

TASMANIAN LIQUOR AND GAMING
COMMISSION

Blackjack Rules

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I THE TABLE

1. The Blackjack table will have on one side places for players and, on the opposite side, a place for the Dealer.
2. The table cloth shall be marked in a manner similar to that shown in Diagram “A” with:
 - a) rectangular areas which constitute the boxes for wagers, such boxes not to exceed seven in number; and
 - b) inscriptions to the effect that:
 - i) Blackjack pays 3 to 2;
 - ii) the Dealer must stand on 17 and must draw on 16 or the Dealer must stand on 17 and must draw to 16; and
 - iii) insurance pays 2 to 1.

2 THE BANK

No person, other than the holder of the casino licence, will have any share or interest in the bank, which will be held by the licensee or a person acting in pursuance of a service agreement on behalf of the licensee.

3 INSPECTION

An Inspector must be present while the game is in progress. The Inspector is responsible for ensuring that the game is conducted in strict accordance with these rules.

4 THE CARDS

1. Blackjack will be played with four to eight decks of cards, each deck having 52 cards, without jokers. If offering Perfect Pairs, a minimum of six decks must be used.

2. Prior to the commencement of play, the cards will be checked for completeness and imperfections and spread out on the table consecutively in suits.
3. At the end of play, the cards will again be checked, card by card, and spread out in suits on the table.
4. All cards will be dealt from a shoe specifically designed for that purpose.

5 THE SHUFFLE AND CUT

1. The cards will be shuffled face downwards on the table in preparation for each game. After the cards have been cut by one of the players, the Dealer may again cut the cards. If no player wishes to cut the cards, the Inspector or Management Representative will do so.
2. When play is conducted:
 - a) Using four to five decks of cards, only one marker card will be used which will be placed not more than approximately one deck from the rear of the combined packs.
 - b) Using six to eight decks of cards, either one or two marker cards may be used. When using two marker cards in separate locations in the combined decks, neither marker card will be less than three decks from the front of the combined decks.
 - c) In any separate gaming area, there must be consistency in the number of marker cards used.
3. In the course of play, this procedure may be repeated at the conclusion of the round in play when either of the marker cards are exposed.
4. In the event that cards are dealt in a sequence which, in the opinion of the Inspector is abnormal, the cards will immediately be shuffled.
5. At its discretion, the Company may use an approved automatic card shuffling shoe, in which case the provisions of 5.1, 5.2, 5.3 and 5.4 will not apply.

6 WAGERS

1. Wagers will be accepted only in chips.
2. A wager by a player, except an insurance wager, will be placed in the box referred to in rule 1.2.
3. Any wager by a player, except an insurance wager, is that the player will get a score not exceeding 21 and that:
 - a) the Dealer's score will exceed 21; or
 - b) the player will obtain a higher score than the Dealer; or
 - c) the player will have a Blackjack and the Dealer will not, see rule 9.4.
4. An insurance wager made as provided in rule 11, will be placed in the area marked "insurance" on the table cloth.
5. Except as provided in rules 11, 14.1 and 15.1, or until a decision and settlement have been made in respect of any wager, no wager may be handled, made, increased or withdrawn after the first card of the round has been dealt and/or a Supernova wager has been accepted by activating , “No More Bets” on the Supernova Console.
6. Where it is not possible to pay a wager exactly in chips, it will be paid to the next highest amount to which payment can be made in chips, and any further wagers by that player, that cannot be paid exactly, may be refused.

7 LIMITS

1. The maximum and minimum wagers permitted will be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum.
2. If after a result certain wagers are found to be below the minimum or above the maximum, then according to that result, a wager below the minimum will be paid or collected by the Dealer in accordance with rule 7.3 and a wager above the maximum wager will be paid or collected by the Dealer up to the permitted maximum only.

3. The owner of a wager below the minimum which is paid or collected, will be advised that the wager made was below the table minimum and that any further under the minimum wagers that person may place, may be returned, regardless of the result.
4. Partnerships with a view to exceeding the maximum wagers will not be allowed.
5. A Management Representative may alter the limits on a gaming table at any time, except that a minimum or maximum wager cannot be changed unless:
 - a) all players currently at the table consent; or
 - b) a notice is displayed at the table at least half an hour prior to the setting of a new minimum or maximum wager.
6. A Management Representative may allow a player to wager in excess of the stated minimum and maximum wager permitted on the table, provided that an approved marker stating “higher limit” is placed adjacent to the playing area.
7. In accordance with rule 7.6, where a new limit is allocated to a player, they shall be the only player to play on that playing area.
8. Prior to making changes provided for in rules 7.5 or 7.6, Surveillance will be notified.

8 SPECIAL WAGERING REQUIREMENTS

1. A maximum of three players may wager on a box. If more than one player wagers on a box, the decisions with regard to the cards shall be made, in order of preference, by –
 - a) the player seated at that box; or
 - b) the player whose wager is nearest to the Dealer.
2. A player may wager on more than one box and make the decisions regarding the playing of those hands with the understanding that, if there are insufficient vacant boxes at the table to accommodate patron demand, a player making the decisions on more than one box shall give up control of a box or boxes to accommodate other players, or to comply with rule 8.5.

3. Where on a box a person;
 - a) has not made a wager on the first round of play on a shoe; or
 - b) after placing a wager on any round of play on a shoe, declines to place a wager on any subsequent round of play on that shoe;

the Dealer may limit the person's wager for that box to the table minimum wager on each subsequent round of play on that shoe.

4. All original wagers on a table will be restricted by the Dealer to an amount not more than three times the amount wagered on the initial wager of the previous hand of the same shoe, provided a notice to that effect is displayed at the table. Where this rule is to apply, the notice must be on the table at the commencement of the shoe. At the Inspectors discretion, the notice may be removed during the shoe. Wagers placed which do not conform with the requirements of this rule, and which are not detected prior to the determination of a hand, shall stand.
5. A player may be limited to one box and to the minimum wager applicable to the table as indicated on the limit sign.

9 VALUE OF CARDS

1. The value of cards is as follows:
 - a) An ace has the value of 11, except when that would give a player or the Dealer a score of more than 21, in which case it will have a value of 1.
 - b) The provisions of rule 9.1 a) will not prevent the Dealer from announcing the separate cumulative total of each hand as it progresses, counting the ace as 1 or 11 until such time as the player stands or has reached a total where to count the ace as 11, the hand would exceed a score of 21. The cumulative result of any further cards drawn to that hand will then be announced in the normal manner.
 - c) The first ace in the Dealer's hand must count as 11 if this gives the Dealer a total between 17 and 21, inclusive, in which case the Dealer must stand.

2. Cards from 2 to 10 have their face value.
3. Jacks, queens or kings will have a value of 10.
4. An ace together with a card with a value of ten constitutes a Blackjack but a Blackjack cannot be obtained in any hand derived from splitting (See rule 14).

10 INITIAL DEAL

Starting from the left and continuing clockwise around the table, the Dealer will deal a card in rotation to each box containing wagers and a card to the Dealer. In the same manner, the Dealer will then deal a second card to each of the boxes.

11 INSURANCE

1. When the Dealer's first card is an ace, any player may wager a separate bet equivalent to not more than half the amount bet on the player's original wager, that the Dealer's second card will have a value of 10.
2. All insurance wagers will be made before the commencement of the subsequent deal.

12 INTERIM SETTLEMENT

1. On completion of the initial deal and before the subsequent deal:
 - a) Where a player has a Blackjack and the Dealer's card is neither a 10 nor an ace, the Dealer will pay the wager, or wagers, on that hand. Any such wagers will be paid at odds of 3 to 2.
 - b) Where a player has a Blackjack and the Dealer's first card is an ace, the Dealer will, at the player's request, pay the player in settlement an amount equal to the original wager. Any insurance wager made by that player will be returned. Where a box with multiple players is formed, all players will be given the opportunity to settle an amount equal to the original wager or continue with the wager.
 - c) Where the Dealer's second card is not a card with a count value of 10, any insurance wagers under rule 11 which remain unsettled are lost.

13 SUBSEQUENT DEAL

1. The subsequent deal shall commence the instant a third card is dealt to the first active player. All players starting with the player on the extreme left of the Dealer will each be entitled, subject to rules 14.4, 15.1 and 13.2, to be dealt additional cards as required. If a player continues to request to be dealt cards until the player's hand has a total count value exceeding 21, then all the wagers, other than insurance on that hand, are lost and will be collected at once by the Dealer. Any other player who has wagered on the hand will be bound by the decisions of the player of the hand.
2. Where a player has a Blackjack or cards of a count value of 21, no further cards may be drawn by that player.
3. Where on the initial deal a player has cards of a count value less than 12, the player will be required, subject to the provisions of rule 15.1 which is not affected by this rule, to draw a further card or cards until the player's hand has a count value of 12 or more.
4. If at the time a Dealer is asking a player to act on their hands, a player:
 - a) Refuses or fails to act; or
 - b) Is not present;

A Management Representative may, after a reasonable time has passed, at the request of the Dealer, direct the Dealer :

- i) If the point total of the player's hand does not exceed 11, to deal cards to that hand until the point total exceeds 11; and,
- ii) If the point total of the player's hand exceeds 11, to regard the player as having elected to stand with the cards at that point total.

14 SPLITTING PAIRS

1. Any pair and any two 10 count-valued cards dealt to a player in the initial deal may be split by the player into two separate hands when the player's turn comes for the subsequent deal.

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2. The player must then make a wager on the second hand so formed, this wager being an equal amount to their original wager on that box. Any other player who has placed a wager in the relevant box will have the right to make a wager on the second hand of an equal amount to their own first wager in that box. Alternatively, that player may choose which hand they wish to bet on. If failing to do so, the bet will be placed on the left hand side bet.
3. The Dealer will then deal a second card to the first of the hands so formed and will complete that hand before continuing to the next.
4. When a second card dealt to a split pair is of the same count value as a card of the pair, the player may split again. The wager to be placed on a third split hand shall be an amount equal to that of the original wager. A player may not form more than three hands per playing area in each round.
5. A player who abstains from splitting any pair may not split any further pairs so formed.
6. A player who splits hands and subsequently exceeds 21 in any of the hands so formed, shall lose the wager on that hand, regardless of the result of the Dealer's hand.
7. If aces have been split, a second card will be dealt to each of the hands so formed and no further cards will be dealt to those hands. Aces may only be split once.
8. If the Dealer obtains a Blackjack after a player splits pairs, the Dealer will collect only one wager equal to that of the original wager from the player's remaining wagers. The rule is subject to rule 14.6 where all wagers lost on hands exceeding 21 are losing wagers and are not retrievable by the player, i.e. if only one wager remains from split hands, that wager will not constitute a split hand.
9. Except as provided by rules 13.2 and 14.4, when a second card is dealt to either hand of a split pair, the player may elect to double the wager on that hand in accordance with rule 15.1.
10. When a pair has been split in conformity with these rules, the two hands so formed will be completed under the terms of rule 13.

11. A card with a count value of 10, dealt to an ace after a split, or an ace dealt to a card with a value of 10 after a split count value of 21, will not constitute a Blackjack.

15 DOUBLING DOWN

1. After the initial deal or after the first two cards of any split pair, and as provided by rule 14.9 and the cards have a hard total of 9, 10 or 11, a player may elect to double down ie. to double the wager on the condition that only one additional card will be dealt to the hand.
2. Where a wager on a box has been doubled by the first player, other players on the same box will have the option to double down on that hand before the additional card is dealt. If those players do not wish to double down, the condition that only one further card will be dealt to that hand will remain.
3. If the Dealer obtains a Blackjack after a player doubles down, the Dealer will collect only the amount of the original wager of that player.

16 ADDITIONAL CARDS TO THE DEALERS HAND

1. When the subsequent deal to all players' hands has been completed, additional cards as necessary will be dealt to the Dealer's hand. If the Dealer's hand has a count value of 16 or less, additional cards must be dealt until it has a count value of 17 or more. When the count value of the Dealer's hand is 17, 18, 19, 20 or 21, the Dealer must stand i.e. no further cards will be dealt to that hand.
2. Where, after the subsequent deal, the hands of all players exceed a count value of 21, the Dealer will not draw a second card except in the case where the Dealer's first card is an ace and insurance wagers have been made under rule 11;
3. Where, after the subsequent deal, the only hands remaining are those with Blackjack and the Dealer:
 - a) does not have an ace or a 10 count card; or
 - b) has an ace or a 10 count card and fails to draw a Blackjack with the second card;

then the Dealer will not draw any additional card.

17 FINAL SETTLEMENT

Settlement of wagers remaining on the table after the completion of the subsequent deal to the Dealer's hand, as per rule 16.1, will be as follows:-

1. Winning wagers:
 - a) A wager on a Blackjack will be paid at odds of 3 to 2 if the Dealer does not also have a Blackjack.
 - b) A wager on a hand other than a Blackjack will be paid at odds of 1 to 1 if the Dealer's hand has a count value of more than 21 or less than the players hand.
 - c) An insurance wager made under the provisions of rule 11 will be paid at odds of 2 to 1 if the Dealer has a Blackjack.
2. Losing wagers:
 - a) A wager on a hand with a count value less than that of the Dealer's hand will be lost.
 - b) A wager on a hand other than a Blackjack with a count value of 21 will be lost if the Dealer has a Blackjack.
3. Void wagers:
 - a) A wager on a Blackjack will be void if the Dealer also has a Blackjack.
 - b) A wager on a hand with the same count value as that of the Dealer's hand will be void.
 - c) A wager, other than the player's original wager, which is made under the provisions of rules 14 and 15, will be void if the Dealer has a Blackjack.

18 ADVICE

Except to ensure compliance with these rules, a licensed gaming employee is not permitted to suggest to a player the manner in which a hand could be played.

19 IRREGULARITIES

1. A card dealt in error will be treated as undisclosed and, subject to rule 19.2, will be used as though it were the next card from the shoe.
2. A card drawn in error to a Dealer's completed hand will be discarded if the card has been disclosed.
3. A card found face upwards in the shoe will not be used in the game.
4. If after the initial deal, and prior to any settlement, an error of card placement has occurred, the hand shall be reconstructed.
5. If during the subsequent deal it is noticed that a hand has been dealt to a playing area without a wager, the cards constituting that hand shall be discarded.
6. If during the subsequent deal it is noticed that the Dealer has not taken a first card, the player with the hand being decided at the time may;
 - a) Complete their hand prior to the Dealer taking the first card, or
 - b) Instruct the Dealer to take a first card prior to making further decisions.
 - c) If the Dealer's first card is then an Ace, the players with wagers will have the option to take insurance.
7. If during the subsequent deal it is noticed that cards have not been dealt to a player's playing area containing a wager, that wager is void. If only one card is dealt to a player's playing area containing a wager, the player shall have the option of retracting his/her wager or receiving a second card when called upon to make a decision on that playing area.
8. If a player is not given the option of drawing additional cards or the Dealer fails to correctly act on a player's decision, an error has occurred and shall be

settled in accordance with rule 19.1. Any cards dealt subsequent to a error occurring shall also be considered cards dealt in error.

9. In the event that the cards are not shuffled following the exposure of the second marker as provided by rule 5, a shuffle will take place immediately at the completion of the round of play.
10. If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard holder shall be shuffled and cut in accordance with rule 5 and the Dealer shall then complete the round of play. At the conclusion of the round, a shuffle will take place.
11. If during a round of play the automatic shuffling machine malfunctions and that round cannot be completed, or two or more cards are dealt from the automatic shuffling machine simultaneously and the order of the cards cannot be determined,
 - a) That round of play shall be voided.
 - b) Where any interim settlement of wagers (including Perfect Pairs payments) has occurred, the results of such settlement will stand.

Diagram “A”



20 PERFECT PAIRS

Where the game includes the perfect pairs wager, the table cloth will be marked accordingly.

1. A perfect pairs wager is that a player will receive a pair of cards of the same face value for their first two cards.
2. Face value as described in 20.1. shall mean a number or picture as indicated on the card, namely 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace.
3. The definition of a pair for the purposes of this variation are:
 - a) Mixed Pair, a pair comprising one red suited card and one black suited card.
 - b) Coloured Pair, a pair comprising of two cards of different suits where either both cards are red suited or both cards are black suited.
 - c) Perfect Pair, a pair with both cards the same suit.
4. Prior to the first card being dealt, each player shall be given the opportunity to place a wager on the Perfect Pairs box.
5. The perfect pairs wager must be at least the minimum amount and not more than the maximum amount as indicated on the display sign on the table.
6. A Management Representative may permit a player to place a Perfect Pairs wager(s) on any Perfect Pairs betting area, provided that there is a valid wager placed in the betting area corresponding to the Perfect Pairs wager.
7. A Perfect Pairs betting area, which corresponds to each betting area, may contain no more than three Perfect Pairs wagers. A player(s) who has placed a valid wager on a specific betting area will have first entitlement to place a Perfect Pairs wager in the corresponding Perfect Pairs betting area.

8. A perfect pairs wager shall:
 - a) Win, if the initial two cards dealt to a player(s) box are a pair, as described in rule 20.3.
 - b) Lose, if the first two cards dealt to a player who has placed a wager, are not a pair.
9. On completion of the initial deal and before the subsequent deal, the Dealer shall:
 - a) remove all losing wagers on the perfect pairs boxes; and
 - b) pay all winning wagers on the perfect pairs boxes.
10. Blackjack Perfect Pairs payout odds shall be:
 - a) Mixed Pair 6 to 1
 - b) Coloured Pair 12 to 1
 - c) Perfect Pairs 25 to 1
11. Pontoon Perfect Pairs payout odds shall be:
 - a) Mixed Pair 6 to 1
 - b) Coloured Pair 12 to 1
 - c) Perfect Pairs 20 to 1
12. After the completion of the Perfect Pairs payouts, the Dealer will continue to deal out the subsequent cards as described in the rules.

21 FEDERAL PONTOON

Where the game in play is “Federal Pontoon”, the approved rules of Blackjack shall apply, except where inconsistencies occur, in which case the rules of “Federal Pontoon” shall prevail. The table cloth shall be marked in a manner similar to that shown in Diagram “B” with:

- Seven areas for wagers
- Inscriptions to the effect that:
 - a) Pontoon pays 3 to 2.
 - b) The Dealer draws to a hard 16 or soft 17.
 - c) Insurance pays 2 to 1.

Additional Definitions, in these rules the following meanings apply:

1. “Pontoon” means an Ace and any card having a point total of 10, dealt as the initial two cards to a player or a Dealer.
2. “Surrender” means that the player has the option to forfeit half their original wager, after the initial deal and any interim settlement and prior to any further cards being dealt where the Dealer has a Jack, Queen, King or Ace as their first card.

21.1. The Cards

“Federal Pontoon” shall be played with four to eight decks of 48 cards having had the four tens removed i.e. Ten of Hearts, Diamonds, Clubs and Spades.

21.2. Wagers

Prior to the first card being dealt for each round of play, the player shall make a wager, which shall:

1. Win if the point total of the player is less than 21 and that of the Dealer is in excess of 21.
2. Win if the point total of the player exceeds that of the Dealer without either exceeding 21.

3. Win if the player has a Pontoon.
4. Win if the point total of the player is 21.
5. Except as provided in rules 21.2.3 and 21.2.4, be void if the point total of the player is the same as the Dealer.
6. Lose if the point total of the player is in excess of 21.
7. Lose if the point total of the Dealer exceeds that of the player without either exceeding 21.

21.3. Interim Settlement

1. When a player has Pontoon, the Dealer shall announce and pay the Pontoon at odds of 3 to 2 and remove the player's cards before any player receives a third card, regardless of the value of the Dealer's first card.
2. Where the Dealer's first card is an Ace, a player who has achieved Pontoon shall not be eligible to place an insurance wager.
3. When a player has a point total of 21, the Dealer shall announce the hand, pay the wager at the appropriate odds outlined in Table I below, and remove the player's cards, except in the case of a Super Bonus win, before any further cards are dealt.
4. After all player Pontoons and hand totals of 21 have been settled, the Dealer will offer the players the option to surrender where the Dealer's first card is an Ace, King, Queen or Jack.

21.4. Federal Pontoon Payment Odds

1. Winning wagers made in accordance with Rule 21.2, shall be paid at the odds described in Table I.
2. Super Bonus Payouts will be paid according to Table 2, at the completion of the hand and before the cards are collected.
3. The Payout Odds and Super Bonus Payouts shall be available at the table at all times;-

**TABLE 1:
PAYOUT ODDS**

Result	Odds
Pontoon	3 to 2
Five Cards Totaling 21	3 to 2
6,7,8 Mixed Suits	3 to 2
7,7,7 Mixed Suits	3 to 2
Six Cards Totaling 21	2 to 1
6,7,8 Same Suits, except Spades	2 to 1
7,7,7 Same Suits, except Spades	2 to 1
Seven or More Cards Totaling 21	3 to 1
6,7,8 All Spades	3 to 1
7,7,7 all Spades	3 to 1
All Other Winning Wagers	1 to 1

**TABLE 2:
SUPER BONUS**

Super Bonus	
7,7,7 same suit and Dealer first card any 7	\$1,000 if bet \$2 to \$24 \$5,000 if bet \$25 or greater
All other wagers winning or losing on the round of play in which there is a Super Bonus winner shall be eligible to receive a Bonus payment of \$50.	

Super Bonus payouts are made in addition to the odds displayed in Table 1.

21.5. Doubling

1. Players may elect to double, i.e. make an additional wager equal to the amount of the original wager, on their original two cards, excluding Pontoon, or the first two cards of any split pair, except when splitting Aces, or 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 they have elected to double.
2. Any Ace in the first two cards of any double shall have a value of one, not eleven.

3. Subject to rule 21.2.5, 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.
4. All winning doubled hands 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 Tables 1 and 2.
5. Where a player elects not to double in line with the player controlling the box, that player's winning hand is paid at odds of 1 to 1, and is not eligible to be paid at other payout odds as described in Tables 1 and 2.
6. If the point count of a hand on which a player has doubled is not more than 21, the player may elect to withdraw the doubled portion of the wager. Where the player elects to withdraw the doubled portion, the Dealer shall remove the original wager.
7. Each player wagering on a betting area may make the decision to play or forfeit their wager irrespective of the decision made by the player controlling the box.

21.6. Splitting

If the initial two cards dealt to a player are suited 7's and the player splits to form two separate hands, the "Super Bonus" payout shall not apply in the event that additional 7's are drawn to any of the split hands.

21.7. Additional Cards to the Dealer's Hand

1. 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 achieved, at which point no additional cards shall be drawn.
2. No additional cards shall be drawn to the Dealer's hand, regardless of the point total, if decisions have been made on all player's hands and the additional cards would have no effect on the outcome of the round of play.

21.8. Surrender

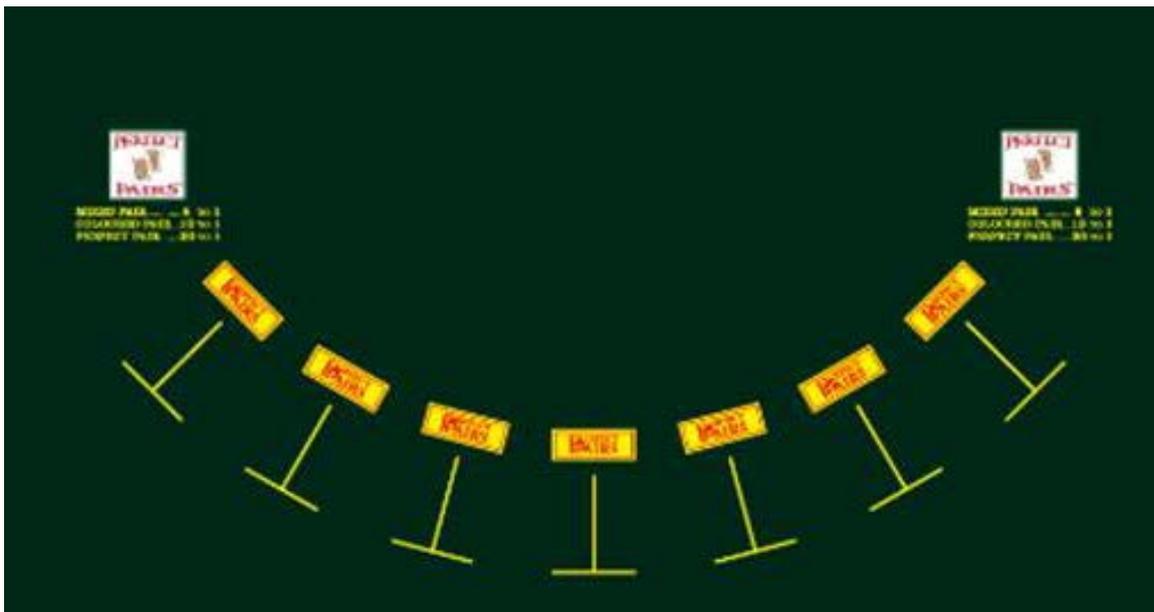
1. Subject to rule 21.8.3, where the Dealer has a Jack, Queen, King or Ace as their first card, the Dealer shall, after the initial deal and before any further

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cards have been dealt, offer all players who have a total of less than 21 the option to surrender half their original bet.

2. If the player surrenders, a marker button will be placed on the top of the surrendered wager and no further cards will be dealt to that hand.
3. Where the Dealer obtains Pontoon, the surrender shall be void and the player shall lose their entire wager.
4. Where the Dealer does not achieve Pontoon, the Dealer shall complete the round of play and collect all surrenders in the final settlement.
5. Where the player controlling the box decides not to surrender, other players wagering on that box may not choose to surrender.

Diagram “B”



22 COMPETITION PLAY

1. Competition Blackjack will be played in accordance with the Rules of Blackjack with these conditions.
2. Competition Blackjack may be played in the following manner:
 - a) As a competition using non value competition chips, the winner being the player with the highest value of chips after playing a number of shoes.
 - b) Live money competitions are played with nominal live competition chips when all players keep the value of chips they have at the completion of a round of play, regardless of their position in the competition.
 - c) Elimination Blackjack is an alternative format where each session will consist of a total number of hands with one or more designated elimination hands being included in the playing session. The player or players who has/have the lowest chip count is eliminated from the competition.
3. Perfect Pairs wagers are not permitted in Competition Blackjack.
4. A player in the competition will be the player except where, prior to the ballot held, the player nominates a person to play in the player's place as the player.

22.1. Conditions of Entry

The Casino Operator may charge applicants a fee to enter a competition and may add value to the prize pool in the form of cash, goods or services. Such charges will be returned in the event the competition does not proceed or in the event a player withdraws from the competition not less than three weeks prior to the competition.

1. The Casino Operator may retain up to 10% of the total of entry fees for administrative purposes or other related prize pools. The balance of entry fees will comprise a prize pool.
2. Prior to the commencement of a competition, the Casino Operator shall determine and disclose in the competition:
 - a) a form of application for entry.

- b) the conditions of entry.
 - c) the amount of any entry fee(s).
 - d) the minimum and maximum number of players who may enter a competition.
 - e) the amount of competition or cash value chips to be allocated to the player at the commencement of a session.
 - f) the duration of a session(s).
 - g) the competition prize list.
 - h) the manner in which prizes shall be allocated.
3. The Casino Operator may;
- a) refuse any application for entry.
 - b) disqualify any player who fails to comply with these rules.
 - c) disqualify any player who fails to attend at designated playing times.
 - d) determine the allocation of players to sessions.
 - e) determine the allocation of players to tables.
 - f) determine the number of players from each session who shall advance to the further sessions and/or to the final session, including secondary competition winners, if any.
4. An entry fee shall not be refunded to a player who is disqualified from a competition.
5. Prior to the commencement of a competition, the Competition Director shall inform applicants of the conditions of play as stated on the entry form.
6. The Competition Director shall be present while the competition is in progress.

22.2. Conduct of Play

1. The Competition Director shall designate the particular gaming tables to be used in the competition.
2. Where a player does not take an allotted seat at the specified time as nominated by the Competition Director;
 - a) An amount equal to the minimum wager will be deducted from the allotted bank of player competition chips for each round of wagering in the first shoe, until that player takes the allotted seat.
 - b) A similar deduction will be made for each round of wagering of the second and third shoe if that player has still not taken the allotted seat.
 - c) If that player has not taken the allotted seat at the commencement of the fourth shoe, that player's position will be declared cancelled. The player's fee and right to remain in the competition will be forfeited.
 - d) In the case of a competition using cash value chips or the elimination format, that player shall immediately forfeit his/her place in the competition. Such a player will not be entitled to a refund of the entry fee.
3. Where players qualify for subsequent rounds of play, they may not under any circumstances assign their seats to any other person. If a player does not take an allocated seat, that player will not be replaced.
4. The playing periods for each preliminary and final session will consist of a total number of hands/shoes to be determined at the discretion of the company prior to the commencement of the competition. For elimination play, the designated elimination hands are to be determined at this time also.
5. Fewer shoes/hands than the number so determined will be played only if one or no players remain in the game, or in the situation where a number of players qualifying for a further session have been decided.
6. More shoes will be played if a determination needs to be made as set out in rule 22.6.4.

7. An audible signal will be given prior to the commencement of the last shoe, or for Elimination Competition Blackjack, this signal will be given prior to the commencement of the designated elimination hand on each table.
8. Competition tables shall have signs indicating which hand or shoe is in play, and for elimination competitions, a second sign on the table displays the designated elimination hands in that round of play. These signs shall be visible to surveillance.
9. The Competition Director may alter the starting time of any session, subject to reasonable notice first being given to participants.

22.3. Wagers

1. All wagers will be made with competition chips, or cash value chips for a “live competition”.
2. Prior to the start of any session, each player will receive or purchase an equivalent allotment of competition or cash value chips at the table.
3. Players’ chips must remain on the table in full view of all participants and staff until each session is completed and the winner(s) is determined.
4. A player is required and restricted to making one wager only on an allotted box on each round, or forfeit to the house an amount equal to the minimum wager.
5. Wagers must be made in units as specified on the table sign.
6. Subject to reasonable notice, the Casino Operator may limit the time within which individual wagers must be made. Such a limit shall be for a specified period and shall begin when the dealer is ready to commence the deal to each hand.
7. Where a player does not place a wager within the allotted time, the player’s wager may be restricted to an amount equal to the stated minimum wager for that round of wagering.
8. Competition chips in the possession of a player at the conclusion of each session of play shall remain the property of the Casino Operator. Cash value chips in the possession of a player at the conclusion of each session of play shall remain the property of the player.

22.4. Secret Wagers

Competitions including secret wagers will be clearly indicated on the terms and conditions.

1. A player may elect to make "secret" wagers during a session. The number of allowable secret wagers shall be as determined by the terms and conditions of the competition.
2. When making a secret wager, the player shall write on an approved form (see rule 22.11) the type and amount of the wager in words and figures and complete all other required details and hand the form to the Dealer. Each player is responsible for the correct completion of his or her approved form.
3. A player may make a secret wager and a wager with chips on the same hand, provided the total of both bets does not exceed the maximum table limit and that a player shall not make a secret wager that;
 - a) does not comply with table limits or,
 - b) exceeds the amount of chips held by the player at the table.
4. When an approved form is completed by a player, the Dealer shall place a marker in the player's position and pass the form to the Table Inspector who shall record the details of the wager.
5. The Table Inspector shall, prior to the commencement of each hand, examine any approved form handed to the Dealer for a secret wager on that hand to ensure it has been completed in accordance with these rules.
6. Subject to point 9 of this section, at the conclusion of a hand in which a secret wager has been made, the Table Inspector shall announce the type and amount of the bet and the Dealer shall collect losing wagers and secret wagers and pay winning wagers and secret wagers.
7. At the conclusion of a hand in which a secret wager was made and before the next hand, a player may request and examine the approved form used by another player to make the secret wager.
8. Where after the completion of a hand, a secret wager made by a player is found not to comply with these rules, the approved form completed by the player;

- a) for an amount less than the posted table minimum shall be deemed to have been completed for an amount equal to the posted table minimum for that hand;
 - b) for an amount exceeding the posted table maximum, shall be deemed to have been completed for an amount equal to the posted table maximum for that hand,
 - c) for an amount exceeding the value of the player's chips when making the secret wager, shall be deemed to have been completed for an amount equal to the amount of the player's chips, or
 - d) on which the required endorsement as to the amount of bet is not correctly shown in accordance with point 2. of this section, shall have an amount equal to the table minimum deducted from his/her chip inventory.
9. Where, in the last hand of the final, each player makes a secret wager, then, following the call of "No more bets" by the Dealer;
- a) the Table Inspector shall announce the amount of each secret wager made by each player in that hand,
 - b) each player shall place the amount corresponding to his or her secret wager on their allotted box; and
 - c) the Dealer shall deal the card to the player with the largest bet, if more than one wager is the equal largest then the wager closest to the shoe will receive the first card.

22.5. The Marker

1. At the commencement of each round, a marker will indicate the player who is to make the first wager in that round.
2. Successive wagers in each round will be placed in order by the players nearest to the marker in a clockwise direction.
3. Commencing at the dealer's left, the marker will move in a clockwise direction at the conclusion of each hand to the position occupied by the next active player remaining in the game.

22.6. Session Winners

1. The winners of each session will be those players on each table who have the highest value of chips in front of them at the end of the playing time.
2. In the event that players in the last hand played of the session, lose their remaining chips during that hand, the winner(s) will be determined by a ballot of those players. Their names will be recorded for inclusion in the ballot for the next session.
3. The number of players from any session going through to the next session will be determined at the commencement of the competitions.
4. If after the total number of shoes have been played, more than one player holds the higher value of chips, those players will play a further shoe, or shoes to determine the outright winner, or winners in the event that more than one player proceeds to the next session.
5. The final session will be played on one table and in accordance with the above conditions, except that if at the end of this session any players hold equal values of chips, they will combine and share that prize money.

22.7. Irregularities

If it is noticed after any player has received a second card that the first card of the hand has been dealt to a box which is not behind the marker, the hand will be valid.

22.8. Disqualification

Disqualification will be automatic for players who deliberately contravene any of the conditions or rules under which competition blackjack operates.

22.9. Conditions for Live Competitions

1. A player will be disqualified if he/she attempts to or increases his/her buy-in amount by means other than from payments to winning wagers. The entry fee of such a player will be forfeited.
2. Such a player will be permitted to retain the chips in his/her possession that have been won or purchased in accordance with the rules.

3. Players who are unable to buy-in for the prescribed amount prior to the commencement of a session will be disqualified. Such a player will not be entitled to a refund of his/her competition entry fee.
4. A person may only leave the table prior to the end of the session with the approval of the Competition Director. Any player leaving the table without the approval of the Competition Director may be disqualified.
5. Players' chips must remain in their possession in full view of competitors and staff until the end of each session or until they retire from the game, at which time remaining chips must be exchanged for regular nominal stock cash value chips.
6. At the conclusion of play at all tables used in the session, table floats will be reconciled to determine that all negotiable competition chips are accounted for.
7. A player is required to wager at least the minimum wager on every hand during each session of play and shall wager no more than the maximum wager. If a player is unable to wager the minimum wager, the player shall be eliminated from the competition.

22.10. Conditions for Elimination Competition

1. A count will be held at the completion of a designated elimination hand.
2. The number of players from each session going through to the next session will be determined at the commencement of the competition.
3. The player or players who hold the lowest value of chips in front of them at the completion of a designated elimination hand in that session will be eliminated from the competition.
4. If after a designated elimination hand more than one player holds the lower value of chips and a determination needs to be made for the purpose of remaining in the session, those players will play a further hand or hands to determine the winner.
5. The value of chips the winner of a play-off will recommence the session with, will be the same value the player had at the completion of the designated elimination hand.

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6. Should all players competing in a play-off lose their chips on a hand, then the winner of the play-off will be decided by a ballot of those players.
7. If during a session a player loses their chips prior to a designated elimination hand, then the next elimination hand will be disregarded. If more than one player loses their chips prior to an elimination hand then the subsequent elimination hands will also be disregarded. In these circumstances the player or players shall be eliminated on the basis that they have lost their chips.
8. The winners of each round will be those players on each table who have the highest value of chips in front of them at the end of the designated number of hands to be played in the session.
9. The final session will be played on one table with the winner being decided after a total number of hands with designated elimination hands when the player holding the lowest value of chips will be eliminated from the competition, except that if at the end of the final session, the remaining players hold equal values of chips, they will combine and share that prize money.

22.11. Attachments

Blackjack Competition - Secret Wager Form

Name _____ Seat No _____

Value of Wager \$ _____

(Amount in words) _____

Signed by Player _____

Signed by Table Inspector _____

The Secret wager form can only be used in accordance with the conditions and rules for Competition Blackjack as approved by the Tasmanian Gaming Commission



**Wrest Point &
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TASMANIA

23 JOKERS WILD FUN COMPETITION

1. The Jokers Wild Fun competition, including Jokers Wild and Bonus Mystery Wagers, will be clearly indicated in the terms and conditions of entry to the competition.
2. The competition will be played with an elimination format and played with non-value competition chips.
3. A nominated number of Joker wild cards may be added to the playing decks. At the start of each session of play, the Joker wild cards will be displayed on the table with the face value playing decks, then shuffled with the cards by the dealer in accordance with rule 5.
4. When a player is dealt a Jokers wild card, that player will nominate the value of the card. This must be done in an audible manner for other players and Dealer/Inspector to hear clearly.
5. When a Jokers wild card is drawn by the Dealer, that card is void and will be placed into the discard area and another card will be drawn to the Dealer's hand, and so on until a face value card is dealt.
6. The casino operator may include Bonus mystery wager vouchers (attachment B 23.15) with a pre-determined value between the table minimum and table maximum.
7. Prior to the start of play, the Table Inspector will place the Bonus mystery wager vouchers into a container.
8. The player with the Marker (refer rule 22.5) has the option of drawing a Bonus mystery wager voucher from the container to be wagered on that hand.
9. The player will place the folded and undisclosed Bonus mystery wager on their box.
10. Players choosing to play a Bonus mystery wager cannot add chips from their playing bank to the Bonus mystery wager or Split, Double Down or take Insurance on that hand.
11. At the conclusion of the hand, the dealer will display the value of the Bonus mystery wager to players and surveillance cameras, pay winnings in chips, take losing wagers and pass the mystery wager voucher to the Inspector.

12. The Table Inspector will record the player's name, hand and value of the Bonus mystery wager on the session result sheet.
13. When a Standoff occurs with a Bonus mystery wager in play, the Bonus mystery wager will remain undisclosed and must be played on the next hand. If that hand is an Elimination hand, the value of the mystery wager will not be included in the player's chip count to decide who is to be eliminated from the competition. The mystery wager must remain undisclosed to be played on the next hand if the player remains in the competition.
14. Approved Promotional vouchers may be used during this competition, such as Double Your Bet vouchers (attachment A 23.15).
15. Attachments

a) Double your bet vouchers



b) Bonus Mystery Wager



24 SUPERNOVA JACKPOTS

24.1. Supernova

Supernova is an electronic jackpot wagering feature played in addition to an approved game. Where the game includes the Supernova Jackpot wager, the table cloth will be marked in a manner similar to that shown in Diagram C or Diagram D.

24.2. Jackpot Wager

“Jackpot wager” is a wager that may be made in addition to a player/s original main game wager on the spot provided for jackpot wagers.

24.3. Wagers

The jackpot wager shall be a one-off fixed amount wager, which shall be displayed appropriately on all tables containing a Supernova Jackpot.

24.4. Initial Deal

At the commencement of each round of play and after all wagers have been placed on the table, the Dealer shall:

1. Check all wagers, including Supernova wagers, are placed correctly and the sensors are registering.
2. Announce ‘No More Bets’.
3. Activate the Supernova Jackpot by pressing the “No More Bets” button on the Supernova console.
4. Remove all Supernova wagers.
5. In the event of a Mystery Jackpot winner, call the Table Game Inspector. The winning jackpot will be paid out at the conclusion of the hand.
6. At the completion of the hand, the Dealer will press the “Game Over” button on the Supernova console to start a new round of wagering.

7. A new Dealer shall only take over when a current Dealer finishes dealing their round of play, or under circumstances beyond the Casino Operator's control.

24.5. Play of the Game

1. A player may wager on the jackpots provided they have a normal Blackjack/Pontoon box wager and are eligible to have the wager as follows:
 - a) Has the controlling box wager.
 - b) Has the second box wager where the player with the controlling box wager does not wish to have a jackpot wager.
 - c) Has the third box wager where the players with the controlling and second box wagers do not wish to have a jackpot wager.
 - d) In the event none of the players on any given box choose to play Supernova, any active player may place a Supernova wager.
 - e) In the event of a dispute as to who may place a Supernova wager on any round of play, the decision of Casino Management will be final.
2. The player choosing to play jackpots is responsible for the sensor activating, regardless of whether assisted by the Dealer or not.
3. A player who has a wager on the jackpot spot provided, and qualifies for a Mystery Jackpot, will win regardless of the Dealer's hand.
4. If a player is confirmed as having the Supernova wager but has failed to place the required wager on a wager box, any jackpot win will be null and void and the original wager returned to the player.
5. In respect to jackpot payouts, any jackpot amount which is not in an even dollar units, shall be rounded up to the nearest dollar.
6. If two or more players win the same Mystery Jackpot during the same round, the winners will evenly share the jackpot.
7. Management representatives are the only personnel permitted to open and close Supernova terminals.
8. Whenever a jackpot wager is activated incorrectly, it will be noted and an adjustment to the increment amounts shall be made. The adjustment shall

adjust the jackpot increments in accordance with the actual accepted wagers and an audit trail within the Supernova server will automatically be created for any such event and adjustments communicated to the Government Inspectorate.

24.6. Mystery Jackpot Display

A Mystery Jackpot Display is located at each Supernova table and displays Mystery Jackpot information to players. Up to five Mystery Jackpot levels can be displayed simultaneously on each display. The display utilises a standard PC monitor.

24.7. Incorrectly Registered Jackpot Wagers

Whenever a jackpot wager is activated incorrectly, it will be noted and an adjustment shall be made. The adjustment shall then be applied to the jackpot increments and an audit trail will automatically be created for any such event, and adjustments communicated to the Government Inspectorate. An incorrect wager shall be any of the following:

- Foreign chip
- Sensor activated without appropriate chip
- Under the minimum required bet
- Not playing main game

24.8. Jackpot Authentication

All Supernova jackpots may require authorisation and approval by the Table Inspector with the level requiring approval as agreed by Casino Management.

24.9. Irregularities

1. The Dealer shall confirm that the table sensors are working, and if not working, Supernova wagers will not be accepted at that table.
2. If in the event of a Supernova server failing during the game, the wagers shall be voided and any chips placed on the Supernova sensors will be returned to the player/s.

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3. If the failure is specific to one table, any other tables with Supernova may continue operating the Supernova Jackpot, provided that the Mystery Jackpot is still fully operational.
4. If a Supernova sensor becomes non-functional, then the table on which the non-working sensor is located will stop offering the Supernova Jackpot until such time as all of the sensors become operational again.

Diagram “C”



Diagram “D”

