

DIVISION 2 - BLACKJACK

Section 1	Interpretation
Section 2	Application
Section 3	Table Layout and Equipment
Section 4	Playing Cards
Section 5	Wagers
Section 6	Opening of Table for Gaming
Section 7	Shuffle and Cut of Cards
Section 8	Dealing of Cards
Section 9	Insurance
Section 10	Payment of Blackjack
Section 11	Doubling Down
Section 12	Splitting Pairs
Section 13	Drawing of Additional Cards
Section 14	Wagering on Boxes
Section 15	Super Sevens Wagers
Section 15A	Madness 21 Wagers
Section 15B	Perfect Pairs Wager
Section 16	Irregularities
Appendix 1	Blackjack Table Layout
Appendix 2	Blackjack Table Layout with Super Sevens Wager Option
Appendix 3	Blackjack Table Layout with Madness 21 Wager Option
Appendix 4	Blackjack Table Layout with Perfect Pairs Wager Option

1.0 Interpretation

In this division, unless the contrary intention appears:

“**Blackjack**” means an ace and any card having a point value of 10 dealt as the initial 2 cards to a player or a dealer;

“**Box**” means an area on the blackjack table layout designated for the placement of wagers;

““**Coloured Pair**” means a pair comprised of either two red cards of different suits, or two black cards of different suits;”.

“**Continuous Shuffler**” means a type of automatic shuffler (as defined in rule 15.4 of Division 1) which shuffles cards continually;

““**Face Value**” of a card means the number of the card (namely 2, 3, 4, 5, 6, 7, 8, 9, or 10), or the type of card (namely jack, queen, king, or ace);”.

“**Hard Total**” means the point total of a hand which contains no aces or which contains 1 or more aces, each of which is counted as 1 in value;

“Initial Deal” means the dealing of the first 2 cards to each player and the first card to the dealer;

“Insurance Wager” means an optional additional wager which may be made by a player in accordance with section 9;

“Jackpot Prize Button” means a device offered to a player which, when activated, randomly selects a bonus prize between \$5.00 and \$1,000.00 in respect of each dollar wagered, in accordance with the prize table set out under rule 15A.6, as amended from time to time;

“Madness 21 Wager” means an optional, additional wager which may be made by a player in accordance with section 15A;

“Mixed Pair” means a pair comprised of one red card and one black card;

“Pair” means two cards with the same face value;

“Perfect Pair” means a pair comprised of cards of the same suit;

“Perfect Pairs Wager” means an optional, additional wager which may be made by a player in accordance with section 15B;”.

“Round” means a period of play beginning when the first card is removed from the shoe by the dealer and ending when all the cards are collected by the dealer and placed in the discard rack;

“Soft Total” means the point total of a hand containing an ace when the ace is counted as 11 in value; and

“Super Sevens Wager” means an optional additional wager which may be made by a player in accordance with section 15.

2.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of blackjack.

3.0 Table Layout and Equipment

3.1 Blackjack shall be played at a table having on 1 side up to 7 boxes for the players and on the opposite side a place for the dealer. Each blackjack table shall have a drop box attached to it.

3.2 The layout cloth covering the blackjack table shall:

(a) have areas designated for the placement of wagers;

- (b) bear inscriptions to the following effect:
 - (i) blackjack pays 3 to 2,
 - (ii) dealer must stand on 17 and must draw to 16, and
 - (iii) insurance pays 2 to 1; and
- (c) be marked in a manner substantially similar to that shown in appendix 1 or appendix 2 or appendix 3 or appendix 4;

3.3 The following equipment shall also be used in the game:

- (a) 4 to 8 decks of playing cards, provided however that the Super Sevens variation described in section 15 shall be played with 6 to 8 decks;
- (b) 1 or (at the option of the casino operator) 2 cutting cards;
- (c) a card shoe capable of holding all of the cards used in the game, which may form part of the automatic shuffler described in subparagraph (e);
- (d) a discard rack capable of holding all of the cards used in the game; and
- (e) at the option of the casino operator, an automatic shuffler capable of holding 4 to 8 decks of cards.

3.4 Where an automatic shuffler is used, 2 sets of 4 to 8 decks of cards, each set a different colour, shall be used in the game, except in the case of a continuous shuffler which may, at the casino operator's discretion, use one set of 4 to 8 decks of cards.

3.5 Where the Madness 21 wager option is played, the following additional equipment is required:

- (a) a table controller (one of which can be used to control up to four blackjack tables), located in the area of the table or pit, which contains a random number generator, the use of which shall result in a prize selection which is:
 - (i) statistically independent,
 - (ii) uniformly distributed over its range, and
- (iii) unpredictable;
- (b) a jackpot prize button and jackpot prize button holder;
- (c) a power supply box attached beneath the table; and
- (d) an electronic jackpot prize display.

The electronic equipment shall be of a type approved by the Authority, contain components necessary for the performance of their respective functions, and comply with the applicable provisions of Division IV of the Rules of Casino Keno and Gaming Machines, as amended from time to time, approved for use in the casino and set out in the Supplement dated Tuesday, 1 November 1994 to the *New Zealand Gazette* of Thursday 27 October 1994, or any provisions approved in substitution for those provisions.

4.0 Playing Cards

4.1 The point value of the playing cards used in the game shall be as follows:

- (a) a card from 2 to 10 inclusive shall have its face value;
- (b) a jack, queen or king shall have a value of 10; and
- (c) an ace shall have a value of 11 except where that would give a player or the dealer a point total of more than 21, in which case it shall have a value of 1.

4.2 No player or spectator shall handle, alter or withdraw any card 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. The dealer shall at all times deal the cards.

5.0 Wagers

5.1 Before the first card is dealt in a round, each player shall make a wager against the dealer which shall:

- (a) win if the player's point total is 21 or less and the dealer's exceeds 21;
- (b) win if the player's point total exceeds the dealer's without either exceeding 21;
- (c) win if the player has a blackjack and the dealer has achieved a point total of 21 without achieving a blackjack;
- (d) lose if the dealer has a blackjack and the player has achieved a point total of 21 either in more than 2 cards or in 2 cards without achieving a blackjack;
- (e) except as provided in subparagraphs (c) and (d), constitute a stand off if the player's point total is the same as the dealer's or if the dealer and the player both have a blackjack;
- (f) lose if the player's point total exceeds 21;

- (g) lose if the dealer's point total exceeds the player's without either exceeding 21.
- 5.2 All wagers shall be made by placing chips, with the smaller denomination chips on top, in the appropriate wager area of the blackjack layout.
- 5.3 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has enough time to place the wager on the layout before "No more bets" is called.
- 5.4 All winning wagers made in accordance with rule 5.1 shall be paid at odds of 1 to 1 with the exception of blackjack, which (subject to rule 10.3) shall be paid at odds of 3 to 2. Winning Super Sevens wagers shall be paid in accordance with rules 15.4 and 15.5. Madness 21 wagers shall be paid in accordance with rules 15A.4 and 15A.6. Winning Perfect Pairs wagers shall be paid in accordance with rule 15B.7.
- 5.5 Except as expressly permitted by these rules, once the dealer has called "No more bets" and the first card of any round has been removed from the shoe, no player shall:
 - (a) make any wager; or
 - (b) handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager,and no dealer or other person shall permit any player to do so.
- 5.6 Except as expressly permitted by these rules, once an optional wager (being an insurance, Super Sevens, Madness 21, Perfect Pairs, double down or split pairs wager) has been made and has been confirmed by the dealer, no player shall handle, alter or withdraw such wager until a decision has been made and implemented with respect to it, and no dealer or other person shall permit any player to do so.
- 5.7 No player shall handle, alter or withdraw a losing wager. Except as expressly permitted by these rules, a winning wager may not be collected until the dealer has completed the payment of all winning wagers in the box.
- 5.8 The casino operator may limit any person:
 - (a) who has not made a wager on the first round of a shoe; or
 - (b) who, after placing a wager on a round, declines to place a wager on any subsequent round,

to wagering only the amount of the minimum wager applicable to the table until the cards are reshuffled and a new shoe is begun.

6.0 Opening of Table for Gaming

- 6.1 After receiving the designated number of decks of cards at the table, both the dealer and the game supervisor shall sort and inspect the cards independently of each other.
- 6.2 After the cards have been inspected they shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.
- 6.3 After the first player has or players have had an opportunity to inspect the cards visually, the cards shall be turned face down on the table and then:
- (a) chemmy shuffled (washing of the cards);
 - (b) stacked; and
 - (c) riffle shuffled.
- 6.4 Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 4 to 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:
- (a) chemmy shuffled;
 - (b) stacked; and
 - (c) riffle shuffled.
- 6.5 Notwithstanding rules 6.1 to 6.4, pre-checked or pre-shuffled cards may be used provided they are secured in a designated area on completion of the pre-check or pre-shuffle, until such time as they are required. Before being cut pre-shuffled cards shall be either chemmy shuffled and/or riffle shuffled, but pre-checked cards shall be:
- (a) chemmy shuffled;
 - (b) stacked; and
 - (c) riffle shuffled.

7.0 Shuffle and Cut of Cards

- 7.1 The cards shall be shuffled so that they are randomly intermixed:
- (a) immediately before the start of play;

- (b) when the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of the new round;
- (c) at the end of the round during which the cutting card or the first of the cutting cards, as the case may be, appears otherwise than as the first card;
- (d) at the discretion of the casino supervisor following any period during which the table has been vacant;
- (e) at the direction of a game supervisor or casino supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (f) if any card has been exposed prior to the cards entering the shoe.

7.1A Where it is proposed that pre-shuffled decks of cards be introduced into the game any of the players may, before the first game in which the cards are used:

- (a) on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
- (b) require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with section 6, shuffled by the dealer, and cut in accordance with this section.

7.2 After the cards have been shuffled they shall be cut, except in the case of a continuous shuffler, where the cards shall only be cut prior to the cards entering the continuous shuffler. In all cases the dealer shall offer the stack of cards, with the backs facing away from him/her, to the seated players for cutting.

7.3 The player to cut the cards shall be seated and be:

- (a) the first player to the table immediately before the start of play; or
- (b) the player on whose box the cutting card or the first of the cutting cards, as the case may be, appeared during the previous round of play; or
- (c) the player at the farthest point to the right of the dealer if the cutting card or the first of the cutting cards, as the case may be, appeared in the dealer's hand during the previous round of play; or
- (d) the player at the farthest point to the left of the dealer if the cards are being shuffled and cut as a result of having been introduced into the game under rule 7.7.

- 7.4 If the player designated in rule 7.3 declines to cut the cards the cut shall be offered to each other seated player, moving clockwise around the table, until a seated player accepts the cut. If no such player does so a casino employee shall cut the cards.
- 7.5 The person designated by rule 7.3 or 7.4 shall cut the cards by placing the cutting card or 1 of the cutting cards, as the case may be, into the stack at least 1 deck in from either end.
- 7.6 When the cutting card has been inserted into the stack the dealer shall take all of the cards in front of the cutting card and place them at the back of the stack, and
- (a) except when a continuous shuffler is used, then insert the cutting card into the stack no more than half way in from the back of the stack. If two cutting cards are being used the second shall be placed at the back of the stack. The stack of cards shall then be placed in the card shoe for the commencement of play; and
 - (b) when a continuous shuffler is used, then remove the cutting card to one side of the table. The stack of cards shall then be placed in the card shoe for the commencement of play.
- 7.7 The casino operator may, after any round of play, direct that the cards in play at the table be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7, except where pre-shuffled cards are introduced and accepted as such.

8.0 Dealing of Cards

- 8.1 After the cards have been shuffled the dealer may, at the option of the casino operator, draw and discard face down the first card of the shoe before the start of the first round. Players may upon request view the card that was drawn and discarded.
- 8.2 Before the start of each round the dealer shall call “No more bets”, and then, starting on his/her left and continuing clockwise around the table, deal the cards in the following order:
- (a) 1 card face up to each box on the layout containing a wager or wagers;
 - (b) 1 card face up to the dealer;
 - (c) a second card face up to each box containing a wager or wagers.
- 8.3 After the initial deal the dealer shall, starting with the player at the farthest point to his/her left and continuing clockwise around the table, announce the player’s point total and allow each player in turn to indicate whether he/she

wishes to double down, split pairs, stand (i.e. have no further cards) or draw (i.e. take further cards).

- 8.4 As each player indicates his/her decision or decisions the dealer shall deal face up whatever additional cards are required to give effect to the decision and shall announce the point total of the player's hand after each additional card is dealt.
- 8.5 After the decisions of each player have been completed and any additional cards required have been dealt, the dealer shall deal a second card face up to his/her hand. Any additional cards to the dealer's hand shall then be dealt face up, after which the dealer shall announce his/her point total.
- 8.6 At the end of a round the dealer shall collect all of the cards remaining on the layout in order and in such a way that the hands can readily be reconstructed in the event of a question or dispute, and place them face down in the discard rack.
- 8.7 Subject to rule 8.8, whenever the cutting card or the first of the cutting cards, as the case may be, is reached during a round, the dealer shall continue dealing the cards until that round is completed, after which the cards used in the game shall be reshuffled.
- 8.8 Whenever the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of a new round, the cards shall be reshuffled immediately.
- 8.9 Each player at the table shall be responsible for computing the point total of his/her hand correctly and no player shall be entitled to rely on the point total announced by the dealer.
- 8.10 No player or spectator may, at or near a blackjack table, use any writing implement except with the consent of the casino operator.

9.0 Insurance

- 9.1 If the dealer's first card is an ace, each player who has made an initial wager pursuant to rule 5.1 may make an insurance wager in accordance with these rules, which, subject to the rules, shall win if the dealer's second card is a king, queen, jack or 10 and lose if the dealer's second card is an ace or a 2 to 9 inclusive.
- 9.2 If the dealer's first card is an ace the dealer shall complete the initial deal and then:
 - (a) announce the word "Insurance" in a clearly audible voice; and
 - (b) at the same time run a hand along the insurance line.

Players may then make an insurance wager by placing, before any further cards are dealt, the amount of the wager on that part of the insurance line corresponding to the box in which the player's initial wager was placed.

- 9.3 The amount of an insurance wager shall be:
- (a) not more than half the amount staked in the player's initial wager; and
 - (b) such that, if the wager wins, the dealer will be able to effect payment in chips.
- 9.4 All winning insurance wagers shall be paid at odds of 2 to 1.
- 9.5 All losing insurance wagers shall be collected by the dealer immediately after the dealer's second card is drawn and before any additional cards are drawn.
- 9.6 Notwithstanding the other provisions of these rules, if the hand in relation to which an insurance wager was made is voided for any reason the insurance wager shall also be void.

10.0 Payment of Blackjack

- 10.1 If the dealer's first card is a 2 to 9 inclusive and a player has blackjack, the dealer shall on completion of the initial deal pay the blackjack at odds of 3 to 2 and remove the player's cards to the discard rack before any further cards are dealt.
- 10.2 Subject to rule 10.3, if the dealer's first card is an ace, king, queen, jack or 10 and a player has a blackjack, the dealer shall not make any payment on the blackjack nor remove the cards from the box until the dealer's hand has been completed.
- 10.3 If the dealer's first card is an ace and a player has a blackjack:
- (a) the dealer shall at the player's request pay the player immediately at odds of 1 to 1 in full settlement of the player's wager, and the player may remove the wager and winnings from the box before the end of the round; and
 - (b) the dealer shall then collect the player's cards and place them in the discard rack before any further cards are dealt, unless more than 1 person has wagered on the box to which the blackjack was dealt and not all of the persons so wagering elect to be paid immediately under this rule, in which event the dealer shall not collect the cards until the end of the round.

Where a player elects to receive early settlement under this rule any insurance wager made by him/her in relation to the hand in respect of which the election was made shall be void and be returned to the player.

11.0 Doubling Down

- 11.1 A player may only elect to double down on the first 2 cards dealt to him/her or on the first 2 cards of any split pair provided in both cases that those 2 cards do not include aces.
- 11.2 To double down the player shall make an additional wager of:
- (a) not more than the amount of his/her original wager; but
 - (b) at least the amount of any minimum wager increment displayed at the table pursuant to rule 9.5 of division 1.
- 11.3 Only 1 additional card shall be dealt to a hand on which the player has elected to double down. That card shall be dealt face up and placed sideways on the layout.
- 11.4 Subject to rule 11.5, where a player elects to double down the original wager and any additional double down wager made on the player's hand shall win, lose or constitute a stand off in accordance with subparagraphs (a) to (g) of rule 5.1, and shall be paid at odds of 1 to 1 if they win.
- 11.5 If the dealer obtains blackjack after a player has doubled down, the dealer shall collect only the amount of the player's original wager but not the additional amount wagered in doubling down.

12.0 Splitting Pairs

- 12.1 A player may elect to split pairs, i.e. to divide his/her hand into 2 separate hands, when the initial 2 cards dealt to him/her are both aces or both cards of the same value.
- 12.2 A player wishing to split pairs shall make an additional wager on the second hand so formed in an amount equal to that of his/her original wager.
- 12.3 When a player splits pairs, 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.
- 12.4 After a second card is dealt to a split pair, the dealer shall announce the point total of the hand and the player shall indicate whether he/she wishes to stand, draw, split or double down with respect to the hand, subject to the following:
- (a) a player may split pairs a second time if, having split the original hand, a card from the original hand and the next card dealt to it are both cards of the same value, and the provisions of rules 12.2, 12.3 and 12.4 shall

apply accordingly, except that no more than 3 hands per box may be formed in any round;

- (b) aces may be split only once. A player splitting aces shall have only 1 card dealt to each ace and may not receive any additional cards. The card dealt to a split ace shall be placed sideways on the layout;
- (c) a player splitting aces or pairs of cards with a point value of 10 shall not be capable of achieving a blackjack from those cards.

12.5 Where a pair has or pairs have been split in conformity with these rules the hands so formed shall be completed under the terms of section 13, subject to the rules contained in this section. Subject to rule 12.6, wagers made on the hands shall win, lose or constitute a stand off in accordance with subparagraphs (a) to (g) of rule 5.1, and shall be paid at odds of 1 to 1 if they win.

12.6 If the dealer obtains blackjack after a player has split pairs, the dealer shall collect only the amount of the player's original wager but not the additional amount or amounts wagered in splitting pairs.

13.0 Drawing of Additional Cards

13.1 A player may elect to draw additional cards whenever the point total of his/her hand is less than 21, except that:

- (a) a player having blackjack or a hard or soft total of 21 may not draw additional cards;
- (b) a player electing to double down shall draw 1 and only 1 additional card;
- (c) a player electing to split aces shall only have 1 card dealt to each ace, and may not elect to receive additional cards;
- (d) subject to subparagraph (b), a player with a point total of 11 or less in his/her hand shall be required to draw a further card until the hand has a point total of 12 or more.

13.2 If a player's point total exceeds 21, that hand shall lose and the dealer shall immediately collect all wagers on that box, and collect the cards and place them in the discard rack.

13.3 Except as provided in rule 13.4, additional cards shall be drawn to the dealer's hand until a hard total or soft total of 17, 18, 19, 20 or 21 has been reached, at which point no additional cards shall be drawn.

13.4 No additional cards shall be drawn to a 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.

14.0 Wagering on Boxes

14.1 The casino operator may permit up to 3 players to wager on any 1 box.

14.2 The casino operator may direct that the total of all players' wagers on any 1 box shall not exceed the table maximum, or that the total of the wagers of any particular player or players on any 1 box shall not exceed the permitted maximum. Where the casino operator issues such a direction a sign stating the box maximum and/or player maximum, as the case may be, shall be displayed at the gaming table.

14.3 Whenever more than 1 player wagers on a box:

- (a) the player seated at the playing area shall have the exclusive right to make the decisions with regard to the cards dealt to the box;
- (b) the seated player shall place his/her wager in that portion of the box closest to the dealer's side of the table and the other players shall place their wagers immediately behind and in a straight line with the wager of the seated player;
- (c) if the seated player decides to double down, as provided in rule 11.1, the other players with a wager on the hand may also elect to double down in accordance with section 11, but shall not be required to do so. In any event, only 1 additional card shall be dealt to the hand on which the election to double down was made;
- (d) whenever the seated player elects to split pairs, each of the other players with a wager on the hand may either make an additional wager as provided in section 12 to cover both of the pairs resulting from the split, or designate the hand resulting from the split to which he/she wishes his/her original wager to apply before any further cards are dealt;
- (e) if the seated player declines the option to double down or split, the other players shall not be entitled to make an additional wager and shall abide by the decision;
- (f) each player shall have the right to make an insurance wager as provided in section 9;
- (g) each player shall have the right to elect to be paid in accordance with rule 10.3 whether or not any of the other players on the box so elect.

- 14.4 The casino operator may permit a player to wager on more than 1 box at a blackjack table, provided that and for so long as there are sufficient places at blackjack tables with equivalent limits operating in the casino to accommodate patron demand. The casino operator may determine the number of additional boxes a player may wager on pursuant to this rule.
- 14.5 In the case of full patronage, and where approval has been given pursuant to rule 14.1 or 14.4, a seated player may wager on more than 1 box at a blackjack table but shall be entitled to make the decisions only with the respect to the box at which he/she is seated.
- 14.6 Where a player is permitted to wager on more than 1 box he/she shall make at least the minimum wager on each box played.
- 14.7 The casino operator may, at its discretion, restrict the number of boxes a player may wager on.

15.0 Super Sevens Wagers

- 15.1 The casino operator may at its discretion offer players the opportunity to place Super Sevens wagers in accordance with this section.
- 15.2 Where the option is offered and the game is played at a table with a layout cloth marked in a manner similar to that shown in appendix 2, any player may elect to place a Super Sevens wager at the time of placement of his/her initial wager as provided in rule 5.1. The Super Sevens wager shall be placed in the designated area of the layout, as shown in appendix 2, that corresponds to the box in which the initial wager was placed.
- 15.3 The amount of a Super Sevens wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.
- 15.4 Subject to these rules, a Super Sevens wager shall:
- (a) win if the first card dealt to the player's hand in that round is a 7 (of any suit), paying odds of 3 to 1, unless the next card dealt to the hand is also a 7;
 - (b) win if the first 2 cards dealt to the player's hand in that round are both sevens (of different suits), paying odds of 50 to 1, unless the next card dealt to the hand is also a 7;
 - (c) win if the first 2 cards dealt to the player's hand in that round are both sevens of the same suit, paying odds of 100 to 1, unless the next card dealt to the hand is also a 7;
 - (d) win if the first 3 cards dealt to the player's hand in that round are all sevens, but are not all of the same suit, paying odds of 500 to 1;

- (e) win if the first 3 cards dealt to the player's hand in that round are all sevens of the same suit, paying odds of 5000 to 1; and
 - (f) otherwise lose.
- 15.5 Notwithstanding rule 15.4, if the first 2 cards dealt to a box with respect to which a Super Sevens wager has been made are both sevens and the option to split them is taken, the Super Sevens wager shall be paid immediately at either 50 to 1 in accordance with subparagraph (b) of rule 15.4, or 100 to 1 in accordance with subparagraph (c) of rule 15.4, whichever applies, and that wager shall be completed whether or not the next card dealt to the box is a 7.
- 15.6 Winning Super Sevens wagers shall be paid, and losing Super Sevens wagers collected, by the dealer as soon as a result has been rendered with respect to the wager. The dealer shall, in the case of a winning wager, pass to the player direct the original Super Sevens wager plus the winnings.
- 15.7 Notwithstanding the other provisions of these rules, if:
- (a) the hand in relation to which a Super Sevens wager was made; or
 - (b) the player's initial wager, made pursuant to rule 5.1,
- is voided for any reason, the player's Super Sevens wager shall also be void.

15A Madness 21 Wagers

- 15A.1 The casino operator may, at its discretion, offer the players the opportunity to place Madness 21 wagers in accordance with this section.
- 15A.2 Where the option is offered and the game is played at a table with a layout cloth marked in a manner similar to that shown in appendix 3, any player may elect to place a Madness 21 wager at the time of placement of his/her initial wager as provided in rule 5.1. The Madness 21 wager shall be placed in the designated area of the layout, as shown in appendix 3, which corresponds to the box in which the initial wager was placed.
- 15A.3 The amount of a Madness 21 wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.
- 15A.4 Subject to these rules, a Madness 21 wager shall:
- (a) win if the player's hand has a blackjack as defined by section 1 of these rules; or
 - (b) otherwise lose.

15A.5 At the completion of the initial deal, the dealer shall pay the winning and collect the losing Madness 21 wagers in accordance with approved procedures.

15A.6 Winning Madness 21 wagers shall be paid at the amount selected by activating the jackpot prize button. The prize possibilities are shown in the following table:

PRIZE POSSIBILITIES TABLE

<i>Prize for Each \$1 Wagered on Madness 21</i>	<i>Number of Possible Prizes</i>
\$1,000	1
\$100	10
\$50	25
\$40	50
\$35	60
\$30	70
\$25	105
\$24	108
\$23	110
\$22	112
\$21	115
\$20	134
\$15	150
\$14	175
\$13	200
\$12	250
\$11	350
\$10	400
\$9	225
\$8	260
\$7	270
\$6	280
\$5	290

15A.7 Once the prize money has been established, the player(s) with winning Madness 21 wagers shall receive the prize money individually. The amount paid is the amount displayed on the electronic jackpot prize display after the player has activated the jackpot prize button.

15A.8 If the dealer and the player(s) both have a blackjack, this constitutes a stand off, however, Madness 21 wagers shall be valid and the player(s) shall be offered the jackpot prize button.

15A.9 When more than one player wagers on a box, the player who controls the box, subject to rule 14, shall have the right to activate the jackpot prize button when

the player has a blackjack. If the player declines to activate the jackpot prize button, he or she may nominate another player as long as the nominee has a wager in that box and a valid Madness 21 wager. If all players decline, a casino employee shall activate the jackpot prize button.

15B Perfect Pairs Wagers

15B.1 The casino operator may, at its discretion, offer the players the opportunity to place Perfect Pairs wagers in accordance with this section.

15B.2 Where the option is offered and the game is played at a table with a layout cloth marked in a manner similar to that shown in appendix 4, any player may elect to place a Perfect Pairs wager at the time of placement of his/her initial wager as provided in rule 5.1. The Perfect Pairs wager shall be placed in the designated area of the layout, as shown in appendix 4, which corresponds to the box in which the initial wager was placed.

15B.3 The Perfect Pairs wager shall be placed before any cards in the round of play are dealt.

15B.4 The amount of a Perfect Pairs wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15B.5 A Perfect Pairs wager shall win if the first two cards dealt to the player are a pair, and lose if the first two cards do not comprise a pair.

15B.6 At the completion of the initial deal, the dealer shall pay the winning and collect the losing Perfect Pairs wagers in accordance with approved procedures.

15B.7 Winning Perfect Pairs wagers shall be paid in accordance with either Pay Scale One, or Pay Scale Two, as follows:

Pay Scale One

For a mixed pair	5 to 1
For a coloured pair	10 to 1
For a perfect pair	30 to 1

Pay Scale Two

For a mixed pair	6 to 1
For a coloured pair	12 to 1
For a perfect pair	25 to 1

15B.8 The casino operator shall display which pay scale under rule 15B.7 is in operation and that pay scale shall be used for all tables that offer the Perfect Pairs option.

16.0 Irregularities

- 16.1 A card found turned face up in the shoe shall be removed from play and placed in the discard rack.
- 16.2 A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- 16.3 An exposed card dealt in error to the dealer's completed hand, or left exposed subsequent to the completion of a reconstruction of a hand, or hands, shall be removed from play and placed face down in the discard rack.
- 16.4 If, after the initial deal, a card is drawn in error and exposed to any person, that card shall be dealt to a player or the dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional cards dealt to his/her hand during that round. If the card is refused by the players it shall become the dealer's second card.
- 16.5 Subject to these rules, should any error occur during any round due to the incorrect dealing or placement of a card or cards, every effort shall be made to reconstruct the round in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred and, in the event that a reconstruction takes place, the casino operator and the players shall abide by the consequences.

Should it not be possible to reconstruct the round:

- (a) the casino operator shall declare the hand or hands affected by the error void; and
- (b) unless all of the players' hands are voided pursuant to this rule, the dealer's hand shall be reconstructed to the extent possible and (if necessary) completed by the drawing of further cards.

Where a hand is voided under this rule the cards dealt to it shall be removed to the discard rack and any wagers on it shall be void and be returned to the player or players concerned.

All hands dealt subsequent to any such error shall stand as dealt.

- 16.6 If a player who has made an initial wager in accordance with rule 5.1 is not present to act on that hand, and there is no other player who is entitled to make any decision with regard to the hand, the casino operator may direct that further cards be dealt to the player's hand until the hand has a point total of 12 or more.
- 16.7 If there are not enough cards remaining in the card shoe to complete a round, all of the cards in the discard rack shall be shuffled, cut and placed in the shoe in accordance with section 7 and the round shall be completed using the

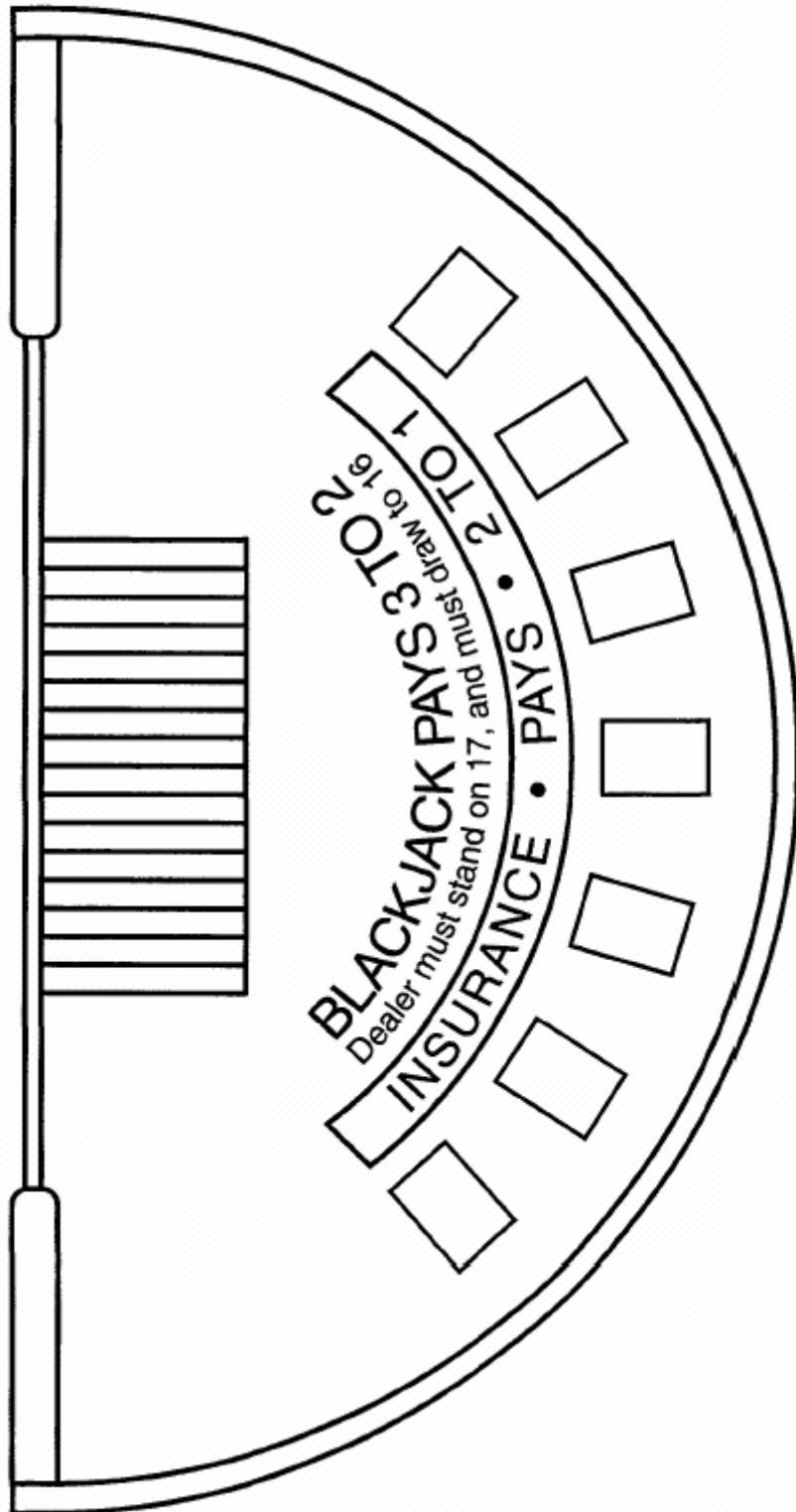
shuffled cards, which shall be used (subject to these rules) in the subsequent rounds.

- 16.8 If any card is found to be damaged in the course of a game it shall be replaced at the end of the round.
- 16.9 If the cards are not reshuffled following the exposure of the cutting card as provided by rules 8.7 and 8.8, a shuffle shall take place immediately after the end of the round.
- 16.10 If the cutting card is found not to have been inserted into the cards after the shuffle, the cards will be removed from the shoe and reshuffled at the end of the round. This rule shall not apply when a continuous shuffler is used.
- 16.11 If the dealer has failed to offer a player the opportunity to make an insurance wager in accordance with section 9 and the dealer's omission is noticed before the dealer has dealt the second card to the dealer's hand the player shall still be entitled to make an insurance wager.
- 16.12 In the event of an electronic failure of the equipment on a table where the Madness 21 wager is offered, the Madness 21 option shall not be offered to each player until the equipment is repaired in accordance with approved procedures, and the game shall continue in the meantime as a normal blackjack game.

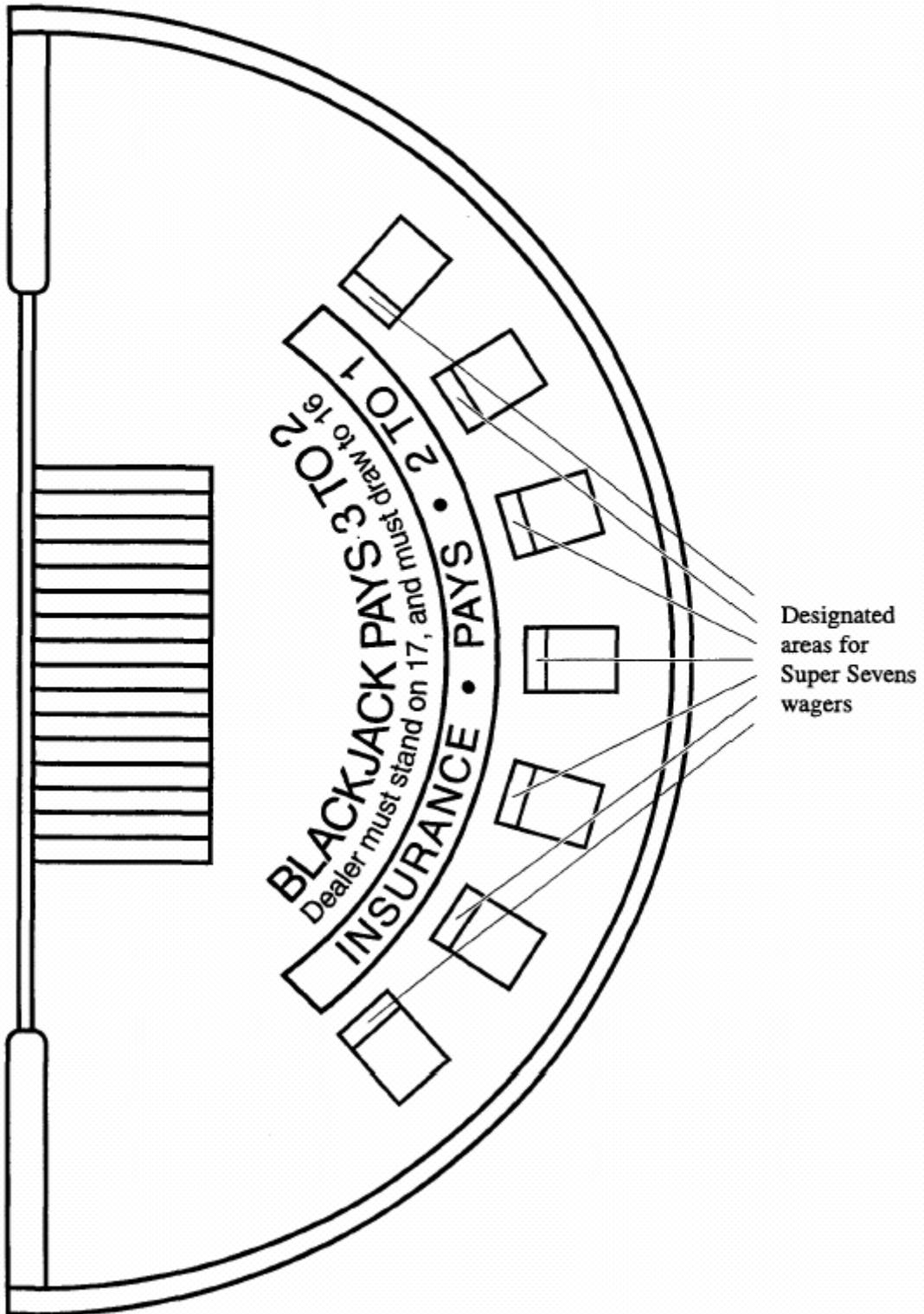
If such a failure occurs during a round of play, any Madness 21 wager which had won as provided for by these Rules, shall be settled with a \$25 payout.

- 16.13 Notwithstanding section 16.5 above, if a continuous shuffler malfunctions during a round of play, the casino operator shall, at his or her discretion, either declare the round void or the hand or hands affected by the malfunction void.

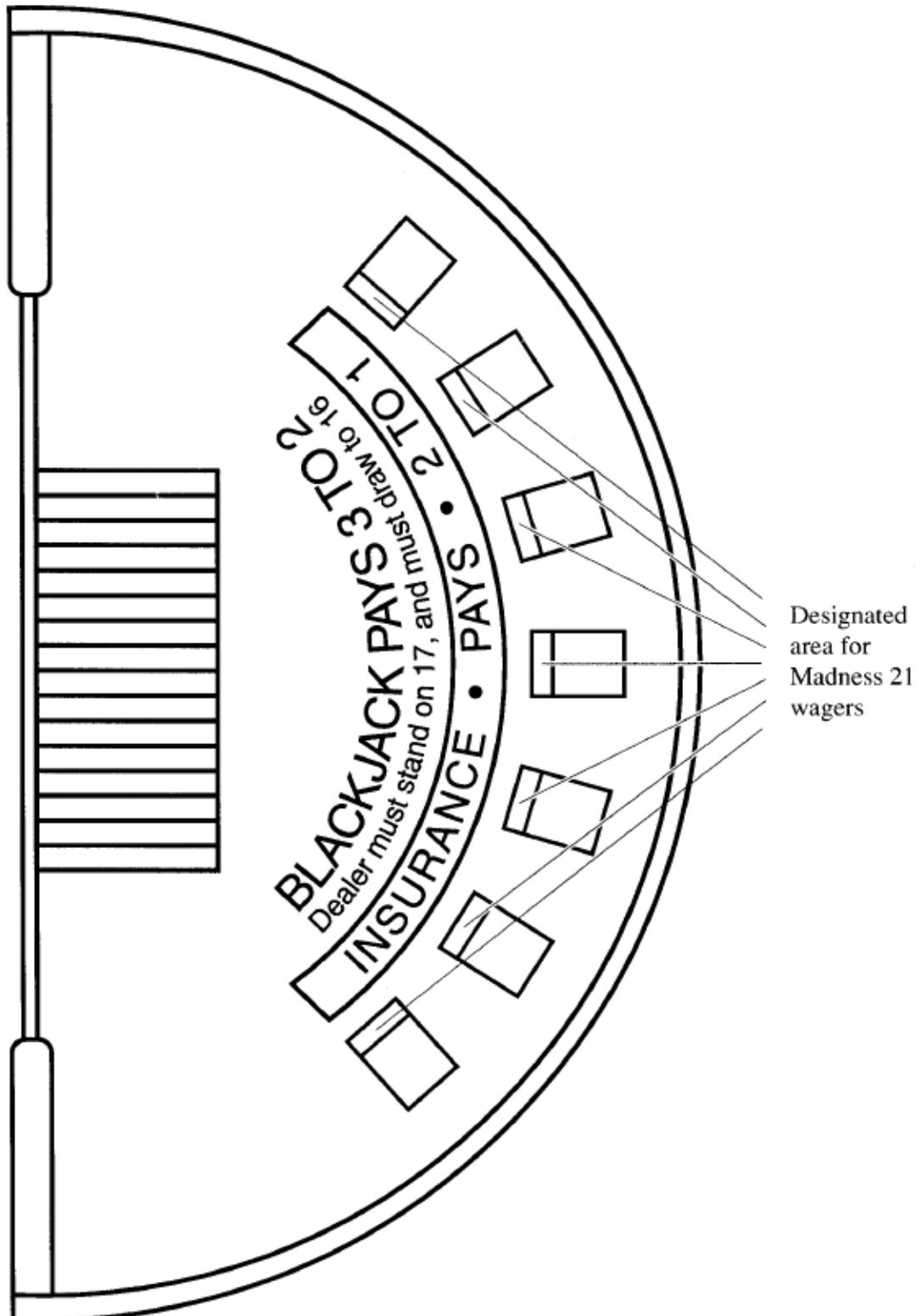
**Appendix 1
Blackjack Table Layout**



Appendix 2
Blackjack Table Layout with Super Sevens Wager Option



Appendix 3
Blackjack Table Layout with Madness 21 Wager Option



Appendix 4
Blackjack Table Layout with Perfect Pairs Wager Option

