



**RULES**  
**FOR**  
**KING HIGH**

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## **CONDITIONS FOR TOURNAMENT KING HIGH**

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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 "Dealer" means the person responsible for dealing the game at a King High table.
- 1.3 "Inspector" means a person responsible for the supervision of the operation of the game/s according to the approved rules.
- 1.4 "King High" means the game.
- 1.5 "Manual dealing shoe" means a device specifically designed to hold multiple decks of cards from which the game will be dealt. Manual shuffling is required after a set number of rounds of play.
- 1.6 "Mechanical shuffle device" (MSD) means a dealing device in which the cards from the end of a round of play may be re-inserted into the device.
- 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 KING HIGH TABLE

A King High table shall, on one side, have places for the players and on the opposite side a place for the dealer. The tablecloth shall be marked in a manner similar to that shown in the diagram with:

Marked areas to indicate the boxes for wagers;

- i. H – indicates a high card
- ii. L – indicates a low card
- iii. Symbols – indicating the suit of the card (heart, club, diamond and spade)
- iv. High run
- v. Low run
- vi. Pokerpot

## 3 BANK

No person other than the holder of the Casino License shall have any share or interest in the Bank, which shall be held by it or a person acting in pursuance of a service agreement on its behalf.

## 4 INSPECTION

- 4.1 A table inspector shall be present while the game is in progress.
- 4.2 In any dispute, the decision of an inspector shall be final.

## 5 CARDS

- 5.1 Before the start of play, the cards, 6 decks without jokers, shall be checked card by card and spread out on the table in suits by the dealer and finally checked by a table inspector and/or the casino management.
- 5.2 The dealer shall shuffle the cards face downwards on the table in preparation for gaming and the cards shall then be placed in the continuous shuffler. When a manual dealing shoe is in use, one of the players may cut the cards with a marker which shall be placed by the dealer in the combined packs. During the course of play this procedure with the cards may be repeated when the marker is exposed or if the table becomes vacant. In the event of play which, in the opinion of a table inspector in consultation with casino management is unnatural, the cards may, at the table inspector's discretion, be shuffled at the beginning of any round of play. All cards shall be dealt face upwards.
- 5.3 When a manual dealing shoe is in use, before the start of each round of play and action round within a round of play, the dealer will remove 2 cards from the dealing shoe and burn the cards face-down, by placing them face down onto 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.
- 5.4 When using a mechanical shuffle device no cards will be burnt.
- 5.5 At the end of any shoe the cards may be removed for checking and replaced with new cards at the discretion of casino management.
- 5.6 At the end of play the cards shall again be checked, card by card, and spread out in suits as under rule 5.1.
- 5.7 No wager shall be made, withdrawn or increased after the card of the respective action round has been dealt.
- 5.8 The maximum and minimum wagers permitted shall be shown on a notice at the table. The minimum wager will apply to each player and the maximum wager to each player. Unless stated on that notice, wagers are not required to be made in multiples of the minimum. Partnerships with a view to exceeding the maximum stakes shall not be allowed.
- 5.9 Wagers orally declared shall only be accepted if accompanied by the placing of chips or cash on the table and confirmed orally by the dealer or a table inspector. Cash placed on the table for any wager must be immediately converted into chips of an equivalent value.
- 5.10 Only 1 player may wager on any one box.

5.11 Players are permitted to wager on only one box.

## 6 VALUE OF CARDS

The value of the cards shall be as follows:

- 6.1 Any card from ace to 6 shall have a low value.
- 6.2 An ace will have a low value for action round wagers and run wagers.
- 6.3 Any card from 8 to king shall have a high value.
- 6.4 7 will have no high or low value.
- 6.5 7 of a particular suit will be a standoff.
- 6.6 For pokerpot purposes only, an ace can be considered high or low.
- 6.7 A pair of aces is a qualifying pokerpot hand.

## 7 ACTION ROUND WAGERS

- 7.1 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.
- 7.2 Players must place a valid pokerpot wager, prior to the commencement of a round of play, to participate in action round wagering.
- 7.3 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.
- 7.4 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.
- 7.5 A **'suit'** wager placed by a player will;
  - (a) Win if the dealt card is the same suit as that nominated by the player;
  - (b) Standoff 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.
- 7.6 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.

## 8 ROUND OF PLAY WAGERS

- 8.1 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.
- 8.2 A **'high run'** wager placed by a player will;
- (a) Win at guaranteed payout odds if the first 3 action round cards have a high value (8 through to king);
  - (b) Win at increased odds if the dealt cards have a high value for 4 and/or 5 consecutive action rounds, within a round of play;
  - (c) Lose, if in the first 3 action rounds, a low value card or a 7 is dealt.
- 8.3 A **'low run'** wager placed by a player will;
- (a) Win at guaranteed payout odds if the first 3 action round cards have a low value (ace through to 6);
  - (b) Win at increased odds if the dealt cards have a low value for 4 and/or 5 consecutive action rounds, within a round of play;
  - (c) Lose, if in the first 3 action rounds, a high value card or a 7 is dealt.
- 8.4 A **'pokerpot'** wager placed by a player is a compulsory wager to enable participation in action round wagering, 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;
    - i. A pair of tens or better (including aces);
    - ii. 2 pairs;
    - iii. 3 of a kind;
    - iv. Straight;
    - v. Flush;
    - vi. Full house;
    - vii. 4 of a kind;
    - viii. 5 of a kind;
    - ix. Straight flush;
    - x. 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.

## 9 DEALING THE GAME – MECHANICAL SHUFFLING DEVICE

- 9.1 All cards dealt, in the game King High, will be dealt from a mechanical shuffling device or a manual dealing shoe specifically designed for such a purpose. Each card will be dealt face-up.
- 9.2 The dealer will;
- (a) Announce that 'no more bets' may be placed; and
  - (b) Deal a single card to the appropriate area on the layout;
  - (c) Commencing with the first active box to the dealers right (box 1 to box 8), 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.
    - iv. The losing run wager is taken last.
  - (d) At the completion of each action round, the dealt card is moved to the appropriate card holding box on the layout.
  - (e) Repeat steps 9.2 (a) to (d) inclusive, until all wagers placed for a round of play have been settled;
  - (f) The winning run wager is to be settled at the completion of a run and after step 9.2 (d);
  - (g) The pokerpot wager is to be paid at the particular qualifying odds, or taken, after the 5<sup>th</sup> action round is completed.
- 9.3 At the conclusion of a round of play, the dealer will place the 5 cards back into the mechanical shuffling device.
- 9.4 No cards will be burnt when using a mechanical shuffling device.

## 10 DEALING THE GAME – MANUAL SHOE

- 10.1 When a manual dealing shoe is used for King High, rule 9.2 will apply, with the added inclusion;
- 10.2 2 cards will be burnt, face down onto the next position in the card holding area prior to each action round and round of play. This will be done after the dealer has announced 'no more bets'.
- 10.3 The burn cards will not be shown to the players.
- 10.4 The dealt face-up card will be placed on top of the 2 prior burn cards in the appropriate (next) position in the card holding area.
- 10.5 At the completion of a round of play, the dealer will turn the exposed 5 cards face down prior to placing them, along with the burn cards, into the discard holder.
- 10.6 At the completion of the shuffle, the dealer will place the cutting card approximately 50 cards from the front of the shuffled decks.
- 10.7 Approximately 4 rounds of play will be dealt before the decks are re-shuffled.
- 10.8 When the designated marker (cutting card) is drawn from the shoe, the round of play in progress will be completed prior to a shuffle.

## 11 SETTLEMENT

### 11.1 ACTION ROUND WAGERS

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

<b>High</b>	8 – queen	1-1	king	3-2
<b>Low</b>	2 – 6	1-1	ace	3-2
<b>Suit</b>		3-1	7 of suit	Standoff
<b>Any 7</b>		11-1		

## 11.2 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;

### Run wager;

High run	3-1	first 3 cards are high
	10-1	first 4 cards are high
	20-1	all 5 cards are high
Low run	3-1	first 3 cards are low
	10-1	first 4 cards are low
	20-1	all 5 cards are low

### Pokerpot;

Pair of tens or better	1-1
2 pairs	2-1
3 of a kind	3-1
Straight	5-1
Flush	10-1
Full house	15-1
4 of a kind	50-1
5 of a kind	500-1
Straight flush	1000-1
Royal flush	2500-1

## 12 ADVICE

A player shall not be advised by an employee of the casino on how to play his/her hand except to ensure compliance with these rules.

## 13 IRREGULARITIES

### MECHANICAL SHUFFLE DEVICE

- 13.1 A card found face up in the shuffler, will not be used and immediately returned to the shuffler prior to commencing an action round or round of play.
- 13.2 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.
- 13.3 If the fault cannot be readily fixed, the round of play will be declared void;

- (a) Results of previous action rounds will stand;
  - (b) Live run wagers will be paid to the next qualifying payout odds e.g. if there are 3 high cards already exposed, high run wagers will be paid 10-1.
  - (c) Pokerpot wagers will be paid according to the qualifying level achieved, or returned if a qualifying level is not achieved.
- 13.4 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 6 deck manual shoe.

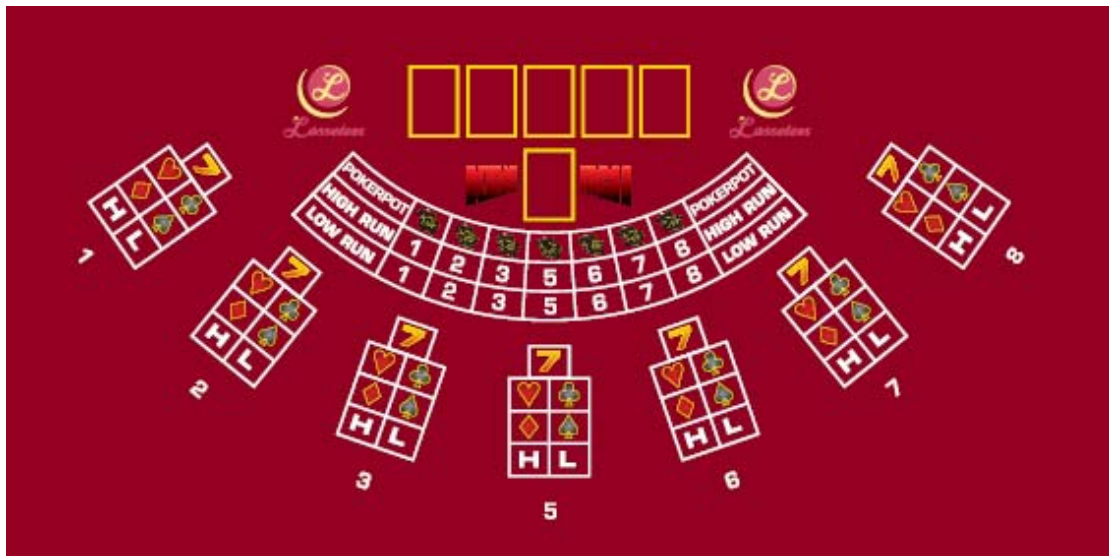
### **MANUAL DEALING SHOE**

- 13.5 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.
- 13.6 If a card is found face-up in the manual dealing shoe 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 10.2.
  - (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.
- 13.7 If the dealer fails to shuffle the decks, once a round of play has been completed following the exposure of the designated marker;
- (a) Results of previous action rounds will stand;
  - (b) Live run wagers will be paid to the next qualifying payout odds e.g. if there are 3 high cards already exposed, high run wagers will be paid 10-1.
  - (c) Pokerpot wagers will be paid according to the qualifying level achieved, or returned if a qualifying level is not achieved.
  - (d) A shuffle will immediately take place.

### **14 REFUSAL OF WAGER**

A wager may be refused where in the event of a player winning it is not possible to pay the wager exactly in chips.

15 **DIAGRAM 1**



## **CONDITIONS FOR TOURNAMENT KING HIGH**

### **1. GENERAL PROVISION**

- 1.1 Tournament King High shall be conducted in accordance with the conditions and Authorised Rules for Tournament King High.
- 1.2 The Casino Operator shall notify the Authority in writing of:
  - (a) the date/s of the competition;
  - (b) the amount of entry fee;
  - (c) the number of players who may enter the competition;
  - (d) the amount of buy-in;
  - (e) the table limits;
  - (f) the allocation of players to sessions;
  - (g) the duration of each session;
  - (h) the duration of a play-off;
  - (i) the distribution of prizes.
- 1.3 The Casino Operator may refuse any application for entry.
- 1.4 The Casino Operator shall disqualify any player who fails to comply with any of the Conditions and Rules of Tournament King High prior to the commencement of the competition.
- 1.5 Entrants shall be notified of the Conditions and Rules of Tournament King High prior to the commencement of the competition.
- 1.6 The Casino Operator may invalidate an outcome of the game:
  - (a) if the game is disrupted by civil commotion, fire, riot, brawl, robbery or an act of God;
  - (b) if there is any fraudulent act perpetrated by any player or dealer which, in the opinion of the Tournament Director, affects the outcome of the game;
- 1.7 A player shall not be advised by any employee of the Casino on the play of the hand, except to ensure compliance with the rules.

**2. DEFINITIONS**

2.1 "Session" shall mean a period of play of a duration determined by time or a number of rounds of play.

**3. CHARGES**

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

3.2 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.

3.3 A disqualified player shall not be entitled to a refund of his/her entry fee.

**4. TABLE ALLOCATION**

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

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

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

**5. CONDITIONS OF PLAY**

5.1 A player who does not take his/her allotted seat at the specified time shall forfeit his/her right to remain in the tournament.

**6. WAGERS**

6.1 All wagers shall be made with non-negotiable tournament or casino chips.

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

6.3 Players chips must remain in their possession 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.

6.4 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.

- 6.5 Each player is required to wager in accordance with the table limits.
- 6.6 Wagers shall be made in units of the minimum wager.
- 6.7 Players shall not loan or borrow chips during play.
- 6.8 The table limits shall be displayed on a sign at each table.

## **7. THE PUCK MARKER**

- 7.1 At the commencement of each round of play, a puck marker shall indicate the player required to make the first wager.
- 7.2 Successive wagers in each round shall be placed in order by the players nearest to the puck marker in a clockwise direction.
- 7.3 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.

## **8. SESSION WINNERS**

- 8.1 The winners of each session shall be the player/s on each table who have the highest value of chips in front of them at the end of the playing time.
- 8.2 If the players lose all their chips in the same action round of the session, the winner/s shall be determined by a ballot.
- 8.3 Prior to the commencement of the competition, the Casino Operator shall determine the number of players who will proceed from each session.
- 8.4 If more than one player holds the higher value of chips at the end of a session, the 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.
- 8.5 The final session shall be played on one table in accordance with the above Conditions.
- 8.6 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.

