

RULES
FOR
KING HIGH POKER

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1 DEFINITIONS

In these rules the following meanings apply:

- 1.1 **“Action round”** means a complete cycle that commences when a single card is dealt face-up from the mechanical shuffle device, or manual dealing shoe, and is completed when all wagers pertaining to the individual card have been appropriately actioned.
- 1.2 **“Assistant Pit Boss or above”** means a person other than an Inspector who is responsible for the supervision and management of gaming operations.
- 1.3 **“Automatic Shuffling Device”** means a dealing device in which the cards are automatically shuffled during the game.
- 1.4 **“Dealer”** means the person responsible for dealing the game at a King High table.
- 1.5 **“Inspector”** means a person responsible for the supervision of the operation of the game/s according to the approved rules.
- 1.6 **“Manual dealing shoe”** means a device specifically designed to hold multiple decks of cards from which the game will be dealt.
- 1.7 **“Pokerpot”** means a wager on a 5-card poker hand.
- 1.8 **“Round of play”** means a complete cycle from the time the dealer announces no more bets’ may be placed, prior to the first action round, until ALL wagers have been settled. A round of play may consist of 5 action rounds.

2 EQUIPMENT

- 2.1 King High will be played on a table having places for seven players and a dealer.
- 2.2 The table layout will be marked in the following manner as per diagram 1:

Areas for wagers:

- a. HI – indicates a high card
- b. LO – indicates a low card
- c. Symbols – indicating the suit of the card (heart, club, diamond and spade)
- d. Seven (7) – indicates any 7
- e. Poker

The name and /or logo of the Casino shall be imprinted thereon

3 THE CARDS

- 3.1 All cards will be dealt from a dealing shoe or an Automatic shuffling device.
- 3.2 King High Poker will be played with one to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and two cutting cards.
- 3.3 Cards will be checked prior to the commencement of gaming by the dealer and Inspector to ensure that there are no marks or blemishes.
- 3.4 All suits have the same ranking however for the purpose of King High Poker the card value will be as follows:
 - a. Any card from ace to 6 shall have a low value.
 - b. Ace will have a low value for action round wagers and run wagers.
 - c. Any card from 8 to king shall have a high value.
 - d. 7 will have no high or low value.
 - e. Only for the purpose of the pokerpot will an ace be considered high or low.

4 SHUFFLING, CUTTING AND CARD REPLACEMENT

4.1 The Shuffle:

- a. The cards will be shuffled so that they are randomly intermixed -
 - (i) prior to the cards being used for play;
 - (ii) at the completion of the round of play in which the cutting card is exposed;
 - (iii) immediately, if in the opinion of an Inspector the cards are dealt in a sequence which is abnormal; and
 - (iv) at other times when in the opinion of an Assistant Pit Boss or above there is reasonable cause to believe that a shuffle is warranted.
 - (v) where an automatic shuffling device is used the cards will be placed in the machine after they have been randomly intermixed by hand.

4.2 The Cut:

- a. After the cards have been shuffled the Dealer will offer the stack of cards, with backs facing away from him/her, to be cut. Where an automatic shuffling device is used no cutting card will be used. The person to cut the cards will be -
 - (i) the first player to arrive at the table if the game is just beginning
 - (ii) the player on whose betting area the cutting cards was dealt during the last round of play; or

- (iii) the player furthestmost to the right of the Dealer if the cutting card was dealt to the Dealer's hand during the last round of play; or
 - (iv) the player furthestmost to the right of the Dealer if the cards are replaced in accordance with these rules.
 - b. If the player designated in rule 4.2. (a), refuses to cut the cards, the cards will be offered in a clockwise direction to each player seated at the table until a player accepts the cut. If the cut is not accepted by one of these players, an Inspector or above will cut the cards.
 - c. The person designated in rule 4.2(a) or 4.2(b) will cut the cards by placing the cutting card in the stack a minimum of approximately 15 cards in from either end of the stack.
 - d. The dealer will then take all cards in front of the cutting card, and place them at the back of the stack. After which he/she will insert the cutting card in a position no less than two decks from the back of the stack and then place the cards in the dealing shoe ready for the commencement of play. If an Automatic shuffling device is being used not cutting cards will be used.
- 4.3 Card Replacement:
- a. At the discretion of the Inspector or Assistant Pit Boss or above at the completion of the final round of play and prior to a shuffle, the cards may be removed from the table, checked and replaced with new cards.
 - b. Where an Assistant Pit Boss or above forms the opinion that any or all of the cards have become unfit for further use and provided that no hand is in progress, the Assistant Pit Boss or above will direct that any or all of the cards be replaced.
 - c. Where all the cards are replaced, the new cards will be shuffled and cut in accordance with rule 4.1 respectively
- 4.4 When a manual dealing shoe or automatic shuffling device is in use, before the start of each round of play and before an action round within a round of play, the dealer will burn 2 cards by removing them from dealing shoe face-down and placing them on the next position in the card holding area. This will be done after the dealer has called 'no more bets'. The burn cards will not be shown to the players.

5 PLACEMENT OF WAGERS

- 5.1 Only wagers made with valid casino chips will be accepted at the table.
- 5.2 Wagers orally declared will only be accepted if accompanied by chips, cash, and vouchers or authorised tokens which must be immediately converted, where necessary, to chips and placed on the layout before the Dealer announces that no more bets may be placed.
- 5.3 No wager shall be made, withdrawn or increased after the first card of the respective action round has been dealt.

- 5.4 The maximum and minimum wagers permitted shall be displayed on a notice at the table. Unless stated on that notice, wagers are required to be made in multiples of the minimum.
- 5.5 Only 1 player may wager on any one box at any one time.
- 5.6 Partnerships with a view to exceeding the maximum stakes shall not be allowed.

6 ACTION ROUND WAGERS

- 6.1 Action round wagers are placed on specified characteristics of each individually drawn card, and may be placed prior to the commencement of any action round.

A **'high'** wager placed by a player will;

- (a) Win if the card dealt is an 8 through to king;
- (b) Win at higher payout odds for a king;
- (c) Lose if the dealt card is an ace through to 7.

A **'low'** wager placed by a player will;

- (a) Win if the card dealt is an ace through to 6;
- (b) Win at higher payout odds for an ace;
- (c) Lose if the dealt card is a 7 through to king.

A **'suit'** wager placed by a player will;

- (a) Win if the dealt card is the same suit as that nominated by the player apart from 7;
- (b) Win at reduced odds if the dealt card is a 7 of the suit nominated by the player;
- (c) Lose if the dealt card is not the same as the suit nominated by the player.

A **'7'** wager placed by a player will;

- (a) Win if the dealt card is any 7;
- (b) Lose if the dealt card is any other face value.

7 ROUND OF PLAY WAGERS

- 7.1 Round of play wagers are placed prior to the commencement of a round of play, or the first action round. A round of play consists of 5 action rounds.
- 7.2 A **'pokerpot'** is an optional wager that may be placed prior to the commencement of a round of play, and will:
 - (a) Win, at the completion of a round of play (5 individual action rounds), if the 5 dealt cards form a qualifying poker hand. The qualifying poker hands may include;

- a. A pair of Jacks or better (including aces);
- b. 2 pairs;

- c. 3 of a kind;
- d. Straight;
- e. Flush;
- f. Full house;
- g. 4 of a kind;
- h. 5 of a kind;
- i. Straight flush;
- j. Royal flush.

- (b) Lose at the completion a round of play if the 5 dealt cards do not form one of these qualifying poker hands.

8 DEALING THE GAME

8.1 The dealer will;

- (a) Announce that 'no more bets' may be placed; and
- (b) Burn two cards face down and place in the card holding area.
- (c) Deal the third card face up and place on top of the two burnt cards.
- (d) Commencing with the first active box to the dealer's right (box 7 to box 1), for high/low, suit, and 7 wagers;
 - (i) Remove losing wagers;
 - (ii) Pay winning wagers;
 - (iii) Complete each individual betting box before moving to the next.
- (e) At the completion of each action round, the dealt card is moved to the appropriate card holding box on the layout.
- (f) Repeat steps 8.1 (a) to (e) inclusive, until all wagers placed for a round of play have been settled;
- (g) The pokerpot wagers are to be paid at the particular qualifying odds, or taken, after the 5th action round is completed.

8.3 At the completion of a round of play, the dealer will turn the 5 exposed cards face down prior to placing them, along with the burn cards, into the discard holder. In the case where an automatic shuffling device is being used the cards will be place back into the machine.

9 SETTLEMENT

9.1 **ACTION ROUND WAGERS;**

The wagers that can be placed, in respect to any action round, and the odds payable for winning wagers placed on them are;

High	8 – queen	1-1	king	3-2
Low	2 – 6	1-1	ace	3-2
Suit		3-1	7 of suit	1-1
Any 7		11-1		

9.2 ROUND OF PLAY WAGERS;

The wagers, which can be placed in respect to any round of play, and the odds payable for winning wagers placed on them are;

Pokerpot;

Pair of jacks or better	1-1
2 pairs	2-1
3 of a kind	3-1
Straight	15-1
Flush	15-1
Full house	15-1
4 of a kind	50-1 up to maximum payout displayed
5 of a kind	500-1 up to maximum payout displayed
Straight flush	1000-1 up to maximum payout displayed
Royal flush	10000-1 up to maximum payout displayed

A maximum player payout may be set by the Casino Operator and stated on the relevant table signage.

10 IRREGULARITIES

10.1 AUTOMATIC SHUFFLE DEVICE

10.2 Where the dealer fails to burn 2 cards, prior to any action round, results of previous action rounds will stand and that round of play will continue.

10.3 If a card is found face-up in the automatic shuffling device or inadvertently exposed;

- (a) If the card is one of the designated burn cards, it will be turned face down and burnt according to rule 8.1a.
- (b) if the card is to be used in the normal course of play, after the 2 burn cards and after the dealer has announced 'no more bets', the card will be used as though it had come out of the shoe face down

10.4 If during a round of play, the mechanical shuffle device does not deliver cards to complete the round of play, an inspector or above may attempt to fix the problem. If the fault cannot be readily fixed, the round of play will be declared void;

- (a) Results of previous action rounds will stand
- (b) Pokerpot wagers will be paid according to the qualifying level achieved, or returned if a qualifying level is not achieved.

10.5 If the mechanical shuffle device malfunctions, and cannot be readily fixed, a substitute shuffler may be brought to the table or the game may continue using a manual shoe.

10.6 In any dispute arising from these Rules, the house decision shall be final, subject to a review by the Director of Licensing, if requested.

10.7 MANUAL DEALING SHOE

- 10.8 Where the dealer fails to burn 2 cards, prior to any action round rule 10.2 will apply.
- 10.9 If a card is found face-up in the manual dealing shoe or inadvertently exposed rule 10.3a and 10.3b will apply.
- 10.10 If the dealer fails to shuffle the decks, once a round of play has been completed following the exposure of the cutting card they will;
- (a) Complete the round of play they have started and immediately shuffle the cards.
 - (b) If there are insufficient cards remaining in the shoe to complete a round of play, all the cards in the discard rack shall be shuffled and cut. The dealer will then complete the round of play and the game will continue until the cutting card appears, at which point the cards will be shuffled.

11 DIAGRAM 1

12 TOURNAMENT PLAY

12.1 GENERAL PROVISION

12.2 In addition to the rules set out in the preceding paragraphs hereof the following rules are to apply in the case of tournament play. Where the rules of tournament play are inconsistent with the rules in the preceding paragraphs hereof then the rules of tournament play shall prevail to the extent of inconsistency and only during the playing of a tournament.

12.3 The Casino Operator may refuse any application for entry.

12.4 The Casino Operator has the right disqualify any player who fails to comply with any of the Terms and Condition of the Tournament.

12.5 Entrants will have access to the Terms and Conditions of Tournament prior to the commencement of the competition.

12.6 Management reserves the right to cancel or alter any event at its sole discretion in the best interests of the Casino or it's players;

The Casino may determine the following:

- (a) the amount of any entry fee.
- (b) the amount of buy-in.
- (c) the table limits.
- (d) the number a players who can enter the tournament.
- (e) the allocation of players to sessions.
- (f) the seating of players.
- (g) the duration of each session.
- (h) the prize listing distribution.
- (i) the date and time of tournaments.

- 12.7 Entrants will have access to the Terms and Conditions of Tournament prior to the commencement of the competition.

13 DEFINITIONS

- 13.1 The following definitions apply only for the purpose of the rules of tournament play set out hereunder

“Session” shall mean a period of play of a duration predetermined by time, or a number of hands, or shoes.

“Heat” shall mean the completion of a session or series of sessions at which a winner or winners and place –getters, as applicable, are determined for advancement to further heats or a final.

14 ENTRY FEE

- 14.1 The Casino Operator may charge an entry fee to enter the competition.

- 14.2 An entry fee shall be refunded by the Casino Operator to a registered entrant if:

- (a) the competition does not proceed;
- (b) the entrant withdraws no less than one (1) week before the commencement date.

- 14.3 A player may be disqualified if he/she deliberately contravenes any of the rules of tournament play or the terms and conditions of the Tournament. No such player shall be entitled to a refund of any entry fee paid or value chips lost during the course of the tournament but may retain any value chips in his/her possession that have been purchased or won in accordance with these rules.

15 TABLE ALLOCATION

- 15.1 Each entrant shall be allocated a time, table and seat number by ballot.

- 15.2 The Casino Manager may, at his/her discretion, alter the starting time of any session subject to prior notification to the entrants.

- 15.3 The Casino Operator may determine the number of players at any table.

16 WAGERS

- 16.1 All wagers shall be made with either tournament or cash chips.

- 16.2 At the beginning of each session, each player shall be allocated a bank of chips, as prescribed by the Casino Operator.

- 16.3 A Players chips must remain in plain sight on the table until the end of each session or until they retire from the game, at which time any remaining chips must be returned to the dealer with the exception of cash chips.
- 16.4 Each player is required and restricted to wager on his/her allotted box, or forfeit to the house an amount equal to the minimum wager.
- 16.5 Each player is required to wager in accordance with the table limits.
- 16.6 Players shall not loan or borrow chips during play.
- 16.7 The table limits shall be displayed on a sign at each table.

17 THE PUCK MARKER

- 17.1 At the commencement of each round of play, a puck marker shall indicate the player required to make the first wager.
- 17.2 Successive wagers in each round shall be placed in order by the players nearest to the puck marker in a clockwise direction.
- 17.3 Commencing at the dealers left, the puck marker shall move in a clockwise direction at the conclusion of each round of play, to a position occupied by the next active player.

18 WINNERS/PLACE-GETTERS

- 18.1 The winner/s of each session shall be the player/s on each table that has the highest value of chips in front of them at the end of the playing time.
- 18.2 If the players lose all their chips in the same action round of the session, the winner/s shall be determined by a ballot.
- 18.3 If more than one player holds the higher value of chips at the end of a session, theses players will play a further shoe/s to determine the outright winner, or winners in the event that more than one player proceeds to the next session.
- 18.4 The final session shall be played on one table in accordance with the above Conditions.
- 18.5 The player in possession of the highest value of chips at the conclusion of the final session of play shall be the overall winner of the competition.