



Crown  
Melbourne  
Limited

## Table Games

# Fully Automated Table Games

## Rules

Version 11.0



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## Table Games Fully Automated Table Games Rules

### 1. DEFINITIONS

1.1 In these Rules:

**'Base Unit'** means a game controller.

**'Crown'** means Crown Melbourne Limited, a casino operator as defined in section 3 of the *Casino Control Act 1991 (Vic)*.

**'Dealer'** means a virtual dealer, which conducts the game.

**'Display Controller'** means a device that acts as an interface between the game controller and the display screen(s), which determines what is shown on the display screen(s).

**'Display Screen'** means the device which displays the conduct of the game and the result and may also include the value of the current jackpot amount (if applicable) and promotional messages.

**'Fully Automated Table Game'** means a table game (that is approved from time to time under section 60 of the *Casino Control Act 1991 (Vic)*) which comprises Player Terminals that access and have connectivity with one or more Base Units that is delivered via the use of a fully automated, animated or electronic system with no part of any mechanical or manual device remaining.

**'Game Controller'** means either:

- (a) A Player Terminal; or
- (b) A central control unit

which has the capability to run the game and may have connectivity with a Display Controller.

**'Jackpot System'** means the configuration of software and game hardware:

- (a) Necessary to conduct a number of jackpots at any given time; and
- (b) Approved as gaming equipment for the purposes of these Rules.

**'Monitoring System'** means the system that tracks operational functions such as cash-outs and facilitates reporting and analysis.

**'Player Terminal'** means the device featuring a touchscreen monitor and note acceptor which has connectivity with one or more game controllers and is —

- (a) Designed to allow a player to place wagers on a virtual table layout in accordance with these Rules and the Rules of the particular game in play; and
- (b) Approved as an item of gaming equipment.





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**'Player Chip Account'** means an account established under Rule 5.

**'Runner'** means a Gaming Machines Attendant (or above) responsible for the overall conduct of the game, including without limitation: the facilitation of cash-outs and player service requests.

**'Screen'** means the touchscreen monitor of a Player Terminal.

**'Side Wager'** means a betting option which is an accessory to the main game and on which players may place a wager in addition to, or instead of, the main game wager. For example: Tie, Baccarat Perfect Pairs and/or jackpot.

**'TG Area Manager'** means the person responsible for the **on-floor supervision** of Table Games operations, service and **Dealers** within an allocated area.

**'TG Assistant Casino Manager'** means a **senior manager** responsible for the management of Table Games operations, service and employees.

**'Tournament'** means a competition conducted in accordance with Rule 19.

**'Tournament Director'** means the person who is responsible for the overall management of a Tournament.

**'Tournament Player'** means a player in a Tournament.

**'Tournament Terms and Conditions'** means the terms and conditions approved for a Tournament in accordance with Rule 19.

**'VCGLR'** means the Victorian Commission for Gambling and Liquor Regulation.

**'Void'** means an invalid round of play or wager (as the context requires).

**'Wagering Period'** means the period determined under Rule 6.1.

- 1.2 A reference in these Rules to the game is a reference to a Fully Automated Table Game. Variations of Fully Automated Table Games may be played in accordance with these Rules.
- 1.3 A reference in these Rules to a:
  - 1.3.1 Bet; is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.3.2 Wager; is to the money appropriated to such a bet in a particular case.
- 1.4 A Rule which is expressed to impose an obligation or a prohibition on a Player Terminal must be regarded as imposing an obligation on Crown to ensure that the Player Terminal operates in the manner described.



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### 2. EQUIPMENT

- 2.1 The equipment for a Fully Automated Table Game:
- 2.1.1 Will comprise:
- (a) A central control unit; and
  - (b) Player Terminal(s); and
  - (c) One (1) or more Display Screens.
- 2.1.2 May include a Display Controller.
- 2.2 A Fully Automated Table Game will have connectivity to a Monitoring System.
- 2.3 Unless otherwise specified in these Rules for the particular game in play, an open Player Terminal may:
- 2.3.1 Be of similar appearance to Diagram A;
- 2.3.2 Contain any additional elements necessarily required by these Rules; and
- 2.3.3 Where a jackpot is offered, provide an area to allow players to place a jackpot wager.
- 2.3.4 Provide betting areas to allow players to place wagers on any of those betting areas described in the Rules of the particular game in play;
- 2.3.5 Provide betting areas to allow players to place wagers on any additional wagers allowed for by these Rules; and
- 2.3.6 Include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A, approval of equipment by the VCGLR or these Rules.

### 3. PLACEMENT OF WAGERS

- 3.1 A wager in respect of an individual Round of Play is placed by a person appropriating money standing to the credit of their player chip account to a particular bet prior to the end of the Wagering Period for that Round of Play.
- 3.1.1 Where a Player Terminal has connectivity to more than one (1) Fully-Automated Table Game, a player may select the table(s) they wish to wager on for each individual Round of Play, by selecting the relevant table(s) from their Player Terminal. Unless otherwise approved by the VCGLR, a player may only wager on one (1) table at a time.
- 3.2 The method by which a player appropriates money standing to the credit of their Player Chip Account is by touching the screen so as to make:





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- 3.2.1 One (1) or more chips appear to move from one part of the screen to another; or
- 3.2.2 One (1) or more chips appear on, or disappear from, the screen with a corresponding change being made to the amount shown as standing to the credit of the player's chip account.
- 3.3 The player whom has control of a Player Terminal is solely responsible for:
  - 3.2.3 The placement of the chips appearing on the Player Terminal; and
  - 3.2.4 Where a Player Terminal has connectivity to more than one (1) Fully Automated Gaming Table, selecting the table(s) they wish to wager on from the Player Terminal.
- 3.4 A person may not occupy a place at a Fully Automated Table Game without actively placing wagers on a Player Terminal, or occupy an area so that they restrict another player from gaining access to play that game.
- 3.5 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of a Fully Automated Table Game or with any employee of Crown performing duties related to a Fully Automated Table Game.
- 3.6 Subject to Rule 9, the wager or wagers placed on a Player Terminal may only be settled in accordance with the position in which they are displayed on the Player Terminal at the time a Wagering Period expires.
- 3.7 A Player Terminal must not allow a wager to be placed, changed or withdrawn after the expiry of the Wagering Period.
- 3.8 At the time for the settlement of wagers, each open Player Terminal must:
  - 3.8.1 Display the outcome of a Round of Play;
  - 3.8.2 Clear any losing wager(s), by causing the chips representing that wager(s) to disappear from the screen;
  - 3.8.3 Automatically calculate and display any winnings; and
  - 3.8.4 Automatically calculate and display the balance of the Player Chip Account as a result of the outcome.
- 3.9 Players will have the ability to set daily loss and time limits by attending a Crown Loyalty Program Desk and presenting their Loyalty Program Card.
- 3.10 Where a Fully Automated Table Game offers a jackpot component, where participation in the jackpot requires the player to place a jackpot wager, a player who places a valid wager on jackpot for a particular round of play will, once the jackpot event has occurred, qualify to participate in that jackpot.





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#### 4. PERMISSIBLE WAGERS

- 4.1 In respect of the game, Crown must ensure the display of the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991* (Vic)<sup>1</sup>.
- 4.2 Each Player Terminal is a location within the casino for the purposes of section 66 of the *Casino Control Act 1991* (Vic).
- 4.3 If:
- 4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the Player Terminal must not recognise that wager.
- 4.3.2 If a player attempts to place an individual wager—
- (a) In a multiple over the minimum which is not permitted; or
- (b) Which is greater than the permitted maximum wager;
- the Player Terminal must display only so many chips or such denomination of chips as is the next lowest permitted wager.
- 4.3.3 By the end of the Wagering Period for a round of play, if a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the Player Terminal for the round of play and will be automatically removed from the screen.

#### 5. PLAYER CHIP ACCOUNTS

- 5.1 A person wishing to play the game may buy-in by inserting:
- 5.1.1 An amount of cash into the Player Terminal's note acceptor and may

<sup>1</sup> Section 66 of the *Casino Control Act 1991* (Vic) states:

**66. Assistance to patrons**

- (1) A casino operator must—
- ...
- (c) display prominently at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

**Penalty: 25 penalty units**

- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

**Penalty: 50 penalty units.**





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- at any time insert a further amount of cash into the Note Acceptor; or
- 5.1.2 A ticket into the Player Terminal's note acceptor, which has been fitted with a bar code reader and may at any time insert further tickets into the Note Acceptor.
- 5.2 Where a player inserts cash or a ticket into a Note Acceptor, the amount of the cash or the ticket will automatically be credited to the Player Chip Account in respect of that Player Terminal, thereby causing chips to appear on the screen or that amount to be shown as standing to the credit of the Player Chip Account.
- 5.3 An open Player Terminal must display the active Player Chip Account for the Player Terminal.
- 5.4 A player:
- 5.4.1 May leave the game at any time; and
- 5.4.2 Must leave the game if a TG Area Manager (or above), having reasonably formed the opinion that the player's continued presence would disrupt the game and/or compromise its integrity, directs the player to leave the game.
- 5.5 If a player leaves the game:
- 5.5.1 Where they are playing at a Player Terminal and that Player Terminal is equipped with a ticket printer, a ticket will be issued for the full value of the Player Chip Account. The ticket may be exchanged for cash or cash equivalent at a Casino Cage. The Player Chip Account will then be closed.
- (a) Once the ticket is printed the player is responsible for presenting the ticket for redemption.
- (b) If, at the time the player elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may make a manual payment to the player.
- (c) Crown has no liability for any lost or stolen tickets or tickets which become illegible after printing.

## 6. DEALING THE GAME

- 6.1 With the exception of Rule 16.5 (Fully Automated Blackjack) and Rule 17.4 (Fully Automated Casino War), a Wagering Period of not less than ten (10) seconds will be determined by Crown applying to all Fully Automated Table Games.
- 6.2 Each Player Terminal must clearly display a countdown of the remaining portion of the Wagering Period for the next round of play.







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#### 7. PLAYER INFORMATION AND SERVICE REQUEST

- 7.1 Player Information Displays will be available on each Player Terminal. To view information relating to their current play session, the player may select [I] from the screen.
- 7.2 Player Activity Statements, which provide a history of a player's play on Fully Automated Table Games, will be made available on request. To obtain a copy of their Player Activity Statement, the player will attend a Crown Loyalty Program Desk and present their Loyalty Program Card.
- 7.3 A player may request service by selecting [Service] from the screen or pressing the 'Service' button located on the Player Terminal casing (where available). This will page a Runner or TG Area Manager (or above).
- 7.4 To cancel a 'service request':
- 7.4.1 Select [Service] displayed on the screen; or
  - 7.4.2 Press the 'Service' button on the Player Terminal casing (where available).

#### 8. JACKPOT SYSTEMS

- 8.1 Crown may operate one (1) or more approved Jackpot Systems with respect to Fully Automated Table Games and utilise a variety of jackpot styles, including, by way of example and not limitation, Mystery Jackpots, Stand Alone Progressive Jackpots, Linked Progressive Jackpots and Bonus Jackpots. For the purposes of these Rules, the generic term 'jackpot' will be used for all jackpot styles.
- 8.2 Where a jackpot is offered, software required to run the jackpot will be approved as gaming equipment.
- 8.3 The following provisions apply to the operation of a Jackpot System:
- 8.1.1 One or more particular tables may constitute a jackpot group.
  - 8.1.2 A Jackpot System must operate in respect of one (1) or more jackpot groups.
  - 8.1.3 A jackpot group may have one (1) or more jackpots operate in respect of it.
  - 8.1.4 A jackpot group may be added to or removed from a jackpot or transferred between one jackpot and another provided that prior to the change, a sign giving notice of the addition, removal or transfer is displayed.
  - 8.1.5 A jackpot may be closed at any time provided that a sign giving notice of the closure is displayed at every table in respect of which system is operating.





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- 8.1.6 Where a jackpot pool comprises player contributions and that jackpot is closed, an amount equal to the player contributions must be transferred to one or more other jackpots.
- 8.1.7 Where a jackpot pool is made up of player contributions:
- (a) Each table and/or Player Terminal in respect of which a jackpot operates must show the value of the jackpot prize amount and/or any goods or services constituting a jackpot prize; and
  - (b) The value of a jackpot may be displayed on one or more electronic promotional displays in the casino.
- 8.1.8 Where a jackpot pool is funded by Crown, the jackpot prize amount and/or any goods or services constituting a jackpot prize may be displayed on one or more electronic promotional displays in the casino.
- 8.4 As applicable to the jackpot in operation, Crown must ensure that the jackpot meter for a jackpot from time to time records a monetary value no less than-
- 8.4.1 The minimum jackpot value; plus
  - 8.4.2 The amount wagered at all participating Fully Automated Table Games which has incremented to the jackpot meter at the rate specified in the approved Jackpot System software.
- 8.5 A Jackpot System is operating properly if it is capable of posting contributions at the specified increment rate and registering winning jackpot events.
- 8.6 Where a jackpot is in operation at a table, if at any time it is deemed that the Jackpot System is not operating properly, the game will be shut down until such time as the problem can be rectified.
- 8.7 If a round of play in which a jackpot prize has been won is declared Void, the amount of the jackpot prize awarded must be re-credited to that particular jackpot or must be transferred to one or more other jackpots.
- 8.8 Jackpot wins may be paid to the player by:
- 8.8.1 Incrementing the Player Chip Account balance in accordance with Rule **Error! Reference source not found.**; or
  - 8.8.2 The issuance of a redeemable ticket or payout voucher.

## 9. IRREGULARITIES

- 9.1 If a player claims that an incorrect outcome has been announced or that any part of the game system has malfunctioned, Crown must consider the claim and take whatever reasonable action is permitted by this Rule.
- 9.2 If a Player Terminal experiences a malfunction:



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- 9.2.1 Prior to the expiry of the Wagering Period, all wagers placed on the Player Terminal for the relevant round of play must be treated as void; and
- 9.2.2 On or after the expiry of the Wagering Period, the Runner (or above) or TG Area Manager (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 9.3 If the Display Controller experiences a malfunction:
- 9.3.1 Prior to the expiry of the Wagering Period, all wagers placed by all players for the relevant spin must be treated as void; and
- 9.3.2 On or after the expiry of the Wagering Period, a TG Area Manager (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 9.4 If, for the purposes of Rule 9.2, the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.
- 9.5 If a display screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.

## 10. FULLY AUTOMATED ROULETTE

- 10.1 Where the Fully Automated Table Game in play is Fully Automated Roulette, the approved Rules for Roulette and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Roulette and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Table Games and Fully Automated Roulette will prevail.
- 10.2 Additional Equipment
- 10.2.1 In addition to the equipment described in Rule 2, a Fully Automated Roulette table will include:
- (a) A virtual roulette wheel which must have thirty seven (37) equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured red and black as shown in [Diagram B](#) will be used for the game.
- (b) A virtual ball will be used for the game.
- 10.3 Placement of Wagers





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10.3.1 A wager in respect of a spin is placed by a person appropriating money standing to the credit of a Player Chip Account to a particular bet prior to the end of the Wagering Period for that spin.

#### 10.4 Dealing the Game

10.4.1 The Dealer will spin the ball so that the ball will only come to rest after the Wagering Period expires; and

10.4.2 When, after the ball is spun, it comes to rest, the Dealer will announce the number of the compartment.

#### 10.5 Settlement

10.5.1 The bets which can be placed in respect of a spin and the odds payable for them will be in accordance with the approved Rules for Roulette.

## 11. FULLY AUTOMATED BACCARAT

11.1 Where the Fully Automated Table Game in play is Fully Automated Baccarat, the approved Rules for Baccarat and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Baccarat and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Table Games and Fully Automated Baccarat will prevail.

#### 11.2 Additional Definitions

'**Super 6**' means a side wager which wins if the Banker wins with a point count of six (6).

#### 11.3 The Cards

11.3.1 Fully Automated Baccarat will be played with virtual cards of four (4) to eight (8) decks. Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.

11.3.2 When the Baccarat Perfect Pairs side wager is offered, the game must always be played with eight (8) decks.

11.3.3 The value of the cards is exactly as described in the Rules of Baccarat.

#### 11.4 The Shuffle

11.4.1 The virtual cards will be shuffled so that they are randomly intermixed prior to the cards being used for play.

#### 11.5 Placement of Wagers

11.5.1 Crown may offer those wagers described in the approved Rules of Baccarat and also these additional wagers:





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- (a) Super 6; and
- (b) Jackpot.

### 11.6 The Play

After the initial deal the point count of each hand will be displayed, and if required, further cards will be dealt in accordance with the Table of Play as described in the Rules of Baccarat.

### 11.7 Settlement

11.7.1 The bets which can be placed in respect of a coup and the odds payable for them will be in accordance with the approved Rules for Baccarat (where offered).

11.7.2 The bets which may be placed in respect of a coup and the odds payable for them are-

**Table 1: Crown Baccarat**

Crown Baccarat		
Name	Definition	Odds
Player	The cards dealt to the Player hand have a higher point count than that of the cards dealt to the Banker hand.	1 to 1
Banker	The cards dealt to the Banker hand have a higher point count than that of the cards dealt to the Player hand.	1 to 1 except where the Banker wins with a point score of 6, where winning wagers are paid at odds of 1 to 1 less 50% commission. (i.e. \$100 pays \$50).
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value***.	8 to 1

**Table 2: Baccarat Dragon Bonus**

Baccarat Dragon Bonus		
Name	Definition	Odds
Banker wins with a Natural	The cards dealt to the Banker hand form a Natural and have a higher point count than that of the cards dealt to the Player.	1 to 1
Banker wins by 4 points	The cards dealt to the Banker hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Player hand.	1 to 1
Banker wins by 5 points	The cards dealt to the Banker hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Player hand.	2 to 1
Banker wins by 6 points	The cards dealt to the Banker hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to	4 to 1





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	the Player hand.	
Banker wins by 7 points	The cards dealt to the Banker hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Player hand.	6 to 1
Banker wins by 8 points	The cards dealt to the Banker hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Player hand.	10 to 1
Banker wins by 9 points	The cards dealt to the Banker hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Player hand.	30 to 1
Player wins with a Natural	The cards dealt to the Player hand form a Natural and have a higher point count than that of the cards dealt to the Banker.	1 to 1
Player wins by 4 points	The cards dealt to the Player hand do not form a Natural and have a point count four (4) greater than that of the cards dealt to the Banker hand.	1 to 1
Player wins by 5 points	The cards dealt to the Player hand do not form a Natural and have a point count five (5) greater than that of the cards dealt to the Banker hand.	2 to 1
Player wins by 6 points	The cards dealt to the Player hand do not form a Natural and have a point count six (6) greater than that of the cards dealt to the Banker hand.	4 to 1
Player wins by 7 points	The cards dealt to the Player hand do not form a Natural and have a point count seven (7) greater than that of the cards dealt to the Banker hand.	6 to 1
Player wins by 8 points	The cards dealt to the Player hand do not form a Natural and have a point count eight (8) greater than that of the cards dealt to the Banker hand.	10 to 1
Player wins by 9 points	The cards dealt to the Player hand do not form a Natural and have a point count nine (9) greater than that of the cards dealt to the Banker hand.	30 to 1
Natural Tie	The cards dealt to the Player hand and the Banker hand both form a Natural and have the same point count.	Stand-off.
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand do not form a natural and have the same point count	All Dragon Bonus wagers lose.

**Table 3: Baccarat Perfect Pairs**

<b>Baccarat Perfect Pairs (8 Decks of Cards)</b>		
<b>Name</b>	<b>Definition</b>	<b>Odds</b>
Mixed Pair	Means two cards that are exactly alike except for suit and colour	6 to 1
Coloured Pair	Means two cards that are exactly alike (including colour) except for suit.	12 to 1
Perfect Pair	Means two cards that are exactly alike including colour and suit.	25 to 1





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**Table 4: Baccarat Pairs**

Baccarat Pairs		
Name	Definition	Odds
Baccarat Pair	The first two cards of either the Player hand or the Banker hand as nominated by the player, form a pair (for example 10, 10 or K, K).	11 to 1

**Table 5: Super 6**

Super 6		
Definition	Odds	
	Option 1	Option 2
Banker wins with a total of six (6)	12 to 1	15 to 1

**Table 6: 2 to 1 Baccarat**

2 to 1 Baccarat		
Name	Definition	Odds
Player	The Player hand comprises three cards which have a total of eight (8) or nine (9) and have a higher point count than that of the cards dealt to the Banker hand.	2 to 1
	The Player hand comprises two or three cards, as applicable in relation to the table of play which have a higher point count than that of the cards dealt to the Banker hand, but does not comprises three cards which have a total of eight (8) or nine (9).	1 to 1
Banker	The Banker hand comprises three cards which have a total of eight (8) or nine (9) and have a higher point count than that of the cards dealt to the Player hand.	2 to 1
	The Banker hand comprises two or three cards, as applicable in relation to the table of play, which has a higher point count than that of the cards dealt to the Player hand, but does not comprise three cards which have a total of eight (8) or nine (9).	1 to 1
Tie	The point count of the cards dealt to the Player hand and the cards dealt to the Banker hand are of equal value. Wagers placed on the Player and/or the Banker will lose when the result is a Tie.	8 to 1

**11.8 Baccarat Jackpots**

- 11.8.1 To participate in the jackpot, the player must first place a wager on Player or Banker.
- 11.8.2 Information relating to the jackpot(s) offered on a Fully Automated Baccarat table will be made available on each Player Terminal. Such information will include, but not be limited to:
- (a) The type of jackpot;





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- (b) Minimum and maximum jackpot wagers;
- (c) How a jackpot prize is won; and
- (d) The jackpot payouts.

## 12. FULLY AUTOMATED SIC BO

- 12.1 Where the Fully Automated Table Game in play is Fully Automated Sic Bo, the approved Rules for Sic Bo and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules for Sic Bo and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Table Games and Fully Automated Sic Bo will prevail.
- 12.2 Additional Definitions
- 'Total' means the sum total of the uppermost sides of the three (3) dice resulting from a virtual spin.
- 12.3 Additional Equipment
- 12.3.1 A virtual Sic Bo tumbler containing three (3) virtual dice will be used for the game.
- 12.4 Placement of Wagers
- 12.4.1 Crown may offer those wagers described in the approved Rules of Sic Bo.
- 12.4.2 In accordance with the wagers described in the approved Rules of Sic Bo, '3 of 4 Dice' may also be referred to as '4 number combo'.
- 12.5 Dealing the Game
- 12.5.1 The virtual Dealer will activate the virtual tumbler at the commencement of the Wagering Period; and
- 12.5.2 At the conclusion of the Wagering Period, the virtual Dealer will remove the lid from the virtual tumbler and announce the result by declaring the uppermost face of each die, from the smallest number to the highest number, followed by the sum total of the three (3) dice.
- 12.6 Settlement
- 12.6.1 The bets which can be placed in respect of an individual spin when playing Fully Automated Sic Bo and the odds payable for them are:

Name	Odds
Small	1 to 1
Big	1 to 1







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Specific Triples		180 to 1
Specific Doubles		11 to 1
Any Triple		31 to 1
Three Dice Totals	4 or 17	62 to 1
	5 or 16	31 to 1
	6 or 15	18 to 1
	7 or 14	12 to 1
	8 or 13	8 to 1
	9 or 12	7 to 1
	10 or 11	6 to 1
Two Dice Combinations	1&2, 1&3, 1&4, 1&5, 1&6	6 to 1
	2&3, 2&4, 2&5, 2&6	
	3&4, 3&5, 3&6	
	4&5, 4&6	
	5&6	
Single Die Bet	Number on one Die	1 to 1
	Number on two Dice	2 to 1
	Number on three Dice	12 to 1
<b>Additional Wagers</b>		<b>Odds</b>
Even		1 to 1
Odd		1 to 1
3 of 4 Dice	6,5,4,3; 6,5,3,2;	7 to 1
	5,4,3,2; 4,3,2,1	

### 13. LUCKY BIG WHEEL

#### 13.1 Additional Definitions

'**Wheel Spinner**' means the person who activates the wheel.

'**Spin Lever**' means the lever attached to a player terminal that when pulled, will activate the wheel.

#### 13.2 Additional Equipment

13.2.1 In addition to the equipment mentioned in Rule 2, a Lucky Big Wheel Table will include an electronically activated wheel which will have fifty-four (54) equal compartments configured according to the description in Rule 13.2.2 (below).

13.2.2 The wheel will be configured in accordance with [Diagram C](#) having:

- (a) Twenty-six (26) sections exhibiting one particular symbol; or number;
- (b) Thirteen (13) sections exhibiting a second particular symbol; or number;





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- (c) Seven (7) sections exhibiting a third particular symbol; or number;
- (d) Four (4) sections exhibiting a fourth particular symbol; or number;
- (e) Two (2) sections exhibiting a fifth particular symbol; or number;
- (f) One (1) section exhibiting a sixth particular symbol; or number; and
- (g) One (1) section exhibiting a seventh particular symbol; or number.

13.2.3 An open Player Terminal, must provide betting areas to allow players to place wagers on those bets described in Rule 13.2.2 (above).

### 13.3 Dealing the Game

#### 13.3.1 The Wheel Spinner

- (a) A Wheel Spinner will be selected by the game system.
- (b) To be eligible to be the Wheel Spinner, a player must have placed a valid wager.
- (c) The Wheel Spinner will be determined in a clockwise direction around each of the active Player Terminals and players will take turns to be the Wheel Spinner.
  - (i) If a valid wager has not been placed on the player terminal selected by the game system, the player occupying the next Player Terminal in a clockwise direction with a valid wager, will be the Wheel Spinner.
- (d) An illuminated light on the Player Terminal will indicate which player will be the Wheel Spinner for the next spin.
- (e) At the end of the wagering period, the Wheel Spinner will activate the wheel by pulling the Spin Lever.
  - (i) The player will have a time limit, as determined by Crown to activate the Spin Lever.
  - (ii) If the player does not activate the Spin Lever within the time limit, the wheel will be activated automatically.

### 13.4 Settlement

13.4.1 The bets which can be placed in respect of a round of play and the





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odds payable will be in accordance with Table 1, 2 or 3 below:—

(a) **Table 1:**

Definition	Odds
The wheel comes to rest on one of the compartments marked with the symbol "A" designated by a chip on that symbol.	1 to 1
The wheel comes to rest on one of the compartments marked with the symbol "B" designated by a chip on that symbol.	3 to 1
The wheel comes to rest on one of the compartments marked with the symbol "C" designated by a chip on that symbol.	6 to 1
The wheel comes to rest on one of the compartments marked with the symbol "D" designated by a chip on that symbol.	12 to 1
The wheel comes to rest on one of the compartments marked with the symbol "E" designated by a chip on that symbol.	25 to 1
The wheel comes to rest on the compartment marked with the symbol "F" designated by a chip on that symbol.	52 to 1
The wheel comes to rest on the compartment marked with the symbol "G" designated by a chip on that symbol.	52 to 1

(b) **Table 2:**

Definition	Odds
The wheel comes to rest on one of the compartments marked with the symbol "A" designated by a chip on that symbol.	1 to 1
The wheel comes to rest on one of the compartments marked with the symbol "B" designated by a chip on that symbol.	3 to 1
The wheel comes to rest on one of the compartments marked with the symbol "C" designated by a chip on that symbol.	6 to 1
The wheel comes to rest on one of the compartments marked with the symbol "D" designated by a chip on that symbol.	12 to 1
The wheel comes to rest on one of the compartments marked with the symbol "E" designated by a chip on that symbol.	25 to 1
The wheel comes to rest on the compartment marked with the symbol "F" designated by a chip on that symbol.	51 to 1
The wheel comes to rest on the compartment marked with the symbol "G" designated by a chip on that symbol.	51 to 1

(c) **Table 3:**

Definition	Odds
The wheel comes to rest on one of the compartments marked with the symbol "A" designated by a chip on that symbol.	1 to 1





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Definition	Odds
The wheel comes to rest on one of the compartments marked with the symbol "B" designated by a chip on that symbol.	3 to 1
The wheel comes to rest on one of the compartments marked with the symbol "C" designated by a chip on that symbol.	6 to 1
The wheel comes to rest on one of the compartments marked with the symbol "D" designated by a chip on that symbol.	12 to 1
The wheel comes to rest on one of the compartments marked with the symbol "E" designated by a chip on that symbol.	25 to 1
The wheel comes to rest on the compartment marked with the symbol "F" designated by a chip on that symbol.	50 to 1
The wheel comes to rest on the compartment marked with the symbol "G" designated by a chip on that symbol.	50 to 1

## 14. VIRTUAL ROULETTE

14.1 Where the Fully Automated Table Game in play is Virtual Roulette, the approved Rules for Fully Automated Table Games and the Rules for Fully Automated Roulette also apply. If there is any inconsistency between the Rules for Fully Automated Table Games, the Rules for Fully Automated Roulette and the Rules for Virtual Roulette, the Rules for Virtual Roulette will prevail.

### 14.2 Additional Definitions

'**Spinner**' means the person who spins the ball.

### 14.3 Dealing the Game

14.3.1 The ball will be spun by the spinner, or automatically by the game system.

14.3.2 When prompted by the game system, the spinner will spin the ball. The spinner will be:

- (a) If no minimum wager is specified, determined in a clockwise direction around each of the active Player Terminals; or
- (b) If a minimum wager is specified, the player who has wagered that amount (or above); or
- (c) If more than one (1) player has wagered the minimum wager (or above), the player with the highest wager.
  - (i) If there are two (2) or more players who have wagered an equal amount, the spinner will be the player who wagered that amount first.

14.3.3 The spinner will have a period, as determined by Crown, to spin the





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ball; otherwise the ball will be spun automatically by the game system.

#### 14.4 Virtual Roulette Jackpots

14.4.1 To participate in the jackpot, the player must first place a jackpot wager.

14.4.2 Information relating to the jackpot(s) offered on a Virtual Roulette table will be made available on each Player Terminal. Such information will include, but not be limited to:

- (a) The type of jackpot;
- (b) Minimum and maximum jackpot wagers;
- (c) How a jackpot prize is won; and
- (d) The jackpot payouts.

## 15. BIG 3 SIX

#### 15.1 Additional Definitions

**'Big 3 Six side wager'** means a wager which wins if the outcome on all three (3) wheels (in any order) is the same symbol or a combination of symbols as specified in these Rules.

#### 15.2 Additional Equipment

15.2.1 In addition to the equipment mentioned in Rule 2, a Big 3 Six table will include:

- (a) Three (3) electronically activated wheels, each having thirty-two (32) equal compartments configured according to the description in Rule 15.2.2 (below); and
- (b) Where the Big 3 Six side wager is offered, a device for displaying the result of the side wager for each spin.

15.2.2 The wheels will be configured in accordance with [Diagram E](#) having:

- (a) Fifteen (15) sections exhibiting one particular symbol; or number;
- (b) Seven (7) sections exhibiting a second particular symbol; or number;
- (c) Four (4) sections exhibiting a third particular symbol; or number;





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- (d) Three (3) sections exhibiting a fourth particular symbol; or number;
- (e) Two (2) sections exhibiting a fifth particular symbol; or number;
- (f) One (1) section exhibiting a sixth particular symbol; or number; and

#### 15.2.3 An open Player Terminal, must:

- (a) Contain all the elements of the design set out in [Diagram D](#); and
- (b) Contain any additional elements necessarily required by these Rules; and
- (c) Be of similar appearance to [Diagram D](#); and
- (d) May include features in addition to those shown in [Diagram D](#), if those features are not inconsistent with [Diagram D](#), approval of equipment by the VCGLR or these Rules.

### 15.3 Placement of Wagers

#### 15.3.1 Big 3 Six Wagers

- (a) Wagers may be placed on any or all of the Big 3 Six wheels (in any combination).
- (b) To place a wager, the player will drag a chip from their chip bank and place it on a symbol on the wheel they wish to wager on. Wagers may be placed on one or more of the symbols on each wheel.
- (c) A wager placed by a player on a symbol on a particular wheel will:
  - (i) Win, if the result of the spin of that wheel is the symbol wagered on by the player; and
  - (ii) Lose when the result is any other symbol.

#### 15.3.2 Big 3 Six Side Wagers

- (a) When offered, players may place a Big 3 Six side wager.
- (b) To place a Big 3 Six side wager, the player will place a wager on the appropriate area of the player terminal.
- (c) A wager placed by a player on the Big 3 Six side wager will:



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- (i) Win, if the result of the spin is any of the symbol combinations described in Rule 15.4.1 (Table 2); and
- (ii) Lose, when the result of the spin is not one of those symbol combinations described in Rule 15.4.1 (Table 2).

**15.4 Settlement**

15.4.1 The bets which can be placed in respect of a round of play and the odds payable will be in accordance with Table 1 and Table 2 below:

(a) **Table 1: Payout Odds**

	<b>Definition</b>	<b>Odds</b>
Symbol A	The wheel comes to rest on one of the compartments marked with the symbol "A" designated by a chip on that symbol.	1 to 1
Symbol B	The wheel comes to rest on one of the compartments marked with the symbol "B" designated by a chip on that symbol.	3 to 1
Symbol C	The wheel comes to rest on one of the compartments marked with the symbol "C" designated by a chip on that symbol.	6 to 1
Symbol D	The wheel comes to rest on one of the compartments marked with the symbol "D" designated by a chip on that symbol.	9 to 1
Symbol E	The wheel comes to rest on one of the compartments marked with the symbol "E" designated by a chip on that symbol.	14 to 1
Symbol F	The wheel comes to rest on one of the compartments marked with the symbol "F" designated by a chip on that symbol.	30 to 1

(b) **Table 2: Big 3 Six Side Wager Payout Odds**

	<b>Definition</b>	<b>Odds</b>
3 X Symbol A	All three wheels come to rest on one of the compartments marked with the symbol "A".	3 to 1
3 X Symbol B	All three wheels come to rest on one of the compartments marked with the symbol "B".	10 to 1
3 X Symbol C	All three wheels come to rest on one of the compartments marked with the symbol "C".	25 to 1
3 X Symbol D	All three wheels come to rest on one of the compartments marked with the symbol "D".	100 to 1
3 X Symbol E	All three wheels come to rest on one of the compartments marked with the symbol "E".	500 to 1
3 X Symbol F	All three wheels come to rest on one of the compartments marked with the symbol "F".	1000 to 1
Symbol C, D and E	Any combination of symbol C, symbol D and symbol E other than those combinations described above in this table.	5 to 1





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**16. FULLY AUTOMATED BLACKJACK**

16.1 Where the Fully Automated Table Game in play is Fully Automated Blackjack, the approved Rules for Blackjack and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules of Blackjack and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Blackjack will prevail.

16.2 Additional Definitions:

'**Bet the Set 21**' means a side wager which wins if the first two (2) cards dealt to the player's position form either:

- (a) A '**Suited Pair**', which means two (2) cards that are exactly alike and of the same suit; or
- (b) An '**Unsuited Pair**', which means two (2) cards that are exactly alike except for suit.

'**King's Bounty**' means a side wager which wins if the first two (2) cards dealt to the player's position total 20.

'**Royal Match 21**' means a side wager which wins if the first (2) cards dealt to the player's position form:

- (a) A King and Queen of the same suit; or
- (b) Any two (2) cards of the same suit; or
- (c) Where offered, a Blackjack of the same suit.

16.3 The Cards:

16.3.1 Fully Automated Blackjack will be played with virtual cards of four (4) to eight (8) decks. Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.

16.3.2 The rank of the cards is exactly as described in the Rules of Blackjack.

16.4 Placement of Wagers

16.4.1 Side Wagers:

In addition to the side wagers offered in the Rules of the applicable variation of Blackjack, players may place wagers on the following side wagers (where offered):

- (a) King's Bounty;
- (b) Bet The Set 21; and





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- (c) Royal Match 21;
  - 16.4.2 In placing bets on any side wagers, players must first place a valid Blackjack wager.
  - 16.4.3 Crown will offer no more than two (2) side wagers on Fully Automated Blackjack, unless otherwise approved by the VCGLR.
- 16.5 Dealing the Game
- Subject to Rule 6, the Wagering Period determined by Crown will be not less than fifteen (15) seconds, unless otherwise approved by the VCGLR.
- 16.6 Initial Deal:
- 16.6.1 The Dealer will:
    - (a) Deal one (1) card to the player's position(s); then
    - (b) Deal one (1) card to the Dealer's position; and
    - (c) In a like manner then deal a second card to the player's position(s).
- 16.7 Interim settlement
- 16.7.1 While some hands, wagers and/or side wagers may be resolved during the initial deal, all wagers will be settled at the conclusion of the Round of Play, i.e. after the subsequent deal.
  - 16.7.2 An Insurance wager placed by a player must be equivalent to exactly half of that player's initial Blackjack wager.
- 16.8 Subsequent Deal:
- 16.8.1 Each player will indicate their decision to:
    - (a) Draw additional cards; or
    - (b) Double; or
      - (i) A Double wager placed by a player must be equivalent to that player's initial Blackjack wager; or
    - (c) Split; or
    - (d) Stand.
- in accordance with the Rules of the applicable variation of Blackjack in play.





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- 16.8.2 The Dealer will not draw an additional card until a decision has been made on each previous card in accordance with Rule 16.8.1.
- (a) After each card is drawn, players will have time as determined by Crown to make a decision on their hands as described in Rule 16.8.1.
- (b) Where a decision is required and a player:
- (i) Refuses or fails to act; or
- (ii) Is not present;

and the time to make a decision has elapsed; additional cards may be drawn to that player's hand in accordance with the Rules of the variation of Blackjack in play.

- 16.8.3 Where each player's hand(s) has been completed, the Dealer will draw one (1) or more cards, if and as required, to complete their hand in respect of each player's hand.

### 16.9 Settlement

- 16.9.1 All wagers will be settled simultaneously at the conclusion of each Round of Play.
- 16.9.2 For the avoidance of doubt, for all outcomes described in Rule 16.9.3, only the highest result wins and wagers will be settled accordingly.
- 16.9.3 In addition to the bets offered in the Rules of the applicable variation of Blackjack, the odds payable for wagers described in Rule 16.4 are:
- (a) **Table 1: King's Bounty (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
2 Kings of Spades and Dealer Blackjack	1000 to 1
2 Kings of Spades	100 to 1
2 Suited Kings	30 to 1
2 Suited Queens, Jacks or 10s	20 to 1
Suited 20	9 to 1
2 Kings	6 to 1
Unsuited 20	4 to 1

- (b) **Table 2: Bet the Set 21 (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
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Suited Pair	15 to 1
Unsuited Pair	10 to 1

(c) **Table 3: Royal Match 21 (applies to 4, 6 or 8 decks):**

First Two Player's Cards:	Odds
King and Queen Suited	50 to 1
2 Suited Cards	2 to 1

## 17. FULLY AUTOMATED CASINO WAR

17.1 Where the Fully Automated Table Game in play is Fully Automated Casino War, the approved Rules for Casino War and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules of Casino War and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Casino War will prevail.

17.2 Additional Definitions:

'Ante' means the original wager placed by a player prior to any cards being dealt for a Round of Play (equivalent to the 'Casino War wager' as defined in the Rules of Casino War).

17.3 The Cards

17.3.1 Fully Automated Casino War will be played with virtual cards of four (4) to eight (8) decks. Each deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.

17.3.2 The rank of the cards is exactly as described in the Rules of Casino War.

17.4 Dealing the Game

Subject to Rule 6, the Wagering Period determined by Crown will be not less than fifteen (15) seconds, unless otherwise approved by the VCGLR.

17.5 Initial Deal

17.5.1 The Dealer will:

- (a) Deal one (1) card in sequence to each betting area; and
- (b) Deal one (1) card to the Dealer's position.

17.6 Interim Settlement





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- 17.6.1 Players who have a card of the same rank as the Dealer will be offered the option to either Surrender or Go to War:
- (a) If the player elects to Surrender; they will surrender half their Ante wager and all wagers will be settled accordingly;
  - (b) If the player elects to Go to War; a wager equivalent to their original Ante wager will be placed automatically in their Go to War betting area.

17.6.2 Players will have time as determined by Crown to make a decision in accordance with Rule 17.6.1. If a player:

- (a) Refuses or fails to act; or
- (b) Is not present;

and the time to make a decision has elapsed; the player will surrender half their Ante wager in accordance with Rule 17.6.1(a).

#### 17.7 Subsequent Deal

17.7.1 Once the player has made their decision in accordance with Rule 17.6.1 (if applicable), the Dealer will:

- (a) Deal one (1) community card, which each betting area will share as their Go to War additional card; and
- (b) Deal one (1) card to the Dealer's position.

#### 17.8 Settlement

All wagers will be settled simultaneously at the conclusion of each Round of Play.

## 18. FULLY AUTOMATED THREE CARD POKER

**18.1 Where the Fully Automated Table Game in play is Fully Automated Three Card Poker, the approved Rules for Three Card Poker and the Rules for Fully Automated Table Games (including these additional Rules) will apply. If there is any inconsistency between the Rules of Three Card Poker and the Rules for Fully Automated Table Games (including these additional Rules), the Rules for Fully Automated Three Card Poker will prevail.**

#### 18.2 Additional Definitions:

**'Player's Cards Matrix' means the area to which the player's cards will be dealt, comprising nine (9) positions of which the player must select three (3) positions to form their three (3) card hand.**

#### 18.3 Additional Equipment





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- 18.3.1 In addition to the equipment described in Rule 2, a Fully Automated Three Card Poker table will include:
- (a) A Player's Cards Matrix (depicted in [Diagram F](#)); and
  - (b) Betting areas for side wagers that are offered on each column or row of the Player's Cards Matrix.

#### 18.4 The Cards

- 18.4.1 Fully Automated Three Card Poker will be played with one (1) virtual deck of cards. The deck will have fifty-two (52) cards without jokers, with backs of the same colour and design.
- 18.4.2 The rank of cards and order of Poker hands is exactly as described in the Rules of Three Card Poker.

#### 18.5 Placement of Wagers

- 18.5.1 During the Wagering Period, players must select three (3) positions from the nine (9) positions in the Player's Cards Matrix labelled 1-9. The three (3) selected positions will comprise the player's hand.
- 18.5.2 In addition to the bets offered in the Rules of Three Card Poker, players may place wagers on:
- (a) Pairs Plus; and/or
  - (b) Six Card Bonus;
- on any column or row from the Player's Cards Matrix as described in Rule 18.3.1(a). The outcome of these wagers is independent of the selected three (3) cards by the player.

#### 18.6 Dealing the Game

- 18.6.1 Commencing from position 1 of the Player's Cards Matrix, the Dealer will deal one (1) card to each position in the Player's Cards Matrix numerical order; a total of nine (9) cards dealt to the Player's Cards Matrix as described in Rule 18.3.1(a)
- 18.6.2 Players will have time as determined by Crown to make a decision on their hand in accordance with the Rules of Three Card Poker. If a player:
- (a) Refuses or fails to act; or
  - (b) Is not present;
- and the time to make a decision has elapsed; the player be deemed as having elected to Fold and will lose their Ante wager.





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**18.6.3** The Dealer will then deal three (3) cards to the Dealer's hand. The cards will be turned face up and the best possible hand will be declared.

#### 18.7 Settlement

All wagers will be settled simultaneously at the conclusion of each Round of Play.

#### 18.8 Irregularities

**18.8.1** If, during the Wagering Period, a player cannot place a Play wager of exactly the same amount as their Ante wager, and the Wagering Period expires, then the player's hand is Void and the Ante wager will be returned.

- (a) In this instance, the player's hand will remain in play if the player had placed a valid Pair Plus and/or Six Card Bonus wager during the Wagering Period.

### 19. FULLY AUTOMATED TABLE GAMES TOURNAMENT PLAY

19.1 Crown may conduct Tournaments in which all Tournament Players have the opportunity to play any variation of Fully Automated Table Game being offered with an equal chance.

19.2 For each Tournament conducted by Crown, Crown must:

19.2.1 In accordance with Rule 19.4, document relevant Terms and Conditions;

19.2.2 Prior to a Tournament being conducted and entries having been taken:

- (a) Make the relevant Terms and Conditions available to patrons; and
- (b) Advise the VCGLR on-site inspectorate of the intention to conduct the Tournament.

19.2.3 Appoint a Tournament Director who must be present for the duration of the Tournament.

- (a) The Tournament Director may, at their discretion, appoint one or more Deputies whom may act as designees of the Tournament Director and be present in their place.

19.2.4 Designate the gaming tables (and/or Player Terminals) to be used in the conduct of the Tournament.

19.2.5 Ensure that, during the conduct of a Tournament, a gaming table (and/or Player Terminal) designated under Rule 19.2.4 is used exclusively for Tournament play.



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- 19.3 Prior to the commencement of play in a Tournament:
- 19.3.1 The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.
- 19.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.
- 19.4 The Tournament Terms and Conditions referred to in Rule 19.2.1 must include the following information at a minimum:
- 19.4.1 Tournament Details:
- (a) Information pertaining to:
    - (i) When the Tournament will be conducted.
    - (ii) The amount of the entry fee, buy-in, re-buy or add-on, if any.
    - (iii) The minimum and maximum number of Tournament Players.
    - (iv) The location of the Tournament.
  - (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the Tournament Players.
  - (c) A statement to the effect that the VCGLR will be notified of any change to the Tournament details prior to the Tournament.
- 19.4.2 Conditions of Entry
- (a) In respect of eligibility for entry:
    - (i) A statement to the effect that participation in the Tournament constitutes an acceptance of the Terms and Conditions for the Tournament.
    - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the Tournament.
    - (iii) If Crown is reserving the right generally to deny entry to a Tournament, a statement that Crown may refuse any application.





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- (iv) If Crown is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
  - (v) Where a Tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a Tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
- (i) A statement to the effect that all Tournament Players must abide by the Terms and Conditions or risk disqualification.
  - (ii) Information detailing how the Terms and Conditions will be made available to Tournament Players.
  - (iii) If the Tournament Director requires each Tournament Player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

### 19.4.3 Tournament Format

- (a) Information regarding how the Tournament will be structured including:
- (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables (and/or Player Terminals) to be active in each round or session, or the basis on which the number of gaming tables (and/or Player Terminals) to be active in each round or session will be determined;







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- (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated Tournament Player to buy back into the Tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a Tournament Player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament Players will have the same amount credited to their Player Chip Account prior to the commencement of the Tournament.
  - (c) As applicable, the disposition of Player Chip Account balances at the completion of the Tournament.

#### 19.4.4 Wagers

- (a) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (b) If secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager.

#### 19.4.5 Elimination

- (a) The criteria for how Tournament Players will be eliminated from the Tournament.

#### 19.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

#### 19.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

#### 19.4.8 Conduct of Play

- (a) The circumstances under which a Tournament Player may:





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- (i) Be penalised and any relevant penalties;
  - (ii) Be disqualified from the Tournament;
  - (iii) Nominate a substitute; and
  - (iv) Have their entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
- (i) Late arrival or non-attendance for a round or session in the Tournament;
  - (ii) Absence from the Tournament;
  - (iii) Use of a mobile phone or similar device during play;
  - (iv) Nominating a substitute;
  - (v) Disqualification, including action regarding any remaining player chip account balance; and
  - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules for Fully Automated Table Games and that in the event of any inconsistency, the Rules of the relevant version of Fully Automated Table Game will prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of rounds of play or the scheduled completion time:
- (i) If the Tournament Player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of Player Chip Account balances in cash, at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the Tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants'





## Table Games Fully Automated Table Games Rules

- names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules for Fully Automated Table Games;
  - (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
  - (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Australian Consumer Law and Fair Trading Act 2012* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
  - (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules for Fully Automated Table Games.

## 20. GENERAL PROVISIONS

- 20.1 A person participating in a Fully Automated Table Game will not, with respect to that game or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 20.2 Where a player has contravened any provision of these Rules or of Rule 20.1 as the case may be, a TG Assistant Casino Manager (or above) may:
- 20.2.1 Declare that any wager made by the player(s) will be Void;
  - 20.2.2 Direct that the player(s) will be excluded from further participation in the game;
  - 20.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation;
  - 20.2.4 Confiscate the prohibited device; and
  - 20.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and





## Table Games

### Fully Automated Table Games Rules

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assumed responsibility for the situation.

- 20.3 A TG Assistant Casino Manager (or above) may declare the outcome of a game or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 20.4 A TG Higher Duties Dealer (or above) may declare Void the outcome of a game if the game is disrupted **by circumstances outside Crown's reasonable control, including (but not limited to): forces of nature, action or inaction by a government agency**, civil commotion, fire, riot, brawl, robber or an Act of God.
- 20.5 Where the outcome of a game is declared Void, all wagers made by the players for that particular result will be refunded.
- 20.6 An employee of the casino will not advise a player on how to play, except to ensure compliance with these Rules.
- 20.7 No onlooker or any player wagering at any table or Player Terminal may, unless requested by a player, influence another player's decisions of play.
- 20.8 A TG Area Manager (or above) may close a gaming table at which players are present, provided a minimum of three (3) rounds of play (spins, hands, coups) is given to the players.
- 20.9 A seated player who abstains from wagering for three (3) consecutive rounds whilst all other Player Terminals at that table are in use may be required to vacate that Player Terminal.
- 20.10 In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the TG Area Manager (or above) will be final.
- 20.11 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VCGLR Inspector.
- 20.12 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules for Fully Automated Table Games.
- 20.13 Players are not permitted to have side bets against each other.
- 20.14 A copy of these Rules will be made available upon request.





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**DIAGRAM A**





**Table Games**  
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**DIAGRAM B**

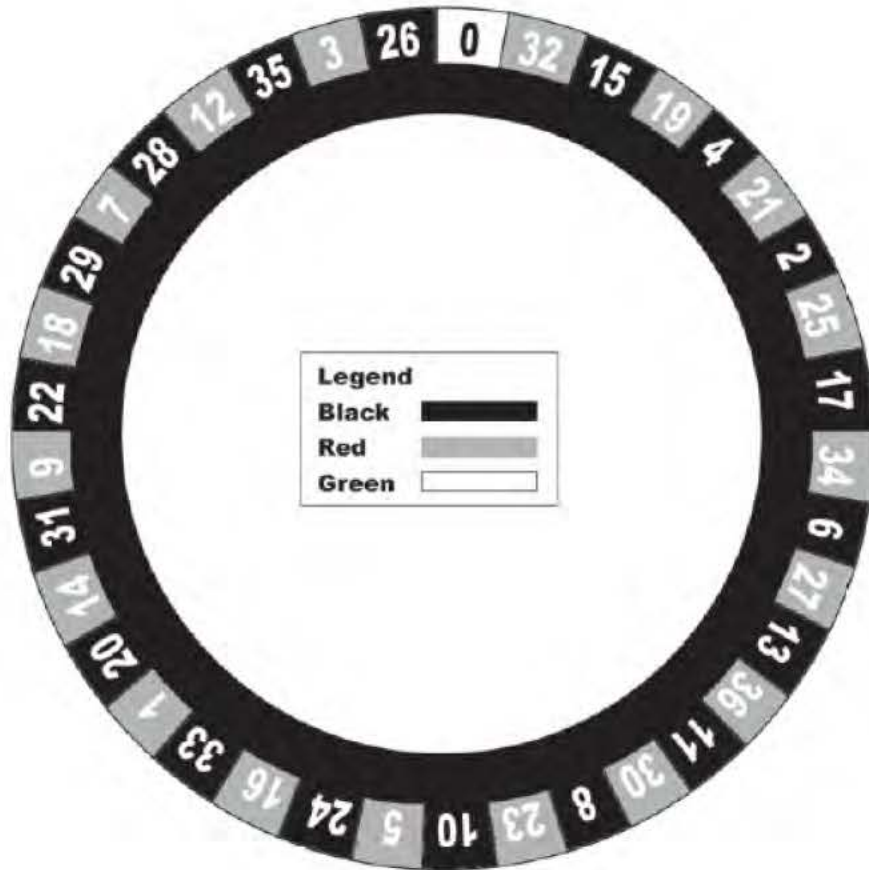
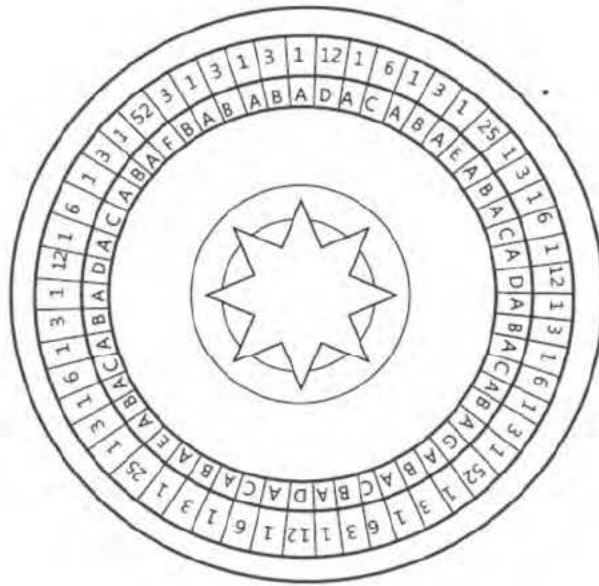




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DIAGRAM C





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**DIAGRAM D**

