face is uppermost, the decision of the boxperson shall be final.
- 4.5 After calling the throw, the stickperson shall collect the dice and bring them to the centre of the table. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw.

5. Invalid Throws

- 5.1 A throw shall be invalid when the stickperson or casino supervisor calls "no roll".

- 5.2 The call of "no roll" may be made if:
- 5.2.1 the dice do not leave the shooter's hand simultaneously; or
 - 5.2.2 either (or both) of the dice fail to strike an end of the table; or
 - 5.2.3 for any other reason the stickperson or casino supervisor considers the throw to be irregular; or
 - 5.2.4 any other irregularity has occurred.
- 5.3 The call of "no roll" shall be made if:
- 5.3.1 either or both the dice come to rest off the table;
 - 5.3.2 one die comes to rest on top of the other;
 - 5.3.3 either or both the dice come to rest on the chips constituting the craps float located in front of the boxperson;
 - 5.3.4 either or both the dice come to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table;
 - 5.3.5 either or both the dice are cocked in such a way that it would be impossible to call it's natural fall;
 - 5.3.6 if any person other than the designated shooter picks up the dice and throws them;
 - 5.3.7 a fraudulent device or technique is used in the roll of the dice; or
 - 5.3.8 dice other than those approved for the game are used in the roll.

6. Wagers

- 6.1 The wagers defined in this rule shall be the permissible wagers by a player at the game of Craps:
- 6.1.1 "Win Line" bet means a wager placed immediately prior to the come out roll, which shall:
 - 6.1.1.1 win if, on the come out roll:
 - 6.1.1.1.1 a total of 7 or 11 is thrown; or
 - 6.1.1.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.1.2 lose if, on the come out roll:
 - 6.1.1.2.1 a total of 2, 3 or 12 is thrown; or
 - 6.1.1.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;

- 6.1.2 "Don't Win" bet means a wager placed immediately prior to the come out roll which shall:
- 6.1.2.1 win if, on the come out roll:
 - 6.1.2.1.1 a total of 3 or 12 is thrown; or
 - 6.1.2.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
 - 6.1.2.2 lose if, on the come out roll:
 - 6.1.2.2.1 a total of 7 or 11 is thrown; or
 - 6.1.2.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.2.3 be void if, on the come out roll a total of 2 is thrown.
- 6.1.3 "Come" bet means a wager placed at any time after the come out roll which shall:
- 6.1.3.1 win if, on the roll immediately following placement of such wager:
 - 6.1.3.1.1 a total of 7 or 11 is thrown; or
 - 6.1.3.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
 - 6.1.3.2 lose if, on the roll immediately following placement of such wager:
 - 6.1.3.2.1 a total of 2, 3 or 12 is thrown; or
 - 6.1.3.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again.
- 6.1.4 "Don't Come" bet means a wager placed at any time after the come out roll which shall:
- 6.1.4.1 win if, on the roll immediately following placement of such wager:
 - 6.1.4.1.1 a total of 3 or 12 is thrown; or
 - 6.1.4.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
 - 6.1.4.2 lose, if on the roll immediately following placement of such wager:

- 6.1.4.2.1 a total of 7 or 11 is thrown; or
 - 6.1.4.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;
- 6.1.4.3 be void, if on the roll immediately following placement of such wager, a total of 2 is thrown.
- 6.1.5 "Behind the Win Line" means an additional wager made by a player, whenever that player has made a Win Line wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - 6.1.5.1 be limited to double the amount of the Win Line wager;
 - 6.1.5.2 win if the Win Line wager wins; or
 - 6.1.5.3 lose if the Win Line wager loses.
- 6.1.6 "Behind the Don't Win" means an additional wager made by a player, whenever that player has made a Don't Win wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - 6.1.6.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Win wager;
 - 6.1.6.2 win if the Don't Win wager wins; or
 - 6.1.6.3 lose if the Don't Win wager loses.
- 6.1.7 "Behind the Come" means an additional wager made by a player, whenever that player has made a Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:
 - 6.1.7.1 be limited to double the amount of the Come wager;
 - 6.1.7.2 win if the Come wager wins; or
 - 6.1.7.3 lose if the Come wager loses.
- 6.1.8 "Behind the Don't Come" means an additional wager made by a player, whenever that player makes a Don't Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:
 - 6.1.8.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Come wager;
 - 6.1.8.2 win if the Don't Come wager wins; or
 - 6.1.8.3 lose if the Don't Come wager loses.
- 6.1.9 "Hardways" means a wager made at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which shall win if the selected total is thrown the hardway (i.e. with the two dice showing the same value) before

the selected total is thrown in any other way, or before a total of 7 is thrown;

6.1.10 "Place Bet to Win" means a wager made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:

6.1.10.1 win if the number on which the wager was placed is thrown before a total of 7 is thrown; or

6.1.10.2 lose if a total of 7 is thrown before the number is thrown.

6.1.11 "Place Bet to Lose" means a wager made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall:

6.1.11.1 win if a total of 7 is thrown before the number against which the wager is placed is thrown; or

6.1.11.2 lose if the number against which the wager is placed is thrown before a total of seven is thrown.

6.1.12 "Any Craps" means a one roll wager made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.13 "Craps Two" means a one roll wager made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.14 "Craps Three" means a one roll wager made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.15 "Craps Twelve" means a one roll wager made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.16 "Eleven" means a one roll wager made at any time, which shall win if a total of 11 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.17 "Field" bet means a one roll wager made at any time which shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such wager and shall lose if any other total is thrown.

6.1.18 "Any Seven" means a one roll wager made at anytime, which shall win if a total of 7 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.1.19 "Big 6" means a wager made at any time, which shall win if a total of 6 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 6.

6.1.20 "Big 8" means a wager made at any time, which shall win if a total of 8 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 8.

- 6.1.21 "Horn" bet means a one roll wager made at any time, which shall win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.22 "Horn High" bet means a one roll wager made at any time which shall:
- 6.1.22.1 be placed in units of five, with four units wagered as a Horn wager and an additional unit wagered on one of the numbers of 2, 3, 11 or 12 as nominated by the player;
 - 6.1.22.2 win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager; or
 - 6.1.22.3 lose if any other total is thrown.
- 6.1.23 "Crap-Eleven" means a one roll wager made at any time, which shall win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- 6.1.24 "Buy" bet means a wager the same as a Place Bet to Win, as defined in rule 6.1.10, except that the player shall have the option of receiving true odds on these bets in return for which, the player shall pay a commission at the time of placement equal to 5% of the wager.
- 6.1.25 "Lay" bet means a wager the same as a Place Bet to Lose, as defined in rule 6.1.11 except that the player has the option of receiving true odds on these wagers in return for which, the player shall pay a commission at the time of placement equal to 5% of the amount that the player could win.
- 6.2 All wagers shall be made by placing chips, and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 6.3 All wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are accompanied by chips or casino promotional tokens and confirmed orally by a dealer and/or a box person.
- 6.4 A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Win Line wager and a Come wager shall not be removed or reduced after a come out point or a come point is established with respect to such wager.
- 6.5 A Don't Win wager or a Don't Come wager may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- 6.6 Buy and Place Bets to Win, Behind the Come and Hardway wagers:
- 6.6.1 shall be inactive on any come out roll unless called "On" by the player and confirmed by a dealer or boxperson through placement of an "On" marker button on top of a wager made by that player;
 - 6.6.2 may be called "Off" or "On" at any time.
- 6.7 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.

- 6.8 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer or stickperson or boxperson. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

7. Minimum and Maximum Wagers

- 7.1 The minimum and maximum wagers permitted by a player 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.
- 7.2 A wager found to be below the stated minimum, after the dice are thrown, shall be valid.
- 7.3 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 roll(s) the wagers and results of the previous roll(s) shall stand.
- 7.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 7.5 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.
- 7.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

8. Settlement Odds

- 8.1 Winning wagers at the game of Craps shall be paid at the odds listed below:

Wager	Odds
Win Line	1 to 1
Don't Win	1 to 1
Come	1 to 1
Don't Come	1 to 1
Behind the Win Line:	
Come out point of 6 or 8	6 to 5
Come out point of 5 or 9	3 to 2
Come out point of 4 or 10	2 to 1
Behind the Don't Win:	
Come out point of 6 or 8	5 to 6
Come out point of 5 or 9	2 to 3
Come out point of 4 or 10	1 to 2

Behind the Come:	
Come point of 6 or 8	6 to 5
Come point of 5 or 9	3 to 2
Come point of 4 or 10	2 to 1
Behind the Don't Come:	
Come point of 6 or 8	5 to 6
Come point of 5 or 9	2 to 3
Come point of 4 or 10	1 to 2
Hardways:	
Four (4)	7.5 to 1
Six (6)	9.5 to 1
Eight (8)	9.5 to 1
Ten (10)	7.5 to 1
Place Bets to Win:	
Four (4)	9 to 5
Five (5)	7 to 5
Six (6)	7 to 6
Eight (8)	7 to 6
Nine (9)	7 to 5
Ten (10)	9 to 5
Place Bets to Lose:	
Four (4)	5 to 11
Five (5)	5 to 8
Six (6)	4 to 5
Eight (8)	4 to 5
Nine (9)	5 to 8
Ten (10)	5 to 11
Any Craps	7.5 to 1
Craps Two	33 to 1
Craps Three	16 to 1
Craps Twelve	33 to 1
Eleven	16 to 1
Any Seven	4 to 1
Field:	
3, 4, 9, 10, or 11	1 to 1
2 or 12	2 to 1
Big 6	1 to 1
Big 8	1 to 1
A Horn Bet and/or Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.	

Crap-Eleven:	
2, 3 or 12	7.5 to 1
11	16 to 1
Crap-Eleven odds are paid only to one half of the amount wagered on the Crap-Eleven bet.	
Buy Bets:	
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1
Lay Bets:	
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2

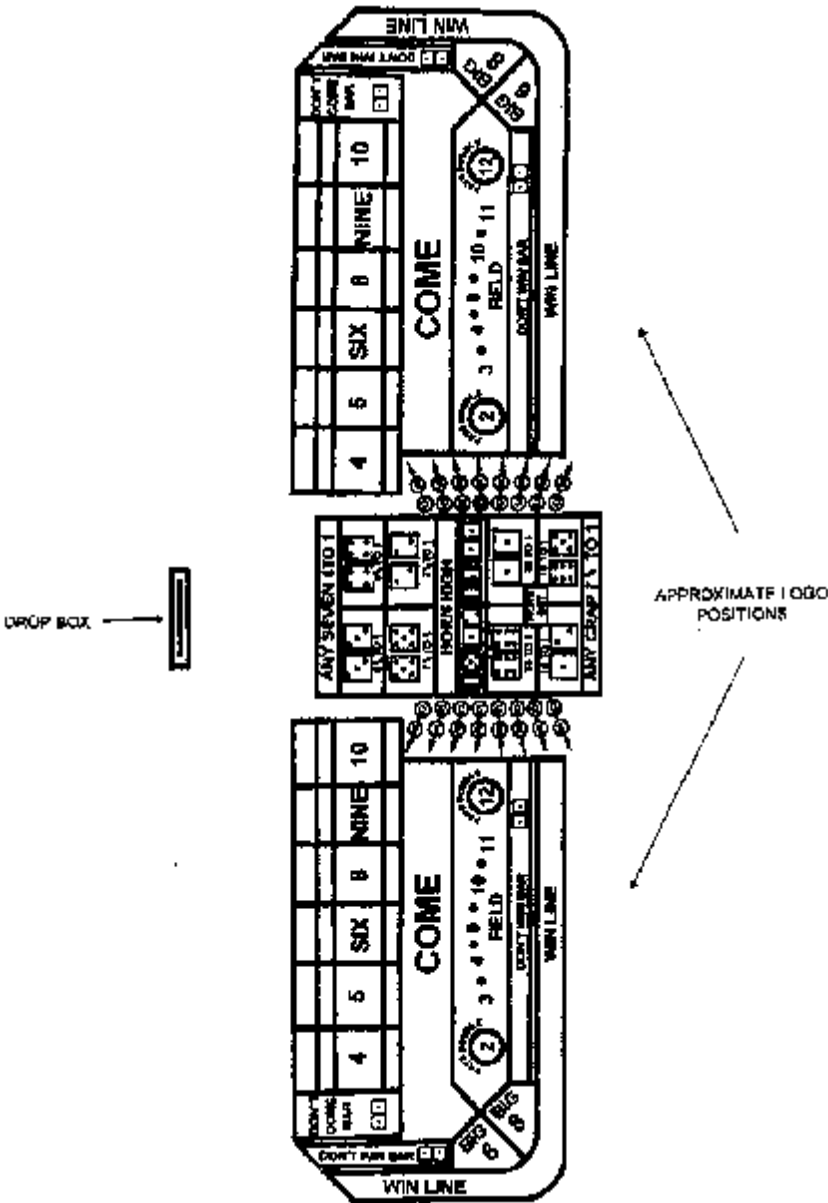
9. General Provisions

- 9.1 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.
- 9.2 Rule 9.1 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.
- 9.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 9.1, he/she may:
- 9.3.1 declare that any wager made by the person is void;
 - 9.3.2 direct that the person shall be excluded from further participation in the game;
 - 9.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act;
 - 9.3.4 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.
- 9.4 A casino supervisor may invalidate the outcome of a game if:
- 9.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

- 9.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.5 Where the outcome of a game is invalidated under rule 9.4, 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 9.4.2 be forfeited.
- 9.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7 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.
- 9.8 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.
- 9.9 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.
- 9.10 Players and spectators are not permitted to have side bets with or against each other.
- 9.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player, and in so doing may cause the wager(s) to be removed, in accordance with rule 6.4, from the layout.
- 9.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a boxperson, subject to a review (if requested) by a casino supervisor.
- 9.13 In any dispute arising from these rules, 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 110 of the Act.
- 9.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

CRAPS LAYOUT



GAMING MACHINES

- 1. Definitions**
- 2. Playing of Gaming Machines**
- 3. Jackpots**
- 4. Payouts**
- 5. Trackside**
- 6. General Provisions**

1. Definitions

1.1 In these rules, unless the contrary intention appears:

“Act” means the Casino Control Act 1992;

“Authority” means the New South Wales Casino Control Authority;

“casino promotional voucher” means a voucher of a nominated value offered by the casino operator. A voucher may be redeemed by a patron for an equivalent value in legal tender, subject to compliance with any specified conditions;

“combination oversold” means a message displayed on the Trackside terminal advising that the maximum number of units available to be sold for each selection on a game has been reached. The number of units available to be sold for each selection is calculated based on the maximum payout liability;

“electronic gaming supervisor” means a person responsible for the supervision of gaming machines in the casino;

“inspector” means a person appointed under section 106 of the Act;

“maximum bet” in relation to the game of Trackside means the maximum amount that may be wagered on any bet selection;

“maximum payout liability” in relation to the game of Trackside means the maximum aggregate winning payout for a game;

“minimum bet” in relation to the game of Trackside means the minimum amount that may be wagered on any bet selection;

“multiple games” in relation to the game of Trackside means the number of sequential games a player may wager on as determined by the casino operator;

“syndicated play” means 3 or more players acting in concert to affect the opportunity of any person or persons to participate in a linked jackpot arrangement;

“Trackside” means a multi terminal gaming machine approved for use in the Casino;

“void” means invalid with no result.

2. Playing of Gaming Machines

2.1 The instructions on how to play each gaming machine game are displayed on the gaming machine artwork or screen.

2.2 Play options shall be in accordance with the instruction as displayed on the gaming machine's artwork or screen. Such options shall be initiated by the player activating the relevant function(s) of the gaming machine.

2.3 The credit meter can be incremented by:

2.3.1 Australian legal tender (notes and/or coin of acceptable denomination as indicated on each individual machine);

2.3.2 winnings from gaming machine play;

- 2.3.3 winnings from a linked jackpot;
- 2.3.4 the centralised monitoring system transferring credits to the gaming machine.
- 2.4 Gaming machine play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function.
- 2.5 A player's winnings/prizes shall be displayed on:
 - 2.5.1 the gaming machine;
 - 2.5.2 jackpot display meter;
 - 2.5.3 associated prize display; or
 - 2.5.4 a combination of the above.
- 2.6 Winnings from gaming machine play may increment the credit meter (as per 2.3), otherwise the winnings will be paid by manual payment procedures approved by the Authority.
- 2.7 Credits displayed on the credit meter may be collected at the end of any game play.
- 2.8 Credits may be paid by the gaming machine returning coins to the drop tray unless the accumulated credits, as indicated on the illuminated display are in excess of a specified limit. Where the indicated credits exceed the machine payout limit, these credits shall be paid to the player manually by procedures approved by the Authority and the credits so paid shall be cancelled from the credit meter.
- 2.9 Where the number of credits cannot be fully converted to coins, the residual credits will remain on the credit meter. The player may elect to be paid the residual by manual payout procedures approved by the Authority.

3. Jackpots

- 3.1 A progressive jackpot shall operate by adding a percentage contribution of a gaming machine's turnover to a progressive jackpot pool, or pools. The number of gaming machines contributing to that pool, or pools, and the percentage contribution of each gaming machine's turnover allocated to the pool(s) shall be configured in accordance with procedures approved by the Authority.
- 3.2 The winner of a progressive jackpot pool shall be determined in accordance with the specific rules of the game as displayed on the machine artwork or screen. The winner of the progressive jackpot pool shall win the prize indicated on the progressive jackpot display.
- 3.3 A random mystery jackpot shall operate by adding a percentage contribution of a gaming machine's turnover to a mystery jackpot pool(s). The number of gaming machines contributing to that pool, or pools, and the percentage contribution of each gaming machine's turnover allocated to the pool(s) shall be configured in accordance with procedures approved by the Authority.
- 3.4 The winner of a mystery jackpot shall be selected at random by a process approved by the Authority. The winning gaming machine number of the mystery jackpot pool and the prize won shall be indicated on the mystery jackpot display.

- 3.5 Jackpot wins, as indicated on the jackpot display, may be paid to the player:
- 3.5.1 by incrementing the credit meter according to rule 2.3; or
 - 3.5.2 by manual payment procedures approved by the Authority. Amounts so paid shall be cleared from the jackpot display meter.
- 3.6 In the event of a malfunction of either a jackpot display meter or jackpot controller, the casino operator may adjust, in accordance with procedures approved by the Authority, the value of the jackpot prize.

4. Payouts

- 4.1 A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.
- 4.2 The casino operator may request a player to play out any credits where the value of such credits is less than \$1. In the event the player declines this request, the casino operator shall process a manual payment to the player, as per cancelled credit procedures.
- 4.3 The casino operator may withhold the payment of any prize or coin issue, or demand the return of any prize or coin issue, subject to notification to and review by an inspector, until such time as the casino operator has completed an investigation and made a determination.
- 4.4 Wherever possible, prizes, coin issues and coin redemptions payable by the casino operator will be paid immediately to the player. However, the casino operator may:
- 4.4.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
 - 4.4.2 pay the prize other than in a form requested by the player; and
 - 4.4.3 request an appropriate form of personal identification from the player.
- 4.5 Gaming machine overpays are not the property of the player. All coins in gaming machines remain the property of the casino operator until won by, or returned to, a player in accordance with the approved rules of the game.
- 4.6 Any gaming machine or equipment malfunction shall void gaming machine plays and payouts.

5. Trackside

- 5.1 The following rules will not apply in respect to the game of Trackside: 2.1, 2.2, 2.3, 2.4, 2.7, 2.8, 2.9, 4.1, 4.2, 6.2, 6.10, 6.11 and 6.14. All other rules shall apply.
- 5.2 **Playing of Trackside:**
- 5.2.1 The instructions on how to play will be available for inspection upon request at the location of each selling terminal.
 - 5.2.2 The prize scale for Trackside will be displayed at the location of each selling terminal.

- 5.2.3 Entry in the game of Trackside will be either by the player completing an approved entry form or giving the terminal operator verbal instructions and paying the required wager.
- 5.2.4 Notes or coin of Australian legal tender, chips, casino promotional vouchers, re-investment of winnings from tickets or the transfer of credits to the gaming machine by the central monitoring system will be used to play the game of Trackside.
- 5.2.5 The player is responsible for checking the accuracy of ticket details prior to the commencement of a game.

5.3 Wagers

- 5.3.1 The following wagers are the available wagers for the game of Trackside
 - 5.3.1.1 **Place** - a wager that requires the selection of a list number to finish in one of the first three (3) placings for that game;
 - 5.3.1.2 **Quinella** - a wager that requires the selection of 2 list numbers to fill the first and second places (irrespective of order) for that game;
 - 5.3.1.3 **Trifecta** - a wager that requires the selection of 3 list numbers to fill first, second and third placing (in order) for that game;
 - 5.3.1.4 **Win** - a wager that requires the selection of a list number to finish in first placing (win) for that game;
 - 5.3.1.5 **Win/Place** - a wager that follows the rules as specified above for the win and/or place bet type for that game. The bet cost is twice the cost of a win or place bet;
 - 5.3.1.6 **Boxed** bets - all bet types can be boxed. If more selections are made than are required to specify a selection, the bet is assumed to be boxed. i.e. more than 1 number for a win, place or win/place, more than 2 numbers for a quinella, more than 3 numbers for a trifecta;
 - 5.3.1.7 **Wheeled** bet - wheeled bets provide combinations of multiple list numbers in another leg. Only trifecta and quinella bets can be wheeled;
 - 5.3.1.8 **Mystery bet** – a feature which randomly selects a list number(s) for a nominated bet type. Any mystery bet where the wager amount is not specified by the player will default to the minimum bet;
 - 5.3.1.9 **Quickpick** – a feature which randomly selects the bet type and/or list numbers. Any quickpick where the wager amount is not specified by the player will default to the minimum bet.
- 5.3.2 Any wager accepted after the close of selling for a game will be automatically wagered on the next game. Wagers may be rejected if the next game or the number of forward games selected would exceed the last game to be played for an operational day.
- 5.3.3 Wagers will only be accepted as allowed by the maximum and minimum bet transaction values for each bet type for that game.

- 5.3.4. Wagers will only be accepted as allowed by the maximum payout liabilities for each bet type selection for that game.
- 5.3.5 Wagers on a particular bet type selection will not be accepted on a game where the maximum bet and/or payout liabilities for that selection will be exceeded for that game.
- 5.3.6 The casino operator may at its discretion re-open selling on a game which has been previously closed, but only prior to the game commencing.

5.4 **Ticket Processing**

- 5.4.1 Winnings or refunds for any un-played games can be collected at the end of any game for which the ticket is valid. If a ticket holds multiple games and is checked prior to the completion of the last game for which it is valid, the un-played games will be cancelled and the associated wagers refunded.
- 5.4.2 Patrons may present tickets to an Electronic Gaming Representative for payment /checking after the official results have been displayed. Tickets may be checked for winnings or refunds by terminal operators entering the ticket serial number at a selling terminal using a scanner or numeric keypad.
- 5.4.3 Winning tickets will be retained by the casino operator.
- 5.4.4 Tickets may only be cancelled prior to the close of selling for which the ticket is valid.
- 5.4.5 Cancelled tickets will be retained by the casino operator.

6. **General Provisions**

- 6.1 A player shall be entitled to play more than one gaming machine at a time, unless otherwise instructed by an electronic gaming machine supervisor.
- 6.2 The player of a gaming machine is required to clear credits from the gaming machine when a close of play warning or notification is initiated.
- 6.3 Players are required to notify the casino operator in the event of any malfunction of a gaming machine at which they are playing. Failure to do so, and the retention of any prizes, coin issues or free play as a result of a gaming machine malfunction, may be considered to be a contravention of these rules.
- 6.4 Tilting, rocking, or in any way damaging or interfering with a gaming machine, or attempting to operate a machine with any object or device other than legal tender is prohibited, and may be considered to be a contravention of these rules.
- 6.5 A person shall not, either alone or in concert with any other persons, use or control at or near a gaming machine or location related to the playing of gaming machines a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a gaming machine or a part thereof, of interfering with an outcome or the proper or normal operation of a gaming machine or a part thereof.
- 6.6 Rule 6.5 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.

- 6.7 Where an electronic gaming machine supervisor is satisfied that a person has contravened any provision of rule 6.3, 6.4, 6.5, 6.10, 6.11, 6.12 or 6.14 the electronic gaming supervisor may:
- 6.7.1 declare that any wager made by the person is void;
 - 6.7.2 direct that the person shall be excluded from further participation in playing of gaming machines; or
 - 6.7.3 recommend the person be excluded from the casino in line with the provisions of section 79 of the Act.
- 6.8 An electronic gaming machine supervisor may invalidate the outcome of a game if:
- 6.8.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 6.8.2 any fraudulent act is perpetrated by any person that, in the opinion of the electronic gaming machine supervisor, affects the outcome of the game.
- 6.9 Where the outcome of a game is invalidated under rule 6.8, all wagers made by the players for that particular result may be refunded provided that an electronic gaming machine supervisor may direct that the wager of any player referred to in rule 6.8.2 be forfeited.
- 6.10 Any person who engages in Syndicated Play is in breach of these rules.
- 6.11 Any person who induces a player at a gaming machine to vacate a gaming machine, or to engage in Syndicated Play is in breach of these rules. Any person who solicits such an inducement is also in breach of these rules.
- 6.12 A person who interferes with, disturbs, or intimidates other gaming machine patrons or casino employees is in breach of these rules.
- 6.13 Players and spectators are not permitted to have side bets with or against each other.
- 6.14 Where, in the opinion of a gaming machine supervisor, a person is not actively playing a gaming machine and is:
- 6.14.1 occupying a gaming machine; or
 - 6.14.2 occupying an adjacent area such that it restricts another patron from gaining access to play a gaming machine;
- an electronic gaming machine supervisor may direct the person to vacate the gaming machine or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.
- 6.15 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to an electronic gaming attendant, subject to a review (if requested) by an electronic gaming supervisor.
- 6.16 In any dispute arising from these Rules, 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 110 of the Act.
- 6.17 A copy of these rules shall be made available for inspection upon request.

LET IT RIDE

1. Definitions
2. Table Layout and Equipment
3. The Cards
4. The Shuffle and Cut
5. Wagers
6. Minimum and Maximum Wagers
7. The Deal
8. Betting Round
9. Final Settlement
10. Settlement Odds
11. Order of Hand Values
12. Irregularities
13. General Provisions

Diagram 'A'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**Authority**" means the New South Wales Casino Control Authority;

"**deck-checking device**" means a machine approved by the Casino Control Authority to be used to check that each deck of cards contains the correct cards for the game;

"**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;

"**community cards**" means two cards dealt face down to the dealer which ultimately constitute the fourth and fifth card of each player's hand in a round of play;

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

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

"**hand**" means five cards, constituting the three cards dealt to each player and the two community cards;

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

"**let it ride**" means a decision by a player not to retrieve a part of his/her wager that may be withdrawn in accordance with rules 8.3 and 8.4;

"**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 announces a result and after collecting any losing wagers, pays out winning wagers;

"**shuffling device**" means a card shuffling machine approved by the Authority for use in the game of Let It Ride;

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

2. Table Layout and Equipment

2.1 The game of Let it Ride 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 seven players, with each playing area having:

- 2.2.1.1 three wagering areas marked by the symbols "\$", "2" and "1"; and
 - 2.2.1.2 inscriptions showing the payout schedule;
 - 2.2.2 two designated areas directly in front of the dealer for the placement of the community cards; and
 - 2.2.3 the name and/or logo of the casino imprinted thereon.
- 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, from which the cards shall be dealt; and
 - 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 Let It Ride 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 of cards 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:
 - 3.3.1 ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rules 11.1.2 and 11.1.6 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 secured until such time as they may be required.
- 3.6 All cards used in the game of Let It Ride 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 dealer shall shuffle the cards so that they are randomly intermixed:
- 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 Where a shuffling device is used, the operation of rules 4.1 to 4.3 inclusive are amended to the extent necessary for the following to have effect:
- 4.4.1 cards shall be placed in the shuffling device to be shuffled;
 - 4.4.2 the cards shall not be cut;
 - 4.4.3 the shuffling device takes the place of the card shoe;
 - 4.4.4 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

5. Wagers

- 5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2 A player wishing to participate in a round of play must place three equal but separate wagers on the appropriate wagering area marked "\$", "2" and "1" prior to the first card being removed from the shoe for each round of play.
- 5.3 All wagers shall be placed prior to the dealer announcing "no more bets".
- 5.4 Except as provided in rule 8, 12.10 and 12.11, no wager shall be made, increased, or withdrawn after the first card is removed from the card shoe or shuffling device.
- 5.5 A player shall not wager on more than one hand in any round of play.
- 5.6 Only one player may wager at any one playing area in any round of play.
- 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 on each 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 Subject to sub-rules 12.10 and 12.11, a wager found to be below the stated minimum, after the call of no more bets, 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 rounds of play(s) 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 proposed time of change has been displayed at the table at least 20 minutes before the change.

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 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 face down to each playing area containing wagers; and
 - 7.3.2 then, in sequence, a second and third card face down to each playing area containing wagers; and
 - 7.3.3 one card face down to each of the two areas designated for the community cards.
- 7.4 When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.4.1 a stack of three cards dispensed by the device, face down to each playing area containing wagers; and
 - 7.4.2 a stack of three cards dispensed by the device, face down to the area in front of the dealer; and
 - 7.4.3 the bottom card of the stack in front of the dealer shall be placed undisclosed into the discard rack.

8. Betting Round

- 8.1 After the cards have been dealt, the players may pick up their cards and examine them.

- 8.2 Each player shall be required to keep his/her three cards in full view of the dealer at all times and must ensure that they are held in a manner that does not disclose to other players their value.
- 8.3 After each player has examined his/her cards the dealer shall, beginning from the dealer's left, ask each player to indicate whether the player wishes to either:
- 8.3.1 withdraw the wager placed on the wagering area marked "1", by having it removed and returned by the dealer; or
- 8.3.2 let the wager ride.
- 8.4 The dealer shall then turn the first community card face up after which the dealer shall then, in accordance with rule 8.3, obtain a decision from each player in respect of his/her wager placed on the wagering area marked "2".
- 8.5 The decision made by each player in regard to his/her wager on the wagering area marked "2" may be made irrespective of the player's decision made in regard to the wager on the wagering area marked "1".
- 8.6 After each player has indicated a decision in regard to the wager on the wagering area marked "2" the dealer shall then turn the second community card face up.
- 8.7 The two community cards and the three cards dealt to each player shall form the five card hand of each player.
- 8.8 The dealer shall examine the cards of each player to determine if the player has a hand that qualifies for a payout pursuant to rule 10.
- 8.9 A player's wager on the wagering area marked "\$" is not subject to rules 8.3 and 8.4.
- 8.10 If a player chooses to let a wager ride, that wager remains on the appropriate wagering area of the layout until final settlement is completed.
- 8.11 Should a player at any stage of the game have a winning hand, in accordance with rule 10, he/she may place his/her cards under his/her wager on the wagering area marked "\$", thereby indicating an intention to let all remaining wagers ride.

9. Final Settlement

- 9.1 A player's hand, in order to qualify for a payout, must contain a pair of 10s, or better.
- 9.2 The dealer shall examine the cards of each player's hand and then:
- 9.2.1 collect the wagers for those hands which do not qualify for a payout; and
- 9.2.2 pay the wagers for those hands which contain a pair of 10s, or better, in accordance with rule 10.
- 9.3 After the dealer collects or pays wagers, the dealer shall collect the cards and place them in the discard rack.
- 9.4 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 11.

10. Settlement Odds

- 10.1 Winning wagers at the game of Let it Ride shall be paid at the odds listed below:

WAGER	Odds
A Pair of 10s or better	1 to 1
Two Pair	2 to 1
3 of a Kind	3 to 1
Straight	5 to 1
Flush	8 to 1
Full House	11 to 1
4 of a Kind	50 to 1
Straight Flush	200 to 1
Royal Flush	1000 to 1

- 10.2 The odds for wagers shall be subject to any maximum payout set by the casino operator. The amount of such maximum payout shall be approved by the Authority and shall be displayed on a notice at the table.

11. Order of Hand Values

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

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 low.
11.1.3	4 of a Kind	is a hand containing four cards of the same rank.
11.1.4	Full House	is a hand containing "3 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 regardless of suit. An ace may be counted high or low.
11.1.7	3 of a Kind	is a hand containing three cards of the same rank.
11.1.8	Two Pair	is a hand containing two pairs.
11.1.9	One Pair	is a hand containing two cards of the same rank.
11.1.10	Five odd cards	is a hand containing five cards of different rank and at least two suits.

12. Irregularities

- 12.1 Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, the dealer 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 incorrectly exposed 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, subject to rule 12.6.
- 12.6 If a community card is exposed in error during the deal it shall constitute a misdeal and all wagers shall be void and a new round of play shall be dealt, except that play will continue if a community card is exposed in error after the players have handled their cards.
- 12.7 A player's hand containing too few cards or too many cards shall be declared void.
- 12.8 Where a dealer realises, after a player has handled his/her 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.
- 12.9 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 52 cards that make up a deck in accordance with rule 3.1, the following shall apply:
- 12.9.1 the result of any rounds of play previously completed shall stand; and
- 12.9.2 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; and
- 12.9.3 the deck shall be checked for any further missing or foreign cards.
- 12.10 If, prior to a player handling his/her cards, the dealer becomes aware that a wager does not comply with rule 5.2, the player must, upon request:
- 12.10.1 correct the wager on wagering areas 1, 2 or \$ within the stated table minimums and maximums in order to comply with rule 5.2; or
- 12.10.2 fold, whereupon the dealer shall collect the cards and return the wager made.
- 12.11 If, subsequent to a player handling his/her cards the dealer becomes aware that a wager does not comply with rule 5.2, the player must upon request correct the wager accordingly. Should the player fail to correct the wager, he/she may be precluded from further participation in the game.
- 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 before the dealer shows the first community card; or
- 12.12.2 restrict players suspected of collusion from playing together at the same table; or

- 12.12.3 direct the players on a table to speak English at all times; or
- 12.12.4 direct that a player or players be precluded from playing.
- 12.13 Where a player, who makes a wager in accordance with rule 5.2, has not viewed his/her cards and is not present to make a decision in regard to the cards dealt to that playing area, that hand shall become void and the wager returned.
- 12.14 Where a player has viewed his/her cards and is not present to make a decision, in regard to the cards dealt to that playing area, in accordance with rule 8.3 and/or rule 8.4 the wager or wagers remaining will be treated as Let it Ride, with that player accepting responsibility for any subsequent result.

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.

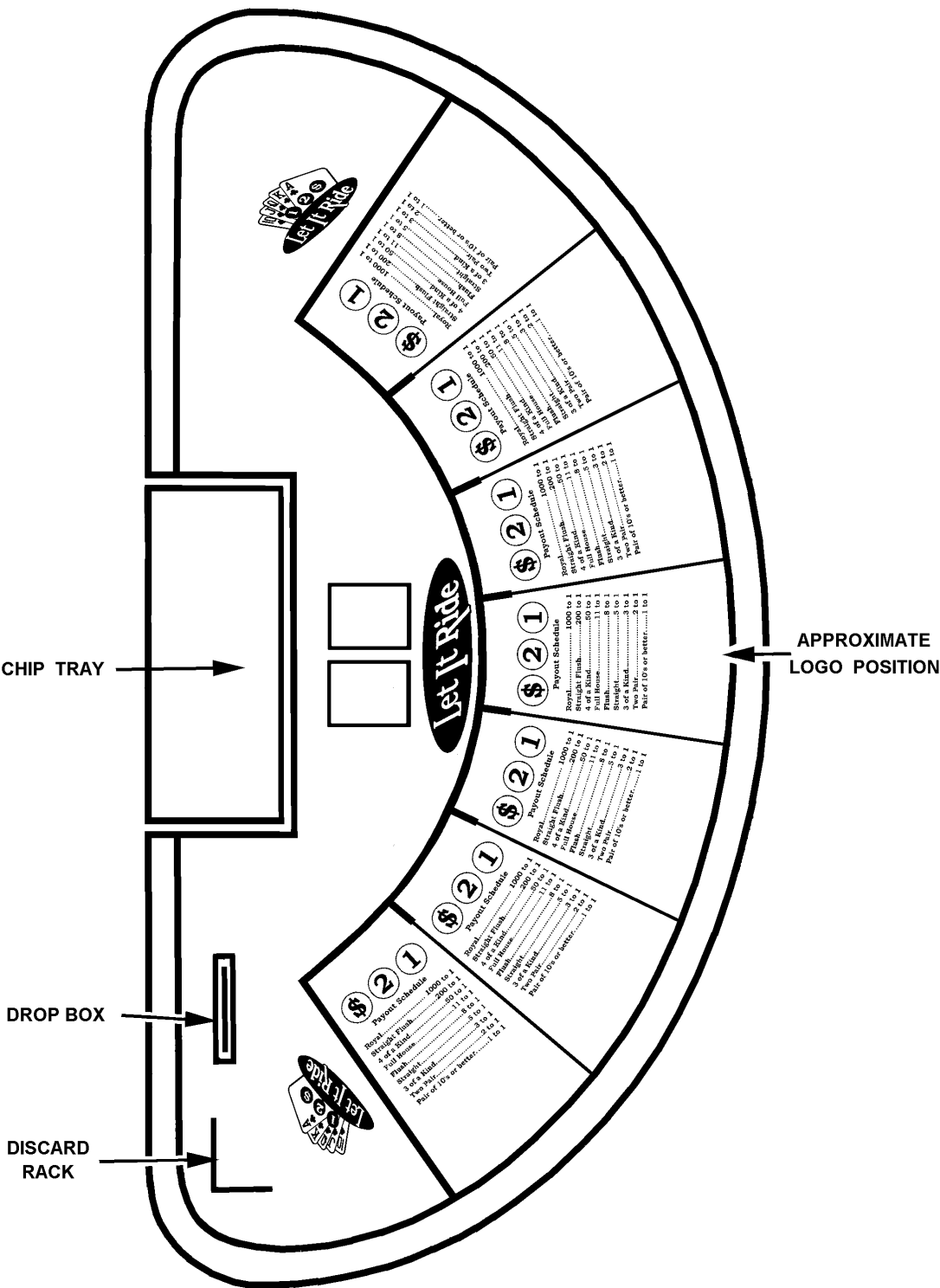
14. General Provisions

- 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 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; or
 - 14.3.2 direct that the person shall be excluded from further participation in the game; or
 - 14.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 14.3.4 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.
- 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 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 game supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter must be referred in the first instance to a casino supervisor.
- 14.13 In any dispute arising from these rules, 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 the their right to lodge a complaint with an inspector under section 110 of the Act.
- 14.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

LET IT RIDE LAYOUT



PAI GOW

1. Definitions
 2. Table Layout and Equipment
 3. The Tiles
 4. The Table of Play – House Way
 5. Computer
 6. The Bank
 7. The Shuffle
 8. The Dice and Cut
 9. Wagers
 10. Minimum and Maximum Wagers
 11. Methods of Play
 12. General Conditions of Play
 13. Procedures of Methods of Play
 14. Settlement
 15. Irregularities
 16. General Provisions
 17. Appendix 1, 2, 3 & 4
- Diagram 'A'

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**bank**" means the hand against which all other players wager;

"**box dice**" means a set of three dice of the same colour used to determine the first box to receive the tiles in a round of play;

"**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;

"**chung**" means a marker used to indicate who has the bank in a round of play;

"**commission**" means the amount collected or deducted by the dealer from any winnings returned to a player/banker in accordance with rule 14.2;

"**cut die**" means a single dice of a different colour to the three box dice, used to determine the cut when the house banks;

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

"**dice cup**" means a device used to contain and shake the dice;

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

"**House**" means the casino operator;

"**House way**" means the way a dealer shall set his/her hand or that of a player or player/banker upon request;

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

"**laja**" means an additional mix of the tiles that may be performed by the dealer, a player or player/banker;

"**match**" means comparing the player's high hand with the House or player/banker's high hand and the player's low hand with the House or player/banker's low hand respectively;

"**player/banker**" means a player taking the bank;

"**ranking**" means the classification of the order of the tiles;

"**round of play**" means a period of play commencing with the cut of the tiles and concluding when the dealer matches the hands and, if applicable, collects losing wagers and pays out winnings;

"**shuffle**" means a random mix of the tiles, conducted face downwards upon the table;

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

"**tile(s)**" means a domino or set of dominoes;

"**traditional cuts**" means one of the approved ways of cutting the tiles at the request of either a player/banker or a casino supervisor;

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

2. Table Layout and Equipment

- 2.1 The game of Pai Gow 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 display the name and/or logo of the casino, shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A".
- 2.3 A set of three dice shall be used to determine the first playing area to receive tiles (box dice). The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.4 A single die of different colour to the box dice used to determine the cut (cut die) when the house is banking. The sides of the die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.5 The following equipment shall also be used:
 - 2.5.1 a dice cup, being a cup like device with a non-transparent cover used to contain and shake the four dice;
 - 2.5.2 plus or minus buttons, with values from +4 to -4, which may be used to change the point of delivery of the tiles;
 - 2.5.3 an "OFF" button to signify a playing area removed from play;
 - 2.5.4 a marker known as a chung to indicate the bank.
- 2.6 The table shall have a drop box attached to it.

3. The Tiles

- 3.1 The game of Pai Gow shall be played with a set of thirty-two tiles.
- 3.2 The ranking of the tiles in both pair and individual order, is shown in Appendix 1. In the ranking:
 - 3.2.1 when a hand is lower than Day High Nine (ranking 22) the value of the hand shall be a single figure (zero to nine inclusive) and shall be

determined by totalling the count values of the tiles in the hand and, as required, subtracting ten;

- 3.2.2 Gee Jun, ranked No 1 pair, are as individual tiles the lowest ranked tiles and may be used as either a three or a six.

- 3.3 The tiles shall be checked, tile by tile, prior to the commencement of gaming, the conclusion of gaming or whenever tiles are replaced. The tiles shall then:

- 3.3.1 be displayed on the table in order of rank and checked by the casino supervisor;

- 3.3.2 remain so displayed at the commencement of gaming until a player takes a place at the table.

- 3.4 Should any tiles be damaged or marked during play, a casino supervisor shall replace them, either individually or with a new set of tiles.

- 3.5 The tiles may be changed at the discretion of a casino supervisor.

4. The Table of Play - House Way

- 4.1 The House way is outlined in Appendix 2.

5. Computer

A computer may be used by the House to check the correct setting of the House way.

6. The Bank

- 6.1 The bank shall be offered counter clockwise around the table commencing directly to the left of the last bank. The bank shall be offered to the player who controls the playing area in accordance with rule 9.9.

- 6.2 When more than one player wagers on a playing area should the player controlling the playing area decline to take the bank it may be offered to the other players wagering on the playing area and the person controlling the playing area will relinquish control of the playing area for that bank subject to rule 6.7.

- 6.3 Acceptance of the bank by a player must be controlled from the playing area they last played. This is indicated by the chung.

- 6.4 A player in control of a playing area may only take the bank from that playing area and will not be entitled to take the bank from any other playing area on which he/she may have wagered.

- 6.5 A player who has wagered on more than one playing area but does not have control of a playing area may only accept the bank from the playing area on which he/she has wagered which is furthest from the chung.

- 6.6 Other than at the commencement of the game, a player must have played the previous round of play to be able to accept the bank.

- 6.7 Each bank consists of a first and second round of play. At its discretion the House may allow up to three banks per playing area.

- 6.8 At its discretion the House may allow two or more players to share the bank at one seated position.
- 6.9 Where no player elects to take the bank, the House will bank.
- 6.10 When the House banks, a chung denoting "House bank" shall be placed on playing area one to indicate the House tiles. No wagers shall be accepted on playing area one when the House banks.

7. The Shuffle

- 7.1 Before each round of play, the dealer shall shuffle the tiles face downwards on the table.
- 7.2 The dealer shall stack the tiles into eight groups of four and place the tiles in the designated area.
- 7.3 The casino supervisor may approve a player's request for a laja by the dealer or to personally perform a laja, provided that after a player laja:
- 7.3.1 the bank cannot request another shuffle;
 - 7.3.2 the tiles will be presented to the bank who may perform their own laja, before determining the cut.

8. The Dice and Cut

- 8.1 The player/banker or the dealer shall shake the dice cup during which time the dice must tumble. The dice cup is then placed on the table and the cover removed by the dealer, before moving the dice cup to the centre of the table.
- 8.2 The player/banker may decide to adjust the delivery of the tiles by nominating a plus or minus value (between +4 and -4) before the dice are disclosed. Any plus or minus value is added to or subtracted from the face up total of the box dice. The nominated value shall be shown on a marker button placed in a central position on the table. This is known as "stealing the cut".
- 8.3 All four dice must come to rest with one surface flat to the base of the dice cup otherwise the dice cup shall be shaken again.
- 8.4 After the total of the box dice is called by the dealer, the following shall apply:
- 8.4.1 The dealer will count counter clockwise commencing with the playing area designated by the chung, which shall be counted as 1, 9 or 17;
 - 8.4.2 The dealer will then announce "first tiles to playing area.....and the cut shall be.....";
 - 8.4.3 Where a player accepts the bank that player may nominate one of the cuts listed in Appendix 3. If that player declines to choose the cut, then the cut shall be determined by the cut die in accordance with Appendix 4.
 - 8.4.4 Where the House banks, the type of cut to be used will be determined by the cut die in accordance with Appendix 4.
 - 8.4.5 At the discretion of a casino supervisor, other cuts may be accepted subject to their prior approval by the Casino Control Authority.

8.4.6 The dealer shall then deliver the tiles to the players in accordance with the box dice total, subject to 8.2, and the determined cut.

8.4.7 The dealer shall then shake the dice cup again and return it to the designated area after delivery of the tiles is completed.

9. Wagers

9.1 The wagers defined in this rule shall be the permissible wagers at the game of Pai Gow:

9.2 A wager by a player against the bank which shall

9.2.1 win if -

9.2.1.1 the player's high hand is higher than the high hand of the bank and the player's low hand is higher than the low hand of the bank;

9.2.1.2 the bank and the player have the same value hand and the player's high tile is of a higher ranking;

9.2.2 lose if -

9.2.2.1 the bank's high hand is higher than the high hand of the player and the bank's low hand is higher than the low hand of the player;

9.2.2.2 either the high or low hand from both the bank and player is zero regardless of ranking;

9.2.2.3 the bank and the player have identical hands;

9.2.2.4 the bank and the player have the same value hand and the bank's high tile is of equal ranking to the player's high tile;

9.2.3 neither win nor lose when only one of the player's hands is higher than the matching bank's hands.

9.3 a wager by a player/banker which shall:

9.3.1 win if -

9.3.1.1 the bank's high hand is higher than the high hand of the player and the bank's low hand is higher than the low hand of the player;

9.3.1.2 either the high or low hand from both the bank and player is zero regardless of ranking;

9.3.1.3 the bank and the player have identical hands;

9.3.1.4 the bank and the player have the same value hand and the bank's high tile is of equal ranking to the player's high tile;

- 9.3.2 lose if -
 - 9.3.2.1 the player's high hand is higher than the high hand of the bank and the player's low hand is higher than the low hand of the bank;
 - 9.3.2.2 the bank and the player have the same value hand and the player's high tile is of a higher ranking;
- 9.3.3 neither win nor lose when only one of the bank's hands is higher than the matching player's hands.
- 9.4 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 9.5 A wager by a player shall be placed on the appropriate playing areas of the Pai Gow layout after the shuffle and prior to the dice being exposed.
- 9.6 No wager may be handled, placed, increased or withdrawn after the dice have been exposed, when the House banks.
- 9.7 When a player banks, no wager may be handled, placed, increased or withdrawn after the dice being exposed without the player/banker's consent.
- 9.8 Up to three players may wager on any one playing area, but a casino supervisor may restrict the numbers of players to less than three.
- 9.9 Where more than one player wagers on a playing area the decisions with regard to the tiles dealt to that area shall be called by:
 - 9.9.1 the player who is seated at the playing area;
 - 9.9.2 at the discretion of the seated player, the player with the highest wager on that playing area;
 - 9.9.3 where there is no seated player, the player with the highest wager on that playing area;
 - 9.9.4 where there is no seated player and all wagers are of equal value, the player whose wager is nearest the dealer.
- 9.10 The dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with rule 9.9.
- 9.11 The dealer shall ensure that the player calling the decisions places his/her wager in the portion of the playing area nearest to the dealer's side of the table.
- 9.12 A player may wager on more than one playing area but shall only control the tiles on one playing area.
- 9.13 A player in control of a playing area is not permitted to place an additional wager on another playing area when no other player is in control of that playing area.
- 9.14 Upon accepting the bank, the player/banker shall make a wager. The dealer shall ascertain that the player/banker has sufficient funds to cover the minimum requirements.

- 9.15 When a player has the bank, the player/banker's wager is the only wager allowed on the player/banker's playing area.

10. Minimum and Maximum Wagers

- 10.1 The minimum and maximum wagers permitted per playing area when the House is banking shall be displayed on a sign at the table.
- 10.2 When a player/banker is banking, there is no maximum wager restriction for either the player/banker or players, but the stated table minimum will apply. A wager found to be below the stated minimum that is not rejected prior to the dice being exposed, shall be valid.
- 10.3 In situations where the House is banking, any wager found to be below the stated minimum that is not rejected prior to the dice being exposed, shall be valid. Wagers above the stated maximum shall be paid or collected to the maximum.
- 10.4 If in accordance with rule 10.3 a player is 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.
- 10.5 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 10.6 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.
- 10.7 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

11. Methods of Play

- 11.1 The game may be played with:
- 11.1.1 the House holding the bank for each round of play; or
- 11.1.2 a player/banker covering all wagers and the House taking no part.

12. General Conditions of Play

- 12.1 After determining where to start, in accordance with rule 8, the dealer shall deal four tiles to each playing area. The tiles are dealt face down in groups of four to the playing areas, irrespective of whether anyone is seated at that position.
- 12.2 Where a group of tiles (eight or more) are to be delivered consecutively to empty playing areas, they may be placed collectively in relation to those playing areas and those areas shall be indicated by the dealer.
- 12.3 When all tiles have been dealt, the dealer shall retrieve the tiles dealt to playing areas without wagers and place them undisclosed in the designated area.

- 12.4 The players shall arrange their own tiles into two hands - the high hand and the low hand.
- 12.5 After players return their tiles to the playing area, the hand is considered set and shall not be handled again by players.
- 12.6 At the request of a player or player/banker, the dealer shall set that player's or player/banker's hand according to the House way.
- 12.7 A player shall indicate his decision to have the dealer set the hand by turning the tiles so that they face horizontal to the dealer.
- 12.8 The dealer shall set the player hand according to the House way after all other players have set their tiles and prior to the House hand or player/banker hand being set.
- 12.9 The dealer shall set the player/banker hand according to the House way after all other players tiles have been set. The hand so set will be confirmed by the player/banker prior to the first player's hand being exposed.
- 12.10 If, after the dealer has set the player or player/banker hand according to the House way, a player touches the tiles then the player must assume all responsibility for setting the tiles.
- 12.11 Only the player controlling a playing area is permitted to handle and set the tiles.
- 12.12 Where the provisions of rule 6.8 apply, the player/bankers may jointly decide the setting of tiles.
- 12.13 The tiles must remain within the table area and in view of the dealer and players may not exchange tiles, or exchange or communicate or cause to exchange or communicate, information regarding their hand or hands.
- 12.14 Players are not permitted to communicate in any form until after the chung has been removed from the bank's tiles.
- 12.15 Upon opening and matching each hand the dealer shall declare whether the player has won (Jung), lost (Che) or stand off (Jowl) in accordance with rule 9.
- 12.16 Stand offs are indicated by the dealer tapping the table twice next to the player's tiles after which the player's tiles are placed in the designated area on the table.
- 12.17 The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.
- 12.18 Where a player is the only person wagering on a playing area he/she may concede his/her wager by indicating with a sweeping motion with his/her hand toward the dealer. The tiles are then picked up by the dealer and placed in the designated area without being exposed and the player's wager is lost and removed. After a player's hand has been conceded it cannot be returned to play.
- 12.19 The casino supervisor may view the tiles of a conceded hand at his/her discretion.
- 12.20 Where there is only one player playing when the House banks, he/she may expose their tiles face up upon the table.

13. Procedures of Methods of Play

13.1 When the House is banking:

- 13.1.1 a chung denoting House bank will be placed on playing area one and the House tiles dealt to that area. After collecting all tiles not in play the dealer shall move the tiles from playing area one to the front of the float;
- 13.1.2 the dealer shall arrange and set the House hands after all player's hands have been set;
- 13.1.3 the dealer shall expose the House hands in front of the float before exposing the players hands;
- 13.1.4 the House hands shall be set with the low hand in a vertical position to the dealer and the high hand in a horizontal position to the dealer;
- 13.1.5 the casino supervisor will confirm that the House hand has been set the House way;
- 13.1.6 the dealer shall expose each player's hands in turn, counter clockwise, from playing area one and match each hand;
- 13.1.7 losing wagers are picked up and placed into the float and the related tiles placed in the designated area;
- 13.1.8 the dealer shall pay, in accordance with rule 14.1, all winning wagers counter clockwise from playing area one, picking up the tiles as payment is made and placing them in the designated area;
- 13.1.9 if a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.

13.2 When the player/banker is banking and the House does not play:

- 13.2.1 a chung will be placed on the player/banker's playing area and the player/banker's tiles shall be dealt to that playing area;
- 13.2.2 the player/banker shall place a wager. If the banker fails to cover the total of declared wagers the player will be required to make up the difference. Where the player has insufficient funds or refuses to make up the difference the game shall be conducted as per rule 13.1;
- 13.2.3 the player/banker shall set his/her hands after all other hands have been set and may expose the hands so set;
- 13.2.4 the dealer shall bring the player/banker's hands to the front of the float and ensure they are exposed to the players;
- 13.2.5 the dealer shall then expose each players' hands in turn, counter clockwise from the chung, and match each hand;
- 13.2.6 all losing wagers are picked up immediately and placed in the losing wager area. The losing tiles are picked up at the same time and placed in the designated area;
- 13.2.7 the dealer shall pay, in accordance with rule 14.1, all winning wagers from the losing wager area, counter clockwise from the chung, picking up

the tiles as payment is made. The remaining total from the losing wager area is handed to the player/banker, less commission, in accordance with rule 14.2;

13.2.8 if there are insufficient funds in the losing wager area to pay winning wagers, the shortfall shall be taken from the player/banker's wager;

13.2.9 if a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.

14. Settlement

14.1 Winning wagers against the bank shall be paid at odds of 1 to 1, less a commission of 5%.

14.2 A 5% commission shall be collected by the dealer from any winnings by a player/banker following:

14.2.1 the payment of any winning wagers to players;

14.2.2 the return of the player/banker's original wager.

14.3 Where it is not possible to collect a commission exactly in chips, the nearest lower amount collectable in chips shall be taken.

15. Irregularities

15.1 If any tile is exposed during stacking, the dealer shall perform a Laja.

15.2 If more than two tiles are exposed during a Laja a re-shuffle will occur.

15.3 Where the dealer exposes two or more tiles:

15.3.1 on a players hand, the player has the option of calling his/her hand void, before viewing his/her remaining tiles;

15.3.2 on the player/banker's hand, the player/banker has the option of calling his/her hand void, before viewing his/her remaining tiles. If the player/banker chooses to void his/her hand pursuant to this rule, the tiles shall be reshuffled.

15.4 The casino supervisor has the option to direct the dealer to re-shuffle in response to exposed tiles or suspected tile tracking.

15.5 If tiles are exposed in the House's hands, the hands must be played.

15.6 If the player/banker exposes his/her own tiles, play shall continue.

15.7 Should the House or player/banker hands be set incorrectly and the first player's hand has been exposed, the House or player/banker hands stand.

15.8 Where a player requests their hand be set House way by the dealer and if prior to the Banker tiles being placed in the designated area, it is brought to the attention of the dealer or casino supervisor that the hand has been set incorrectly, subject to rule 12.10, the dealer or casino supervisor must alter the setting of the hand to reflect the House way.

- 15.9 When all playing areas are in play, the House is banking and players are believed to be communicating the value of the tiles they hold, the House may, at its discretion, remove a playing area from play.
- 15.10 Where the situation described in 15.9 is suspected, a casino supervisor shall decide whether to remove a playing area from subsequent rounds of play and an inspector shall be notified.
- 15.11 If a decision is made to remove a playing area from play, that playing area shall be determined by the dealer shaking the dice and, having determined the sum of the box dice, shall count counter clockwise from playing area one. A marker button denoting "Off" is placed on that playing area.
- 15.12 If, as determined by rule 15.11, the box dice total indicates the House, a further total shall be determined until the result indicates an alternative playing area.
- 15.13 A casino supervisor shall decide when a playing area taken out of play in accordance with rule 15.10 may be reintroduced into play.
- 15.14 Should the dealer distribute the tiles incorrectly and it is noted prior to the players handling the tiles, the deal will be reconstructed.
- 15.15 If reconstruction is not possible, the round of play shall be declared void and all thirty two tiles shall be re-shuffled.
- 15.16 If an incorrect distribution occurs and it is not noted until after tiles have been handled, the round of play will be played to a conclusion.
- 15.17 Where a player or players are suspected of viewing another players tiles or collecting information from other active or non active players, a casino supervisor may:
- 15.17.1 direct the player or players concerned to set their hands prior to other players handling theirs;
 - 15.17.2 restrict players suspected of collusion from playing at the same table;
 - 15.17.3 direct the players on a table to speak English only at all times.
- 15.18 In the event that the dealer opens a player's hand and accidentally knocks down or mixes the tiles of that player or another player, the dealer shall set the disturbed tiles the House way.
- 15.19 Where a player is not present to set his/her tiles, the dealer shall set the tiles according to the House way and the player must accept responsibility for any subsequent result.
- 15.20 In the event that a tile(s) is found to be missing or a tile(s) is found that does not form part of the 32 tiles that make up a set the following shall apply:
- 15.20.1 the result of any rounds of play previously completed shall stand;
 - 15.20.2 the round of play where the missing tile(s) is discovered or the foreign tile(s) is found shall be declared void and all monies returned for that round of play;
 - 15.20.3 the set shall be checked for any further missing or foreign tiles.

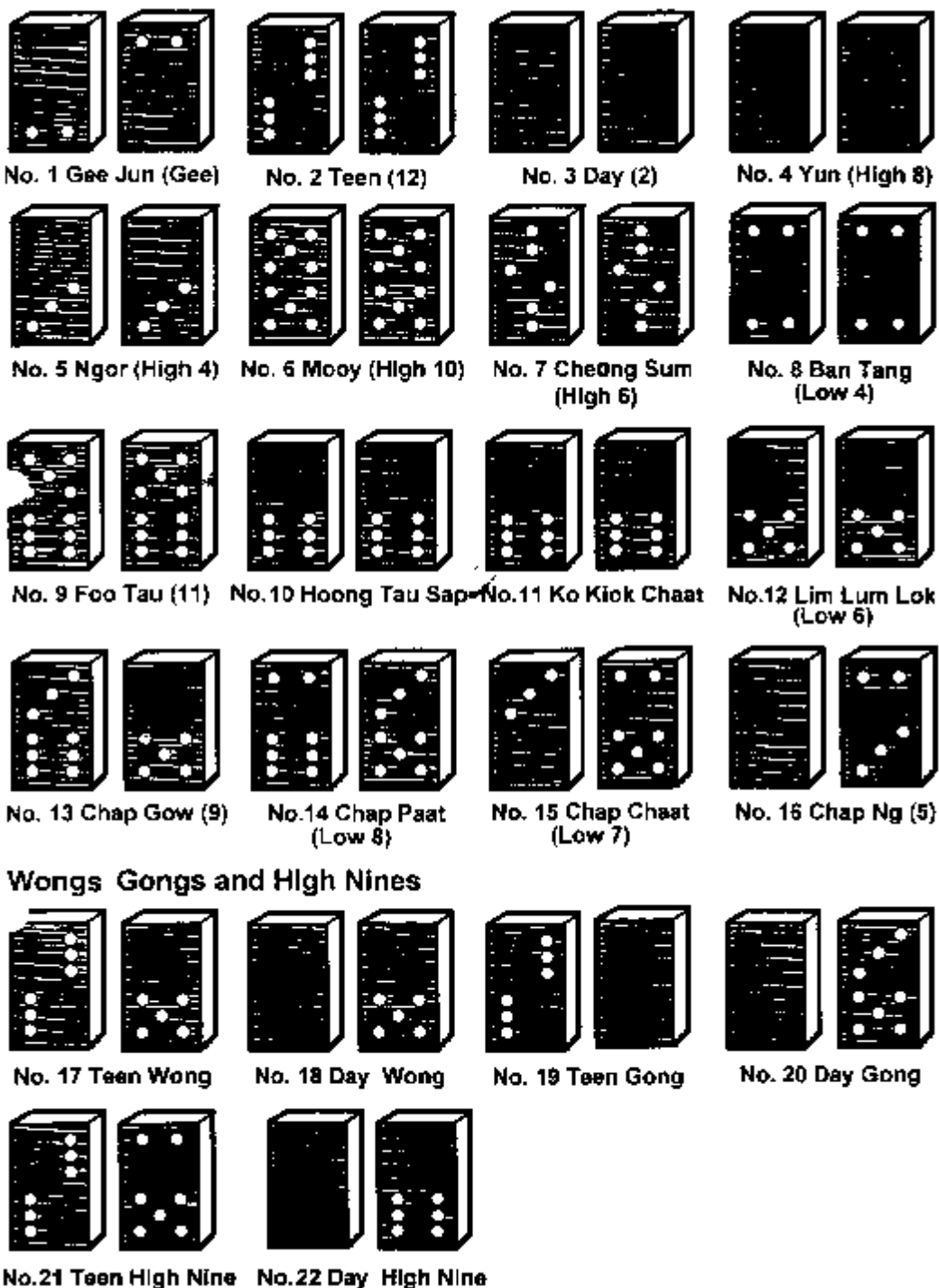
16. General Provisions

- 16.1 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.
- 16.2 Rule 16.1 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.
- 16.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 16.1, he/she may:
- 16.3.1 declare that any wager made by the person is void;
 - 16.3.2 direct that the person shall be excluded from further participation in the game;
 - 16.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act;
 - 16.3.4 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.
- 16.4 A casino supervisor may invalidate the outcome of a game if:
- 16.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 16.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 16.5 Where the outcome of a game is invalidated under rule 16.4, 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 16.4.2 be forfeited.
- 16.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 16.7 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.
- 16.8 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.
- 16.9 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.
- 16.10 Players and spectators are not permitted to have side bets with or against each other.

- 16.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the dice being exposed, and in so doing may cause the wager(s) to be removed from the layout.
- 16.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter must be referred in the first instance to a casino supervisor.
- 16.13 In any dispute arising from these rules, 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 110 of the Act.
- 16.14 A copy of these rules shall be made available for inspection upon request.

APPENDIX 1

APPENDIX 1



Note: A Wong, Gong or High Nine can be played with any 9, 8 or 7 Not only the tiles depicted.

Appendix 2

HOUSE WAY

1. When you have two ranking pairs, play the two pairs as two hands.

2. Never split the following pairs:

Ngor (High Four)
Mooy (High Ten)
Cheong Sum (High Six)
Ban Tang (Low Four)

Foo Tau (Eleven)
Hoong Tau Sap (Low Ten)
Lim Lum Lok (Low Six)
Chap Ng (Mixed Fives)

3. Split:

Gee Jun (Supreme)	with	High 6 and 6, 5, 4
Teen (Twelve) or Day (Two)	with	9 and 8, 7, 6, 5, 4 8 and 8, 7, 6, 5, 4 7 and 7, 6, 5, 4
Chap Gow (Nines)	with	Teen and Day Teen/Day and 10 10 and 10
Yun and Chap Paat (Eights)	with	Teen and Day Teen/Day and 11, 10 10 and 11, 10 10 and 10 11 and 9
Ko Kiok Chaat and Chap Chaat (Sevens)	with	Teen and Day Teen/Day and 11, 10

4. Wongs Gongs and High Nines

- 4.1 If no other higher play is possible, always play Wong, Gong or High Nine even at the expense of the low hand.
- 4.2 Play High Nine instead of Gong or Wong and Gong instead of Wong when given a choice.
- 4.3 When given a choice of playing a Wong, Gong or High Nine with a Teen and Day, play the Teen on the high hand.

5. Exceptions to Wongs, Gongs and High Nines

- 5.1 Play Gong over High Nine when the fourth tile is four.
- 5.2 Play Wong over Gong or High Nine when the fourth tile is eleven.

6. General Play

- 6.1 Bring the low hand and the high hand as close together as possible unless they can be set to a higher value.
- 6.2 If the high hand is seven or less play the high tile on the low hand when given a choice.
- 6.3 If the high hand is eight or better play the high tile on the high hand when given a choice.
- 6.4 Where possible do not play the two highest tiles on the same hand.

7. Exceptions to General Play

High 10, Low 10, any 6 with 2 or 12. Play 0 and 8.
High 10, Low 10, 11 any 7 or 8. Play 0 and 8 or 0 and 9.
High 8, High 10, 11 any 7. Play 7 and 9.
High 6, 5, Gee Jun any 2 or 12. Play 7 and 9.
High 6, 5, Gee Jun any 7. Play 2 and 9.
High 6, 5, Gee Jun any 8. Play 3 and 9.
High 6, 5, Gee Jun any 10. Play 5 and 9.
High 6, 5, Gee Jun and 11. Play 6 and 9.
High 6, Low 6, 5 and Gee Jun. Play 1 and 9.
High 6, 5, Gee Jun and nine. Play 4 and 9.
High 4, Low 4, 5 any 6. Play 0 and 9.
High 6, Low 6, 2 or 12 with any 4 or 5. Play 0 and 8 or 1 and 8.
High 4, Low 4, 5, Gee Jun. Play 7 and 9 with the high 4 on the high hand.
High 8, Low 8, High 6 with any 7. Play 4 and 5 with the high 8 on the high hand.
High 8, Low 8, High 4 with any 7. Play 2 and 5 with the high 8 on the high hand.
High 8, Low 8, High 4 with any 6. Play 2 and 4 with the High 8 on the high hand.
High 10, Low 10, High 6 with any 7. Play 6 and 7 with the high 10 on the high hand.
High 4, High 10, Low 4, Eleven. Play 4 and 5 with High 4 on the high hand.
High 10, High 8, Low 8 and 9. Play 7 and 8 with the High 8 on the low hand.

The exceptions listed above may also be known as using the format outlined below.

If after bringing both hands closer together you have 1 on the low hand and it is possible to make 8 or 9 on the high hand, play the eight or nine.

If after bringing both hands closer together you have 2 on the low hand and it is possible to make 8 using a Teen or Day, play the 8.

If after bringing both hands closer together you have two tiles in the first six rankings on the same hand and its possible to separate them without altering the point totals on the hands, do so.

If after bringing both hands closer together you have an 8 with 5, Gee Jun on either hand and its possible to make a high 6 ranked nine or better, do so.

High 8, High 10, 11 any 7. Play 7 and 9.

Appendix 3

PAI GOW CUTS

<u>TRADITIONAL NAME</u>	<u>OPTIONS</u>	<u>ENGLISH NAME</u>
Yat Dong Dong	(Right or Left)	One Stack
Cup Say	(Right or Left, Top or Bottom)	Tiger
Chee Yee	(Top or Bottom)	Chop the Ears
Dai Pin	(Right or Left)	Big Slice
Jung Quat	(Top or Bottom)	From the Heart
Long Tau/Fong May	(Right or Left)	Dragon Head/Phoenix Tail
Wui Fung Bank		Hong Kong Bank
Foot Say		Four Across
Sydney Harbour Bridge		Sydney Harbour Bridge
Ghan Dong Ping Say	(Right or Left)	Kangaroo Jump
Pong Yun	(Right or Left)	Buddhas Signal
Bo Bo Go Sing	(Right or Left)	Boy Walks Up Stairs
Ghan Dong Cup Say	(Right or Left)	Striped Tiger
Yat Kai Sum May		Chicken Three Ways
Arn Lok Peng Sar	(Right or Left)	Flying Dragon
Sydney Tower		Sydney Tower
China Bank		China Bank
Chong Wan Sup Lok		Sixteen Across
Seung Gwai Pak Moon		Ghost Closing the Door
Gum Un Que	(Right or Left Front to Back)	Double Bridge

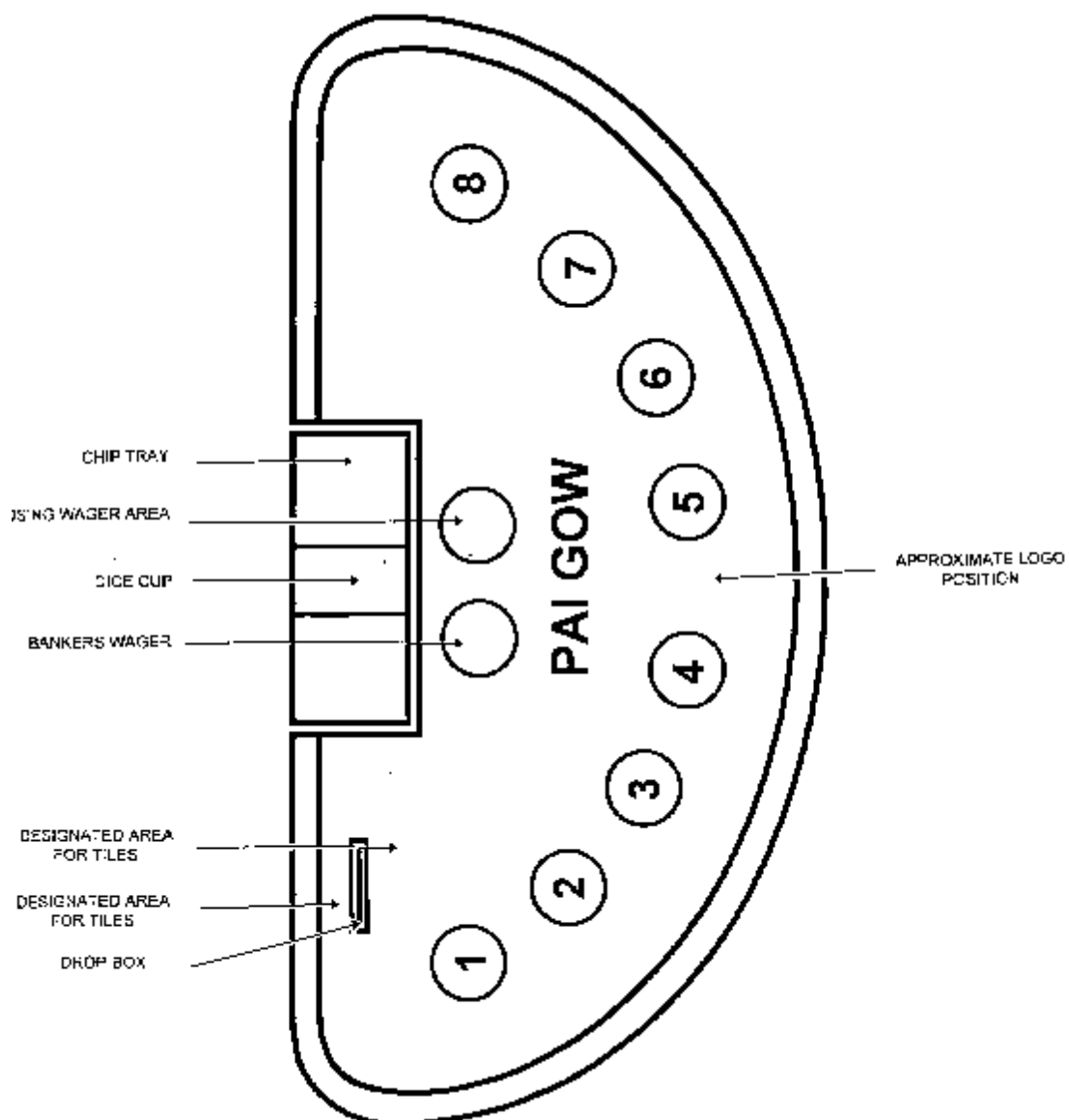
Appendix 4**House Cuts**

Where the House banks, or where a player refuses to nominate a cut, the number shown on the cut dice shall determine the style of cut to be used in accordance with following:

Cut die	Cut
1,	Long Tau/Fong May
2	Jung Quat
3	Cup Say
4	Dai Pin
5	Wui Fung Bank
6	Chee Yee

DIAGRAM A

PAI GOW LAYOUT



ROULETTE

1. Definitions
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"K", "L" and "M"

1. Definitions

1.1 In these rules, unless the contrary intention appears:

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

"**ATS**" means an automated transaction station featuring a touch screen monitor designed to allow a player to place wagers on an electronic Roulette layout in accordance with these rules;

"**ATS chip account**" means an account established under rule 7.2.2;

"**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, promotional tokens, or to the credit of an ATS chip account, 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 or credited to the ATS chip account;

"**casino supervisor**" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

"**colour checks**" means chips without denomination markings;

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

"**dolly**" means an indicator placed on the layout to denote the winning number;

"**double zero**" includes "00";

"**game hardware**" means all the computer equipment needed for the conduct of the game, including one or more ATS, one or more printers, an SGC and routing, networking and communications devices and cabling;

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

"**game system**" means the configuration of software and game hardware necessary to conduct the game at any time when it is not connected to a central monitoring system, but does not include a WND;

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

"**marker button**" means a button used to denote the value of colour checks;

"**race-track**" means that section of the layout used for the placement of multiple piece wagers in accordance with rules 3.3 and 3.4;

"**Rapid Roulette**" means a variation of the game of Roulette;

"**SGC**" means streamlined game console:

- designed to enable the dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and

- designed to provide the dealer with all information in the game system which the dealer requires for the purpose of conducting the game; and
- designed to enable a casino supervisor to manage the game functions.

"value chips" means chips marked with denominations of value;

"void" means invalid with no result;

"wagering period" means the period determined by the casino supervisor during which a player is permitted to place, move or cancel bets. The period commences when the dealer starts a new game via the SGC and finishes either when the game clock expires or wagering has been closed via an electronic sensor;

"WND" (Winning Number Display) means an electronic display and sensor that may, at the discretion of the casino operator, be attached to a table for the purpose of recording and displaying the present and most recent winning numbers spun at the table;

"zero" includes "0".

2. Table Layout and Equipment

- 2.1 The game of Roulette shall be played at a table with an imprinted layout cloth and with a roulette wheel, of not less than 0.75 meters in diameter, at one end.
- 2.2 The layout cloth of the table shall display the name and/or logo of the casino, shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A" or "B" or "C" or "D" or "E" or "F" or "G".
- 2.3 The roulette wheel shall have:
- 2.3.1 37 equal compartments with one marked zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
- 2.3.2 the numbers marked in the same order as that shown in diagram "H" or "I".
- OR**
- 2.3.3 38 equal compartments with one marked zero and another marked double zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
- 2.3.4 the numbers marked in the same order as that shown in diagram "J".
- 2.4 Each ball used in gaming at roulette shall be made completely of a non-metallic substance and shall be not less than 17 millimetres, nor more than 23 millimetres, in diameter.
- 2.5 The following equipment shall also be used:

- 2.5.1 marker buttons, sufficient to indicate the values of the colour checks in use at the table;
 - 2.5.2 a dolly made of plastic or brass.
- 2.6 The following equipment may be used:
 - 2.6.1 a display rack with compartments used to indicate the colours and values of the colour checks in use at the table;
 - 2.6.2 a winning number display unit.
- 2.7 The table shall have a drop box attached to it.
- 3. Wagers**
- 3.1 Diagrams "K", "L" and "M" are illustrations of the correct manner of placement of wagers on a roulette layout.
- 3.2 The wagers defined in this rule shall be the permissible wagers by a player at the game of Roulette:
 - 3.2.1 "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" or "00" is wagered and spun and shall lose if any if any other number is spun;
 - 3.2.2 "Two numbers or Split" which shall win if:
 - 3.2.2.1 either of the two numbers wagered is spun; or
 - 3.2.2.2 "0" and either of 1,2 or 3 is wagered and any one of them is spun; or
 - 3.2.2.3 "0" and either of 00, 1, or 2 is wagered and any one of them is spun; or
 - 3.2.2.4 "00" and either "0", 2 or 3 is wagered and any one of them is spun;but otherwise shall lose.
 - 3.2.3 "Three numbers or Street" which shall win if:
 - 3.2.3.1 any one of the three numbers in the row wagered is spun; or
 - 3.2.3.2 "0" and 1 and 2 are wagered and any one of them is spun; or
 - 3.2.3.3 "0" and 2 and 3 are wagered and any one of them is spun, however this wager is not available where wheel order includes "00"; or
 - 3.2.3.4 "0" and "00" and 2 are wagered and any one of them is spun; or

- 3.2.3.5 "00" and 2 and 3 are wagered and any one of them is spun;
- but otherwise shall lose.
- 3.2.4 "Four numbers or Corner" which shall win if:
- 3.2.4.1 any one of the four numbers wagered is spun; or
- 3.2.4.2 "0" and 1, 2 and 3 are wagered and any one of them is spun, however this wager is not available where wheel order includes "00".
- but otherwise shall lose.
- 3.2.5 "Five numbers or Five-line" which shall win if:
- 3.2.5.1 "0", "00", 1, 2 and 3 is wagered and any of them is spun, however this wager is only available where wheel order includes "00";
- but otherwise shall lose.
- 3.2.6 "Six numbers or Six-line" which shall win if any one of the six numbers in the two rows wagered is spun and shall lose if any other number or "0" or "00" is spun;
- 3.2.7 "Column" which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or "0" or "00" is spun;
- 3.2.8 "Dozen" which shall win if any one of the 12 numbers in the dozen wagered (1-12, 13-24 or 25-36) is spun and shall lose if any other number or "0" or "00" is spun;
- 3.2.9 "Low - (1-18)" which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or "0" or "00" is spun;
- 3.2.10 "High - (19-36)" which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or "0" or "00" is spun;
- 3.2.11 "Even" which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or "0" or "00";
- 3.2.12 "Odd" which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or "0" or "00";
- 3.2.13 "Red" which shall win if the colour of the number wagered and spun is red and shall lose if the number spun is black or "0" or "00";
- 3.2.14 "Black" which shall win if the colour of the number wagered and spun is black and shall lose if the number spun is red or "0" or "00".
- 3.3 Where a race-track system for accepting multiple piece wagers is used, as shown in diagram "B", the wagers defined on the race-track shall be:

- 3.3.1 "Series 5/8 - Tier" (six piece wager); 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36;
- 3.3.2 "Orphans" (five piece wager); 1, 6/9, 14/17, 17/20 and 31/34;
- 3.3.3 "Grand Series 0/2/3" (nine piece wager); 0/2/3 x 2 pieces, 4/7, 12/15, 18/21, 19/22, 25/29 x 2 pieces and 32/35;
- 3.3.4 "Zero Game" (four piece wager); 0/3, 12/15, 26 and 32/35;
- 3.3.5 "Neighbours" (five piece wager); a specific number with two neighbouring numbers either side, e.g. 17 and the neighbours = 2, 25, 17, 34 and 6.
- 3.4 Where a race-track system for accepting multiple piece wagers is used, as shown in diagram "C", the wagers defined on the race-track shall be:
 - 3.4.1 "Horse" (three piece wager); 15, 19, and 32;
 - 3.4.2 "Snake" (three piece wager); 2, 4 and 21;
 - 3.4.3 "Dragon" (three piece wager); 17, 25 and 34;
 - 3.4.4 "Rabbit" (three piece wager); 6, 13 and 27;
 - 3.4.5 "Tiger" (three piece wager); 11, 30 and 36;
 - 3.4.6 "Ox" (three piece wager); 8, 10 and 23;
 - 3.4.7 "Rat" (three piece wager); 5, 16 and 24;
 - 3.4.8 "Boar" (three piece wager); 1, 20 and 33;
 - 3.4.9 "Dog" (three piece wager); 9, 14 and 31;
 - 3.4.10 "Rooster" (three piece wager); 18, 22 and 29;
 - 3.4.11 "Monkey" (three piece wager); 7, 12 and 28;
 - 3.4.12 "Ram" (three piece wager); 3, 26 and 35.
- 3.5 All wagers shall be made by placing value chips or colour checks or casino promotional tokens on the appropriate playing areas of the roulette layout.
- 3.6 The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.
- 3.7 Colour checks issued at a roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.8 Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino unless that table is closed at the time of the redemption request.
- 3.9 No player shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another player at the same table unless the player(s) issued with the colour checks agree to the issue.

- 3.10 Where a player purchases colour checks, the specific value to be assigned to each shall be ascertained by the dealer and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that player.
- 3.11 At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table, provided that as a result, no other player is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.12 A wager cannot be withdrawn, placed or changed after the dealer has called "no more bets" and/or indicated by hand movements above the layout that betting is to cease. On completion of the hand movement no more bets will be allowed.
- 3.13 Wagers orally declared shall be accepted only when accompanied by chips or colour checks or casino promotional tokens and the dealer has sufficient time to place the wager on the layout prior to "no more bets" being called. All bets must be placed before the call of no more bets.
- 3.14 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.
- 3.15 Wagers shall be settled strictly in accordance with the position of chips or colour checks or casino promotional tokens on the layout when the ball falls to rest in a compartment of the wheel.
- 3.16 A casino supervisor may modify the application of rule 3.15 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.

4. Minimum and Maximum Wagers

- 4.1 The minimum and maximum wagers permitted by a player 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.
- 4.2 A wager found to be below the stated minimum, after the call of no more bets, shall be valid.
- 4.3 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 spin(s) the wagers and results of the previous spin(s) shall stand.
- 4.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 4.5 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.