

RULES FOR
PONTOON

(UPDATED AUGUST 2008)

DEFINITIONS

1. The following words and terms used in these Pontoon Rules shall have the following meanings:
 - (a) "Pontoon" means an Ace and any card having a point value of 10 dealt as the initial two cards to any player or the Dealer, except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.
 - (b) "Surrender" means a player has the option to surrender half their original wager at the completion of the initial deal, if the Dealer has any 10 point value card or an Ace as their first card.
 - (c) "Forfeit" means a player has the option, after doubling, providing the hand total so formed is less than 21 to remove the doubled portion of their bet and forfeit their original wager.
 - (d) "Hard Total" shall mean the total point count of a hand which contains no Aces or which contains Aces that are required to be counted as 1 in value.
 - (e) "Soft Total" shall mean the total point count of a hand containing an Ace when the Ace is counted as 11 in value.
 - (f) "Original Wager" is the wager made prior to any cards being dealt on the initial deal and after the Dealer has called "no more bets".
 - (g) "Recognised Player" shall be a player or players who are identified as a card counter by SKYCITY Adelaide Management, another Casino (with an appropriate system of recognition) or another regulatory body.

All persons classified, as recognised players shall be advised of their right to consult an Authorised Officer.
 - (h) "Perfect Pairs" is a wager that may/shall be made in addition to a players original wager in the space provided for "Perfect Pairs" wagers. On specified tables this wager may be a condition of play in conjunction with a standard Pontoon wager. In such circumstances this will clearly be displayed on a notice at the table.
 - (i) "Reconstruction" shall mean that either:
 - (i) Cards will be retrieved in order and then re-dealt as appropriate, or
 - (ii) The complete hands will be re-laid in order.

PONTOON TABLE LAYOUT

2. Pontoon shall be played at a table having on one side, places for the players and on the opposite side a place for the Dealer.
3. The layout cloth covering the Pontoon table shall be similar to that shown in diagram 1 and shall have rectangular, circular or oval areas to indicate boxes for wagers, such boxes not to exceed seven in number.
4. The following inscriptions shall appear on the layout cloth:
 - (a) Pontoon Pays 3 to 2
 - (b) Dealer must stand on hard 17 or soft 18
 - (c) Insurance Pays 2 to 1
 - (d) Perfect Pairs (designating Perfect Pairs bet).

Diagram 1



THE CARDS

5. Pontoon shall be played with 3 to 8 decks of cards (without the jokers) with the tens removed (i.e. Ten of Hearts, Clubs, Diamonds and Spades removed leaving A, 2, 3, 4, 5, 6, 7, 8, 9, J, Q, K). The backs shall be of the same colour and design, provided however that tables with the "Perfect Pairs" variation shall only be played with 6 to 8 decks.
6. With the exception being that a Joker may be inserted into a set of cards to facilitate a promotion. When this occurs and the Joker shall have no face value and when the Joker is dealt the next card out of the shoe will replace the Joker and the game will then continue in accordance with our rules.
7. The value of the cards shall be:
 - (a) Any card from 2 to 9 shall have its face value.
 - (b) Any Jack, Queen or King shall have a value of ten.
 - (c) Any Ace shall have a value of one or eleven.

WAGERS

8. Prior to drawing the first card of any round of play, each player at the game of Pontoon shall make a wager against the Dealer.
9. The Player shall win if:
 - (a) The score of the player is less than 21 and the score of the Dealer is in excess of 21.
 - (b) The score of the player exceeds that of the Dealer and neither is in excess of 21.
 - (c) The player has a pontoon.
 - (d) The player has a point total of 21.
10. The Player shall lose if:
 - (a) The score of the player exceeds 21.
 - (b) The score of the Dealer exceeds that of the player with neither exceeding 21.
11. Except as provided in Rules 9 (c) and (d) wagers shall neither win nor lose (stand off) when the point total of the player is the same as the Dealer, other than an insurance wager placed in accordance with rules 25 and 26.
12. All wagers on Pontoon shall be made by, placing gaming chips on the appropriate areas of the Pontoon layout. An individual player may only place one bet per box. Players considered to be playing from the one bankroll will be deemed to be an individual player. Oral wagers shall not be accepted at Pontoon.
13. Minimum and maximum betting limits per player per box shall be shown on a notice at the gaming tables. Unless stated on this notice, wagers are not required to be made in multiples of the minimum.
 - (a) A recognised player may be restricted to playing a maximum of one box at the table minimum.
 - (b) A player or players considered to be acting in concert with a recognised player, or who are considered to be playing from the one bank may also be deemed to be a recognised player.

*Rule (13)(a) and (13)(b), can only be invoked after consultation with the Government Casino Inspectorate.
14. All winning wagers made in accordance with Rule 9 shall be paid at odds as outlined in Rule 27. Perfect Pairs bets will be paid out in accordance with the odds outlined in rule 99.
15. No wager at Pontoon shall be made, increased or withdrawn after the Dealer calling the game has announced "No More Bets". "No More Bets" will be announced prior to the first card being dealt.

WAGERS (Cont)

16. Once the first card of any round has been removed from the shoe by the Dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to all wagers, except as explicitly permitted by these Rules.
17. All wagers shall be against the House, and no side wagers shall be permitted.
18. Once a wager on the insurance line, a Perfect Pairs wager, a wager to double down or a wager to split pairs has been made and confirmed by the Dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to all wagers, except as explicitly permitted by these Rules.
19. If there is only one player at the table, he/she may wager on one box.
20. Partnerships with a view to exceeding the maximum wagers shall not be allowed.
21. A player who has not made a wager on either of the first two rounds of play in any shoe may enter the game on a subsequent round of play, but may be restricted by the casino operator to wagering on a maximum of 2 boxes, to the minimum limit posted at the table on each box, until the cards are re-shuffled and a new shoe is commenced.
22. A player, who after placing a wager on either of the first two rounds of play, declines to place a wager on the third or any subsequent round of play, may be restricted by the casino operator to wagering on a maximum of 2 boxes, to the minimum limit posted at the table, on each box until the cards are re-shuffled and a new shoe is commenced.
22. A seated player, or a standing player controlling a box, who having been subjected to restrictions under Rules 21 and 22, persistently declines to wager on any hands, or further hands, in the shoe, may be required to vacate his seat and control of the box, or, as a standing player to relinquish control of the box, whenever all other seats at the table are taken and all other boxes are being controlled.
23. Cash wagers shall not be accepted.
24. Each player shall be responsible for the correct placement of their wager or wagers whether or not they are assisted by the Dealer.

INSURANCE WAGERS

25. When the first card dealt to the Dealer is an Ace, each player shall have the right to make an insurance wager which shall win if the Dealer's second card is a King, Queen or Jack and shall lose if the Dealer's second card is an Ace, 2, 3, 4, 5, 6, 7, 8 or 9.
26. An insurance wager may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager which shall be accomplished immediately after the second card is dealt to each player and prior to any additional cards being dealt to them. The Dealer shall advise players of their right to place insurance wagers.
 - (a) All winning insurance wagers shall be paid at odds of 2 to 1.
 - (b) All losing insurance wagers shall be collected by the Dealer immediately after he/she draws a second face up card and before any additional cards are drawn.

PAYOUT ODDS

27. Winning wagers made in accordance with Rule 9 shall be paid at the odds as shown below in Table 1.

TABLE 1 - PAYOUT ODDS

RESULT	ODDS
PONTOON	3 TO 2
5 CARDS	3 TO 2
6, 7, 8 MIXED SUITS	3 TO 2
6,7,8 SAME SUIT	2 TO 1
6, 7, 8 ALL SPADES	3 TO 1
6 CARDS	2 TO 1
7,7,7 MIXED SUIT	3 TO 2
7,7,7 SAME SUIT	2 TO 1
7,7,7 ALL SPADES	3 TO 1
7 OR MORE CARDS	3 TO 1
ALL OTHER WINNING WAGERS	1 TO 1

28. The payout odds shall be displayed on a notice on the Pontoon table.

OPENING OF TABLE FOR GAMING

29. After receiving the 3 to 8 decks of cards at the table, the Dealer shall sort and inspect them and report any irregularity to an Inspector or other Casino Supervisor.
30. After the cards have been inspected by the Dealer the cards may be inspected by an Inspector or other Casino Supervisor. The cards are then to be stacked by decks according to suit in the discard rack.
31. The Dealer shall offer the first player at the table the opportunity to visually inspect any deck or decks of cards prior to the commencement of play. The Dealer shall spread the nominated deck or decks face upwards horizontally across the table by deck according to suit.
32. After the cards have been offered to the first player at the table and, where requested, visually inspected, or after 15 minutes has elapsed since the table had been opened, they shall be turned face down on the table and chemmy shuffled before completing the normal shuffle. Where an automatic shuffler is in use at the table the cards will then be inserted into the device after the chemmy shuffle, otherwise the cards will be shuffled and cut in accordance with Rules 35 - 40.
33. When Pre-shuffled cards are being used Rule 29 – 32 do not apply. Pre-shuffled cards will come in a sealed container. The seal will be checked prior to opening and if the seal is broken the cards will not be used.
34. When Pre-shuffled cards are used and after the Dealer has checked that the seal is intact and matching the slip, he/she shall break the seal and take out the cards and then they will be shuffled in accordance with Rules 35 – 40.

SHUFFLE AND CUT OF THE CARDS - MANUAL SHUFFLE

35. The Dealer shall shuffle the cards so that they are randomly intermixed: -
- (a) Immediately prior to the start of play; or
 - (b) After each shoe of cards is dealt; or
 - (c) Or at any point during the deal as initiated by the Table Games Shift Manager or delegate; or
 - (d) When all Players leave the table in readiness for when a Player comes to the table; or
 - (e) As provided for under Rules 40 and 110.

Where rule 35(c) is invoked the Government Inspectorate shall be notified, quoting the reason for this action.

Where rule 35(d) is invoked a notice shall be displayed at the gaming table advising "These cards are Pre-Shuffled however players have the right to ask for a shuffle". If a shuffle is not required, the cards will be cut in accordance with rules 37 and 38.

36. After the cards have been shuffled, the Dealer shall offer the cards, with backs facing away from him/her, to the players to be cut. The player to cut the cards shall be:
- (a) The player furthest to the left of the Dealer if the game is just beginning.
 - (b) The player on whose box a cutting card appeared during the last round of play.
 - (c) The player at the farthest point to the right of the Dealer if a cutting card appeared on the Dealer's hand during the last round of play.
37. The player designated by Rule 36 shall cut the cards by placing a cutting card in the stack at least one deck in from either end.
38. Once a cutting card has been inserted by the player, the Dealer shall take all cards in front of that cutting card and place them to the back of the stack after which the Dealer shall place the cutting card in the stack as follows: -
- (a) The cutting card shall be placed up to half way in from the rear of the stack. The stack of cards shall then be inserted in the dealing shoe for commencement of play.
 - (b) In the event of an electronic or mechanical failure occurring with an automatic shuffler the cards shall be removed from the device. The game may then continue after a manual shuffle of the decks with the cutting card being inserted approximately one deck but no more than two decks from the rear of the stack.

Where the failure cannot be readily repaired the game will revert back to a manual shuffle using three to eight decks with one shoe's notice to the players. In this instance the decks previously used in the shuffler will be removed from play and three to eight new decks introduced onto the game.

SHUFFLE AND CUT OF THE CARDS - MANUAL SHUFFLE (CONT)

39. If the player designated in Rule 36 refuses the cut, the cards shall be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the Dealer shall cut the cards as described in Rules 37 and 38.

40. Cards may be changed after any round of play if, for any valid reason, they become unfit for further use. If all the cards are replaced under this Rule, the new cards shall be checked, shuffled and cut in accordance with these Rules. If Pre-shuffled cards are being used then they will be placed into play in accordance with Rule 34.

SHUFFLE OF THE CARDS - AUTOMATIC SHUFFLER

41. Where an automatic/continuous shuffler is in use, either at the start of the day or if the cards need to be changed, the three to eight decks shall be placed into the device after the chemmy shuffle. There shall be no cut by the players and no use of cutting cards.
42. Once the chemmy shuffle has been completed and cards have been placed into the automatic/continuous shuffler, the Dealer will immediately draw the first five cards face down and place them into the discard rack. These cards will be returned to the automatic/continuous shuffler from the discard rack when approximately one deck has been achieved in the discard rack.
43. At any time that cards become jammed in the automatic/continuous shuffler and it becomes necessary to remove the cards to clear the jam, the cards will be riffle shuffled once before being returned to the shuffler. Once the jam is cleared and the cards returned to the automatic/continuous shuffler, the first five cards will be drawn face down and placed in the discard rack.

PROCEDURE OF DEALING OF CARDS

44. All cards used in the game of Pontoon shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the Dealer.
45. Each Dealer shall remove cards from the shoe with his/her left hand, turn them face upwards, and then place them on the appropriate areas of the layout with the right hand.

Initial Deal

46. At the commencement of each round of play and after all wagers have been placed on the table, the Dealer shall announce "No More Bets". A new Dealer shall only take over when a current Dealer finishes dealing his/her round of play, or under circumstances beyond the House's control.
47. The Dealer shall deal the cards clockwise in rotation around the table, starting on his left with the first box to contain a wager, and in the following order:
 - (a) One card face upwards to each box on the layout in which a wager is contained.
 - (b) One card face upwards to himself/herself.
 - (c) A second card face upwards to each box in which a wager is contained.
 - (d) The initial deal shall be deemed complete when a decision has been effected by any of the following: -
 - (i) The first player to sit.
 - (ii) A third card has been drawn and exposed to any hand.
 - (iii) A second card has been drawn and exposed to the first hand of a split pair.
 - (iv) An interim Pontoon payout be made.

At this point the subsequent deal will commence.

48. The House, at the request of the players in the Grange Room or other designated VIP playing area, may deal the initial two cards to the player face down. Subsequent cards as needed shall be dealt face up. Under these circumstances, cards may be handled by the players but not removed from the gaming lay-out.

PROCEDURE OF DEALING OF CARDS (Cont)

Subsequent Deal

49. After the two cards have been dealt to each player, the Dealer shall, beginning from his/her left, announce the point total of the two initial cards of each player's hand. As each player's point total is announced, such player shall indicate whether he wishes to double down, split pairs, stand, draw or surrender as provided for by these Rules.
50. As each player indicates his decision(s) the Dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these Rules and shall announce the new point total of such players hand after each additional card is dealt.
 - (a) A player shall draw when his point total is 11 or less, except, when sub totals include an Ace, which is valued as a point of 1, or under the provisions of rule 62, 63 and 64 for doubling down. Should a player fail to draw a card then the provisions of Rule 105 and 106 shall apply.
 - (i) If a player is unable to indicate his decision with regard to a box, through absence or other reason, that box will be dealt no further cards if its point total is 12 or greater. Such a box will be dealt the minimum number of cards required to stay as provided by these rules.
51. If a player's score exceeds 21, his losing wager shall be collected and his cards discarded immediately.
52. After the decisions of each player have been implemented and all additional cards have been dealt, the Dealer shall deal additional cards face upwards to himself/herself as necessary to complete the hand.
53. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the Dealer in order and in such way that they can be readily arranged to indicate each player's hand in case of question or dispute. The Dealer shall pick up the cards beginning with his/her own hand, then those of the player(s) in sequence from his/her far right and moving counter clockwise around the table, and shall place them
 - (a) When manually shuffling, into the discard rack
 - (b) When an automatic shuffler is in use, into the device along with the other discards for that round.

PROCEDURE OF DEALING OF CARDS (Cont)

Subsequent Deal

54. When the cutting card is reached during the deal, the Dealer shall continue dealing the cards until that round of play is completed after which he/she shall re-shuffle the cards. The Dealer may continue dealing if the cutting card is reached during the last three rounds of play prior to the close of gaming on that table.
 - (a) If the cutting card has not been inserted, then the Dealer shall continue dealing to the end of the shoe.
 - (b) If there are insufficient cards in the shoe to complete the round, then rule 110 shall be invoked.
55. When the cutting card is the first card drawn from the shoe at the start of a round, the cards shall be re-shuffled.
56. Except as provided for in Rule 48, no player or spectator shall handle, remove or alter any cards used to game at Pontoon.
57. Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall be entitled to rely on the point counts required to be announced by the Dealer under this section.

INTERIM SETTLEMENT

58. Where a player has Pontoon the Dealer shall announce and pay the Pontoon at odds of 3 to 2 and remove the players cards prior to any other player receiving a third card regardless of the value of the Dealers first card.
59. Where the Dealers first card is an Ace a player who has achieved Pontoon shall not be eligible to place an insurance wager.
60. Where a player achieves a point total of 21 the Dealer (regardless of the value of the Dealer's first card) shall pay the player at the appropriate odds as outlined in Rule 27 - Table 1 and remove the players cards prior to dealing any further cards.
61. After all player Pontoons have been settled the Dealer shall offer the players the option of Surrender, in accordance with Rules 70-73, where the Dealers first card is an Ace, King, Queen or Jack.

DOUBLING

62. A player may double down if his first two cards, or the first two cards of any split pair, total a hard 9,10 or 11.
 - (a) To double down, a player shall make an additional wager not in excess of the amount of their original wager.
 - (b) In such circumstances, only one additional card shall be dealt and placed sideways on the layout.

63. Winning doubled hands shall be paid at odds of 1 to 1.

64. Where a player elects not to double in line with the player controlling the box, that player's winning hand will be paid at odds of 1 to 1.
 - (a) If the point total of a doubled hand is less than 21, the player may elect to withdraw the doubled portion of their wager and forfeit their original bet.
 - (b) Each player wagering in a box may make the decision to play or forfeit irrespective of the decision of the player controlling the box.

SPLITTING

65. Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager.
66. When a player splits pairs, the Dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
67. After a second card is dealt to a split pair, the Dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw, double down or split with respect thereto except that:
 - (a) A player may split again if his second card of the split hands is of identical value to a card of the split pair. The wager to be placed on the third hand shall equal in value that of the original wager. A player may not have more than three split hands per box in each round, whether or not such hands are in play or have exceeded 21 and have been removed.
 - (b) Where a player receives a card of identical value to the first card of the split pair and the player declines to split, that player shall not have the option to split further pairs derived from the initial two cards in that round.
 - (c) A player cannot split aces a second time.
 - (d) A player splitting Aces or Picture cards shall not be capable of achieving a Pontoon in the hands so formed.
68. A player who abstains from splitting a pair derived from original two cards shall not have the option to split further pairs received from the original two cards in that round.
69. Where a pair has, or pairs have, been split in conformity with these Rules the hands so formed shall be completed in accordance with Rules 70-73. Wagers made on the hands shall win, lose or constitute a stand off in accordance with Rules 9, 10 and 11 and shall be paid at odds contained in Rule 27 – Table 1.

SURRENDER

70. Where the Dealer has a Jack, Queen, King or Ace as their first card the Dealer shall, after the initial deal and settling any player Pontoons offer players the option to surrender half their original wager.
71. If all players elects to surrender no further cards shall be dealt to that box.
72. Where the Dealer makes Pontoon the Surrender shall be void and the player lose their entire wager.
73. Where there is more than one player on a box and the player in control elects to surrender then control of the box for that round of play shall move to the player with the next bet in line and other players on the box shall be bound by their decisions.

DRAWING OF ADDITIONAL CARDS BY PLAYERS AND DEALERS

74. A player may elect to draw additional cards whenever his point count total is less than 21 except that:
- (a) A player having Pontoon, a hard or soft total of 21, or having been dealt a second card to split Aces, may not draw additional cards.
 - (b) A player electing to double down shall draw one and only one additional card only.
 - (c) A player having cards of a point total less than 12 shall be required to draw a further card or cards until his/her hand has a point total of not less than 12.
75. Except as provided in Rule 76 a Dealer shall draw additional cards to his hand until he has a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 at which point no additional cards shall be drawn.
76. A Dealer shall not draw additional cards to his hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

MORE THAN ONE PLAYER WAGERING ON A BOX

77. No more than 3 players may wager in any one box.
78. When more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of no seated player, the Dealer shall ascertain who controls the box prior to the commencement of the round of play. The person with the highest wager shall have such right. When all wagers are of equal value the person with the wager nearest the Dealer shall control the box. If that player declines to accept control of the box, the offer of control shall be given to players with wagers sequentially from the Dealer. If no player accepts control then all wagers shall be void.
79. The player calling the decisions with respect to any box shall place his wager in that portion of the box nearest to the Dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.
80. When more than one player is wagering on a box and the player calling the decisions decides to double down, the other player(s) may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the doubling down decision.
81. When more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other player(s) shall either make an additional wager as provided for in Rule 65 to cover each split pair, or shall have his wager placed on the first of the hands so formed.
 - (a) Should a recognised player be playing, then that player or players if considered to be acting in collusion or from the one bankroll, may be required to make an additional wager as provided for in Rule 65 to cover each split pair as if one original bet had been placed in the box. Invoking this Rule shall only be carried out after consultation with a Government Inspector.
82. When more than one player is wagering on a box, each player shall have the right to take insurance in accordance with Rule 25 - 26 except as described in Rule 59.

A PLAYER WAGERING ON MORE THAN ONE BOX

83. A player may call the decisions in respect to his wagers on more than one box at a Pontoon table, provided there are sufficient vacant boxes available to accommodate patron demand at Pontoon tables operating with equivalent limits. In the case of full patronage, a player controlling a box may wager on more than one box, but may be restricted to only call the decisions in respect to one box.
84. No player shall be allowed to wager, or call the decisions on more than one box at a Pontoon table if, in the opinion of the House, such action causes, or is likely to cause any disruption to, or detracts from the normal operation of the game.
85. The House may refuse to allow more than one wager on a box where it considers that players seeking to place the wagers are doing so effectively in partnership in order to exceed the maximum per player per box that may be wagered.

PERFECT PAIRS

86. Where the game played includes the Perfect Pairs option, the approved rules of Pontoon shall apply except where they are inconsistent with the rules of Perfect Pairs in which case the rules of Perfect Pairs will prevail to the extent of the inconsistency.
87. The Perfect Pairs table shall be approved prior to use.
88. For the purposes of this section face value of a card shall mean:
 - (a) The number indicated on the card, namely, 2, 3, 4, 5, 6, 7, 8, 9; or
 - (b) The type of card, namely, Jack, Queen, King or Ace.
89. For the purposes of this section pair shall mean two cards with the same face value.
90. For the purposes of this section mixed pair shall mean a pair comprised of one red suited card and one black suited card.
91. For the purposes of this section coloured pair shall mean a pair comprised of two cards of different suits where either;
 - (a) Both cards are red suited cards; or
 - (b) Both cards are black suited cards.
92. For the purposes of this section perfect pair shall mean a pair with both cards the same suit.
93. Prior to the first card being dealt by the Dealer, each player shall be given the opportunity to place a wager on the Perfect Pairs Box. All wagers shall be made by placing gaming chips on the Perfect Pairs Box.
94. The Casino Operator shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
95. Any Player may place a Perfect Pairs bet on any box where there are normal Blackjack bets placed regardless of whether or not they have a bet, provided up to three Perfect Pairs wagers shall be allowed per playing area. Preference of wagering will be given to those players who have also placed an initial wager in accordance with rule 11 and thereafter in the order that wagers are placed.

PERFECT PAIRS (CONT)

96. A Perfect Pairs wager shall:
 - (a) Win, if the first two cards dealt to a player placing the wager are a mixed pair;
 - (b) Win, if the first two cards dealt to a player placing the wager are a coloured pair;
 - (c) Win, if the first two cards dealt to a player placing the wager are a perfect pair; and
 - (d) Lose, if the first two cards dealt to a player placing the wager are not a pair.

97. Only the highest valid Perfect Pairs payout will be paid.

98. On completion of the Initial Deal and before the Subsequent Deal, the Dealer shall:
 - (a) remove all losing wagers on the Perfect Pairs Boxes; and
 - (b) pay all Perfect Pair winners.

99. Perfect Pairs payout odds shall be as follows:
 - (a) a mixed pair shall be paid at odds of 5 to 1;
 - (b) a coloured pair shall be paid at odds of 10 to 1; and
 - (c) a perfect pair shall be paid at odds of 25 to 1.

100. The Dealer shall then continue with the subsequent deal as per Rules 49-57.

IRREGULARITIES

101. A card found face upwards in the shoe shall not be used and shall be immediately burned.
102. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
103. A card drawn in error and exposed shall be dealt to the players or Dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional cards dealt to him during that round.
104. Exposed cards drawn in excess to the Dealer's completed hand shall be burned.
105. Where the Dealer fails to deal a card(s) to any hand or himself as required by these Rules then:
 - (a) If the error is noticed during the initial deal, the hands shall be reconstructed.
 - (b) If the initial deal has been completed, but the subsequent deal has not passed the hand with insufficient cards, the Dealer is to give the player controlling that hand the option, in normal dealing sequence, to remove his wager or to draw further cards.
 - (c) If it is noticed that insufficient cards have been dealt to a hand after it has been passed, but before the subsequent deal is completed, the Dealer shall complete the subsequent deal and, before a second card is drawn to the Dealers hand, give the player controlling that incomplete hand the option, in normal dealing sequence, to remove his wager or to draw further cards.
 - (d) Where the Dealer fails to deal him/herself a card and this is not noticed until after the initial deal is complete and the subsequent deal has commenced the Dealer shall:
 - (i) Inform all players that the next card drawn will be his/her first card.
 - (ii) After the Dealer has drawn this first card he/she shall offer all players the opportunity to either remove their wagers for that round or play their hand to its conclusion.
 - (iii) Complete his/her hand in the normal dealing sequence. In the event that the Dealers completed hand is an Ace and Ten value card, this shall be deemed to be a point total of Twenty-one and not Pontoon. In this instance no insurance shall be offered if the Dealers first card is an Ace.

IRREGULARITIES (Cont)

- 106 Where a hand has been dealt insufficient cards to comply with these Rules and the error is noticed after the Dealer has received his/her second card, the Dealers hand shall be dealt to a conclusion. The hand or hands with insufficient cards will then be concluded in the following manner, working from the Dealers left to right:
- (a) Where the Dealers total exceeds 21, such hands will be paid as winners and no further cards will be drawn.
 - (b) Where the Dealer stands, as required, by these Rules the players controlling such hands shall be given the option of drawing further cards or of withdrawing their wagers.
 - (c) Where the Dealer has a Pontoon the players hands will be considered stand-offs and no further cards will be drawn.
 - (d) When the Dealers hand has been completed and the player controlling a hand with insufficient cards elects to draw further cards, the player shall not be allowed to split or double, unless he has demonstrated such intentions prior to the error being made.
- 107 Where the player controlling a hand with insufficient cards elects to withdraw the wager, all other wagers on that hand shall be considered void.
- 108 Where the player controlling a hand with insufficient cards draws further cards; stands rather than splitting or draws rather than doubling, all other persons wagering on that incomplete hand shall have the option of accepting that decision or of withdrawing their wagers.
109. Card(s) dealt in error to a superfluous hand prior to the completion of the initial deal shall be reconstructed by the Dealer. If the initial deal has been completed, the superfluous hand shall be regarded as void and the cards burned.
110. If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures outlined in Rules 35 - 39. The Dealer shall then complete the round of play and continue until the appropriate cutting card appears at which point the cards are then shuffled and cut in accordance with the Rules.
111. If the Dealer burns a card in error at the commencement of any round, the card shall remain burnt and the round shall continue.
112. In all of the above irregularities, the Table Inspector or Pit Boss shall be informed. The game shall only proceed after approval has been given by the Inspector or Pit Boss. Full reconstruction of hands shall only be effected under the supervision of Sky City Table Games Management. Reconstructions prior to the completion of the initial deal being completed may be effected under the supervision of an Inspector.

GENERAL PROVISIONS

113. The House reserves the right to invalidate an outcome of the game under the following circumstances:
 - (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 by any player or Dealer.
114. 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.
115. No onlooker or any player playing at any table may, unless requested by a player, influence another players decisions of play.
116. No player shall be advised by any employee of the Casino on how to play his hand, except to ensure compliance with these Rules.
117. Wagers shall not be touched by players until full settlement of all wagers within a box is made. Repeated instances of failure to comply may result in the offending players future wagers on the game of Pontoon being refused.
118. 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.
119. Wagers above the maximum shall be paid or collected up to the permitted maximum only.
120. When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float, shall be paid to the lower multiples only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
121. The House reserves the right to close any gaming table at its own discretion subject to prior notification to 15 minutes notice or a declaration of the last 3 rounds of play being made. In either circumstance signage will be displayed at the table which indicates the table's imminent closure.
122. In any dispute not covered by the provisions of these Rules, the House decision shall be final, subject to a review by the Manager Casino Inspectorate, if requested.
123. In any dispute arising from these Rules, the House decision shall be final, subject to a review by the Manager Casino Inspectorate, if requested.

GENERAL PROVISIONS (CONT)

124. Complainants in all unresolved disputes under Rules 122 or 123 shall be advised of the presence of, and their right to consult a Government Casino Inspector.
125. No player shall possess with the intent to use or actually use at the game, or communicate during the game with any other person or persons possessing with the intent to use or actually using at the game or elsewhere, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting or affecting an outcome at the game or in keeping track of or analysing the cards having been dealt, the changing probabilities of the game or the playing strategies to be utilized at the game.
126. A copy of these Rules shall be made available upon request for perusal in the Casino or for purchase.