



Victoria Government Gazette

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SPECIAL

VICTORIAN CASINO AND GAMING AUTHORITY

Variation to the Rules of Games that may be played in the Temporary Casino at the Galleria in the World Trade Centre.

Under section 60(1) of the **Casino Control Act 1991** the Victorian Casino and Gaming Authority on 18 February 1997 resolved to amend the Rules of the Games that may be played in the Temporary Casino at the Galleria in the World Trade Centre, which were published in the Government Gazette on 16 June 1994, as follows:

After Part XVI - Crown and Anchor insert:-

PART XVII - *"RULES OF THE GAME - RED DOG"*

RULES FOR RED DOG

1. Definitions

- 1.1 "Spread" means the number of cards between the initial two cards dealt that shall constitute a winning hand.
- 1.2 "Void" means an invalid hand with no result. (May be referred to as a stand-off).
- 1.3 "Dealer" means a person responsible for the operation of the game.
- 1.4 "Game Supervisor" means the person responsible for the supervision of the operation of the game.
- 1.5 "Casino Supervisor" means a person other than a games supervisor who is responsible for the supervision and management of gaming operations.

2. Equipment

- 2.1 A Red Dog table shall have on one side, places for players and, on the opposite side, a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in Diagram "A" or "B" with:-
 - 2.1.1 areas for wagers, the numbers of areas being seven as per diagram "A" or nine as per diagram "B";

2.1.2 three areas to indicate the placement of cards; and

2.1.3 inscriptions indicating the spread and the respective payout odds.

2.2 The name and/or logo of the casino imprinted thereon.

3. The Cards

3.1 Red Dog shall be played with eight decks, 52 cards without jokers, with backs of the same colour and design and one cutting card.

3.2 The rank of cards, from highest to lowest shall be as follows:
Ace (has the value of 14), King (value of 13), Queen (value of 12), Jack (value of 11), 10, 9, 8, 7, 6, 5, 4, 3, 2.

3.3 Cards shall be checked prior to use on a gaming table and at the conclusion of gaming.

3.4 At the completion of the final round of play and prior to a shuffle, the cards may be removed from the table for checking and replaced by new cards, at the discretion of a games supervisor or casino supervisor. The new cards shall be shuffled in accordance with rule 4.1.

3.5 All cards used in the game of Red Dog shall be dealt from a dealing shoe specifically designed for such purpose and located to the left of the dealer. All cards shall be dealt face upwards.

3.6 No person shall handle, remove or alter any cards used in the game of Red Dog.

4. The Shuffle and Cut

4.1 The cards shall be shuffled so that they are randomly intermixed:

4.1.1 prior to the start of play;

4.1.2 when the cut card is exposed or drawn as the first card of a new round;

4.1.3 at the completion of the round of play in which the cutting card is exposed; and

- 4.1.4 immediately, if in the opinion of the game supervisor, the cards are dealt in a sequence which is abnormal.
- 4.2 After the cards have been shuffled, the dealer may offer the stack of cards, with backs facing away from him/her, to a player to be cut.
- 4.3 If no player accepts the cut, a game supervisor or casino supervisor shall cut the cards.
- 4.4 The person designated in Rule 4.2 of these rules shall cut the cards by placing the cutting card in the stack approximately one and a half decks in from either end of the stack.
- 4.5 Once the cutting card has been inserted by the person designated in this rule the dealer shall take all cards in front of the cutting card and place them to the back of the stack, after which the dealer shall insert the cutting card in a position no more than half way in from the back of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.
- 4.6 The first card from the shoe shall be "burned" face down by placing it into the discard holder and shall not be shown unless a player requests to see it.

5. **Wagers**

- 5.1 Wagers shall be accepted only in chips.
- 5.2 A wager by a player shall be placed on the appropriate areas of the Red Dog layout prior to the first card being dealt for a round of play.
- 5.3 A wager by a player shall be that the value of the third card drawn is between the values of the first and second cards drawn.
- 5.4 After the dealer has announced the spread, the player may place a second wager up to the amount of the original wager.
- 5.5 Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the dealer announces "no more bets".
- 5.6 Except as provided in Rule 5.4 until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

- 5.7 Up to three players may wager on any one playing area of the Red Dog layout but the game supervisor may restrict the number of players to less than three.
- 5.8 A player shall not wager on more than one playing area.
- 5.9 A wager by a player shall:-
- 5.9.1 if the cards drawn are non-consecutive:-
- 5.9.1.1 win, if the value of the third card drawn is between the values of the first and second cards drawn and be paid in accordance with rule 8; or
- 5.9.1.2 lose, if the value of the third card drawn is not between the values of the first and second cards drawn.
- 5.9.2 If the cards drawn are a pair:-
- 5.9.2.1 win, if the third card drawn makes three-of-a-kind and be paid in accordance with rule 8;
- 5.9.2.2 shall be void (does not win or lose) if the third card drawn does not make three-of-a-kind; and
- 5.9.3 if the cards drawn are consecutive:-
- 5.9.3.1 be void (does not win or lose) if there is no spread and the cards are not a pair.
- 6. Minimum and Maximum Wagers**
- 6.1 The minimum and maximum wagers permitted per player per playing area shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

- 6.3 Wagers above the maximum shall be paid or collected to the maximum.
- 6.4 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.
- 6.5 A gaming shift manager may allow a player to wager in excess of the stated maximum wager permitted on that table provided that a marker stating "higher limit" for that playing area is placed adjacent to the playing area.

7. The Deal

7.1.1 Immediately prior to the commencement of a round of play and after all wagers are on the table, the dealer shall announce "NO MORE BETS". The dealer shall then deal the cards in the following manner:-

7.1.2 the first card, face up, to the right box facing the dealer; and

7.1.3 the second card, face up, to the left box facing the dealer.

7.2 If the cards are:-

7.2.1 Non-consecutive

7.2.1.1 The dealer shall announce the spread and players may raise their wager up to the amount of their original wager. After all players have been afforded an opportunity to raise their wager, the dealer shall announce "NO MORE BETS". The dealer shall then draw a third card and place it, face up, on the centre box and pay or take all wagers in accordance with Rule 8.1.

7.2.2 Consecutive

7.2.2.1 If there is no spread and the cards are not a pair, the dealer shall announce "NO SPREAD". The dealer shall not draw a third card and that hand shall be void.

7.2.3 Pair

7.2.3.1 If the first and second cards drawn are a pair, the players shall not be allowed to raise their wagers. A third card is then drawn by the dealer and placed, face up, on the centre box. If that card makes three-of-a-kind, the players win and are paid out at odds of 11 to 1. If the third card drawn does not make three-of-a-kind all wagers shall be void.

7.3 At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer, so that the cards can be readily reconstructed to indicate a previous hand in the case of a dispute.

8. Settlement

8.1.1 Settlement of wagers shall be as follows:-

Three-of-a-kind	11 to 1
1 card spread	5 to 1
2 card spread	4 to 1
3 card spread	2 to 1
4 card spread or more	1 to 1 (even money)

9. Irregularities

- 9.1 If the dealer in error burns two cards or does not "burn" the first card when the shuffle has been completed, the dealer continues to deal.
- 9.2 A card found face upwards in the shoe shall be discarded.
- 9.3 A card drawn in error, without its face being exposed shall be used as though it were the next card from the shoe.
- 9.4 A card drawn in error and exposed shall be discarded.
- 9.5 In the event that the first two cards are dealt to the incorrect playing area, the hand shall be reconstructed by the Game Supervisor.

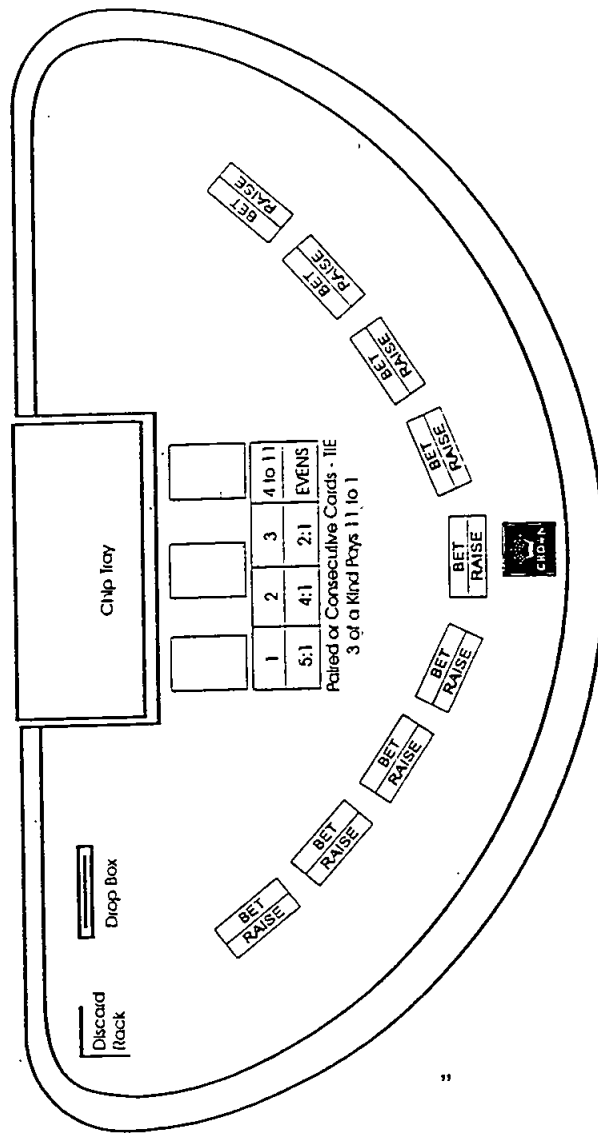
- 9.6 In the event that the cards are not shuffled following the exposure of the cutting card as provided by Rule 4.1, a shuffle shall take place immediately at the completion of the round in play.
- 9.7 If there are insufficient cards remaining in the shoe to complete a round all the cards in the discard rack shall be shuffled and cut in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.

10. General Provisions

- 10.1 A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 10.2 Where a player has contravened any provision of the rules a casino supervisor may:-
 - 10.2.1 declare that any wager made by the player(s) shall be void;
 - 10.2.2 direct that the player(s) shall be excluded from further participation in the game;
 - 10.2.3 seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
 - 10.2.4 Confiscate the prohibited device; and
 - 10.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 10.3 A casino supervisor may invalidate the outcome of a game if:-
 - 10.3.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or

- 10.3.2 any fraudulent act is perpetrated by any person that affects the outcome of the game.
- 10.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.
- 10.5 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 10.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 10.7 The casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 10.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 10.9 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a V.C.G.A. Inspector.
- 10.10 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the casino supervisor shall be final, subject to a review by the V.C.G.A. Chief Casino Inspector, if requested.
- 10.11 Players are not permitted to have side bets against each other.
- 10.12 A copy of these rules shall be made available, upon request.

DIAGRAM B.



BILL LAHEY

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