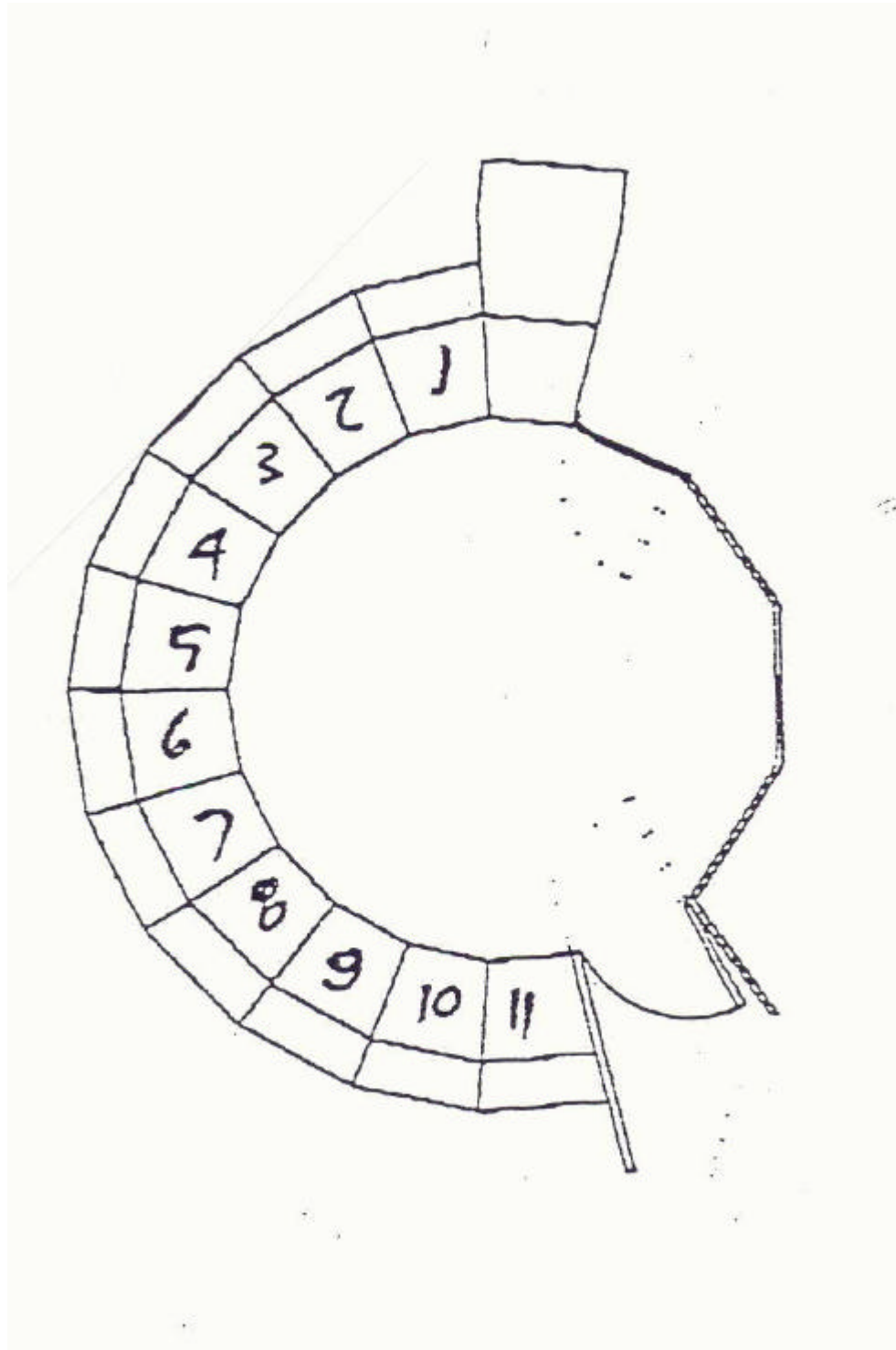


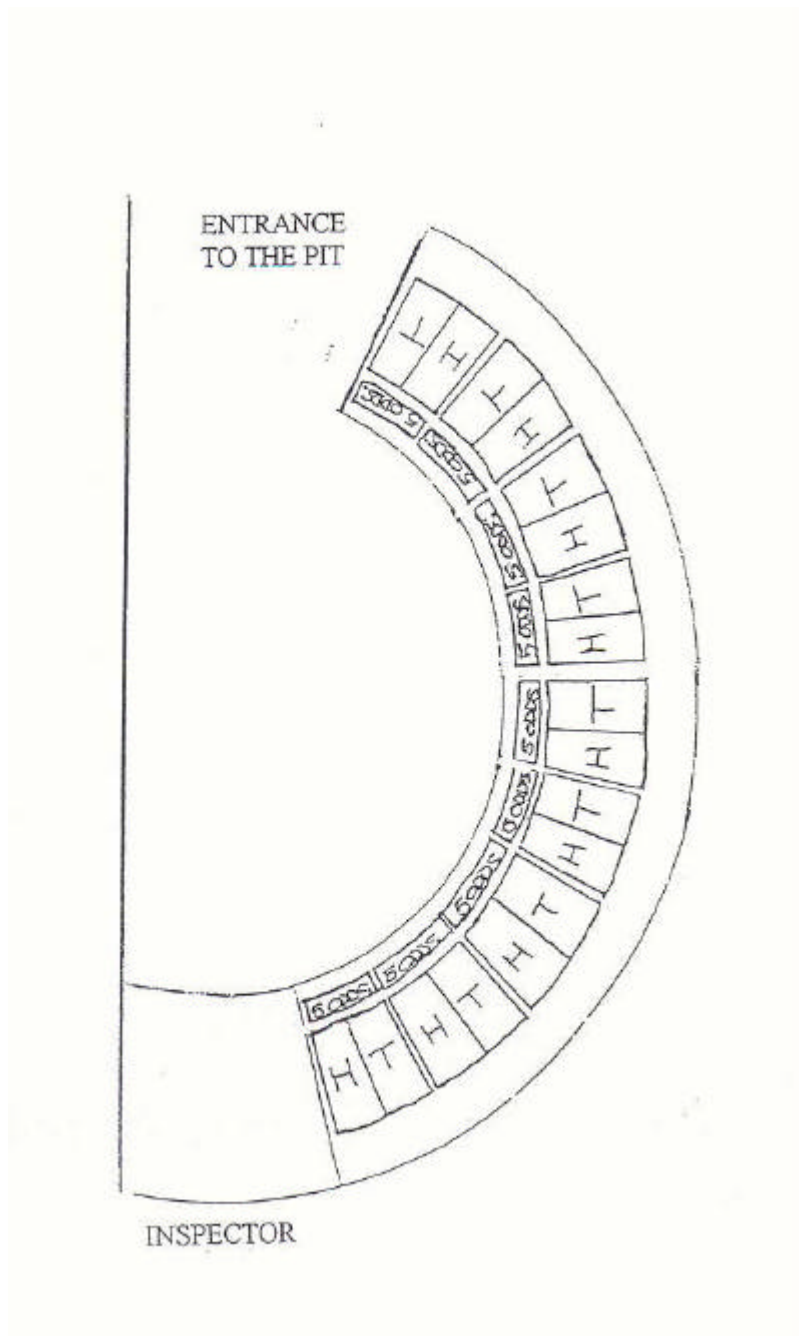
# **RULES FOR TWO UP**

**Approved Rules As At 28/4/03**

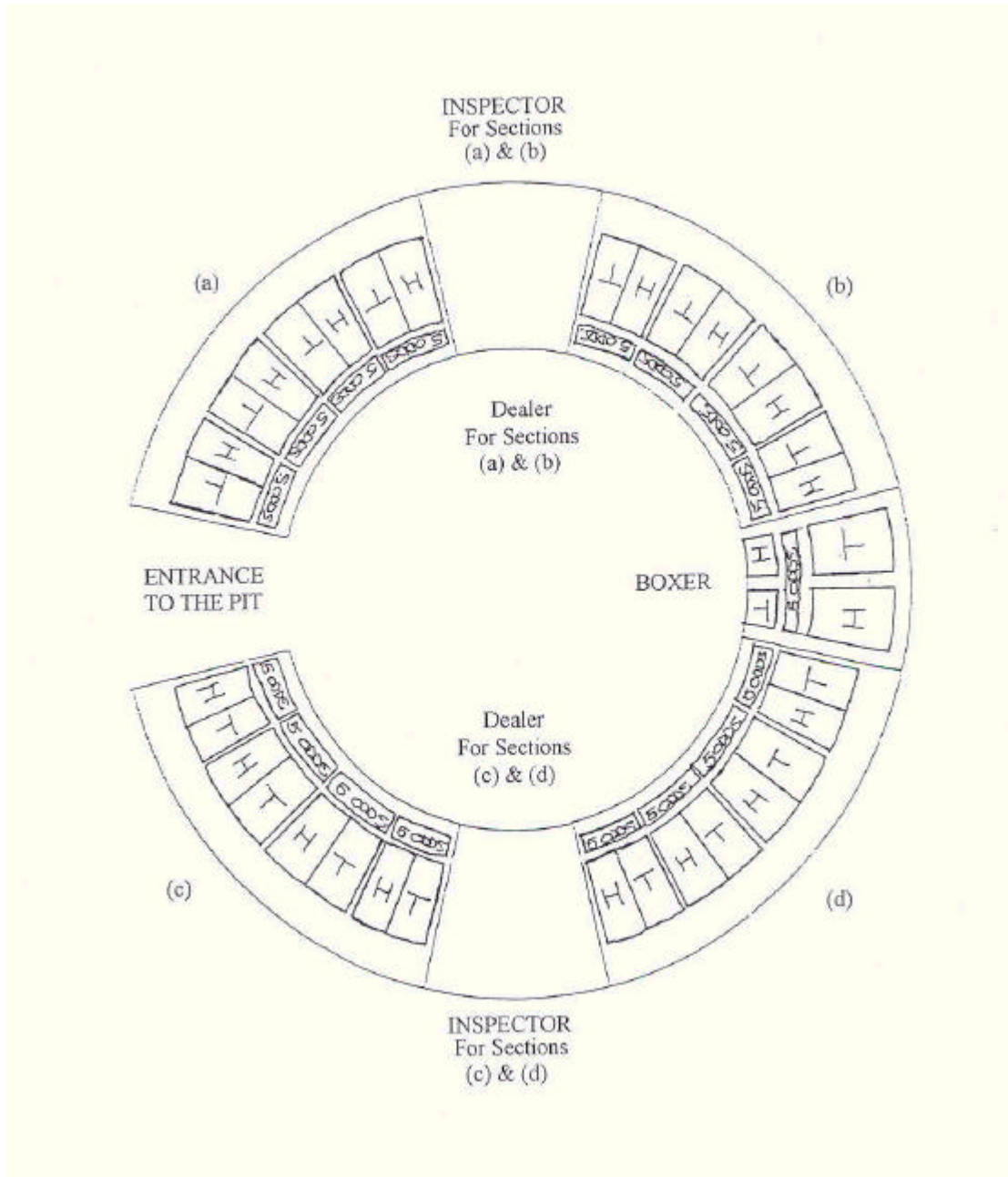
TWO UP LAYOUT - (Current)  
Diagram 1



TWO UP LAYOUT (Alternate)  
Diagram 2



**TWO UP LAYOUT - (Alternate Full Ring)  
Diagram 3**



1. **THE PIT**

Two Up shall be played in a pit formed by a table semi circular in shape, the surface of which shall be similar to that shown in diagram 1 of these Rules. The areas marked "H" & "T" shall denote the areas on which wagers on HEADS or TAILS, are to be placed.

The areas marked FIVE ODDS shall denote the areas on which wagers on FIVE ODDS are to be placed.

There should also exist an approved method of indicating the results that occur. This shall be operated by the Inspector immediately after a result is determined.

2. **THE COINS**

A set of five pennies shall be used, the reverse (tails) side of which shall be denoted by a cross painted in white or yellow thereon.

In the event of a penny being lost the game shall continue with four. Pennies cannot be changed on demand by players or spinners.

3. **THE KIP**

The coins shall be spun with a kip i.e. a flat piece of wood of approximately 15cm in length and 3cm in width with one half of one end covered with baize.

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**4. WAGERS**

- (a) All wagers on Two Up shall be made by placing gaming chips on the appropriate areas on the Two Up layout. Players shall be responsible for the correct positioning of their wagers on the Two Up layout, whether or not they are assisted by the Boxman or a croupier. Each player must ensure that any instructions given to the Boxman or croupier regarding the placement of the wagers are correctly carried out.
- (b) No cash wagers shall be accepted.
- (c) Wagers for players other than the Spinner are determined on each spin except when the spin results in "Odds", in which case the wagers remain until the next spin resulting in either heads or tails.

When five consecutive odds are spun all wagers on HEADS AND TAILS are lost, with wagers on FIVE ODDS being winners.

- (d) The Spinner shall wager on either heads or tails on the allocated space marked 'Spinners Bet' position at the lay-out. The Spinner's results shall be determined as described in Rule 5(c).
- (e) All wagers shall be against the House and no side wagers shall be permitted.
- (f) Existing wagers cannot be removed or new wagers made whilst "Odds" results are indicated.
- (g) Minimum and maximum wagers permitted per player shall be shown on a notice at the gaming table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum.
- (h) Verbal wagers shall only be accepted when accompanied by chips and the Dealer has sufficient time to place them prior to calling "NO MORE BETS"

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## 5. THE SPINNER

- (a) At the commencement of play the Boxer shall offer the coins to the first player on the left of the entrance. If that player does not wish to be the Spinner the Boxman shall offer the coins clockwise around the table. Where a Spinner retires in the course of play in accordance with these rules, the coins shall be offered to the next player, immediately to the left of the previous Spinner and if not accepted, to each of the other players in turn clockwise around the table. If no player desires to act as Spinner the Boxer shall spin the coins until either a head, a tail or five consecutive odds is achieved. At this point, the coins will again be offered around the ring in a clockwise direction.

To ensure that the correct order of Spinner is kept, where a player accepts the offer to act as Spinner, a puck (a marker) shall be placed in front of that player's position at the table.

- (b) The Spinner shall select two of the coins offered by the Boxer and place them on the kip. One of the coins shall be so placed with the obverse (head) side uppermost and the other with the reverse (tail) side uppermost and shall be in that position at the time of the spin. The remaining coins shall be placed in the Spinner's wagering area.
- (c) The Boxer shall place the Spinner's wager on either head or tails in the space marked Spinner.

The Spinner shall win if:

- (i) Wagering on heads, 3 heads are spun prior to spinning tails or 5 consecutive odds.
- (ii) Wagering on tails, 3 tails are spun prior to spinning heads or 5 consecutive odds.
- (d) The Spinner may not remove the Spinners wager until either 3 heads or 3 tails as elected have been spun. The Spinner may then retire or elect to wager again on either heads or tails.

## 5. THE SPINNER (Cont)

- (e) Where from the first spin of a new game the Spinner, through an inability to spin the coins has thrown three consecutive invalid spins, the Spinner must either:
- (i) Retire as Spinner in which case the Spinners wager shall be returned, or
  - (ii) Elect that the Boxer spin the coins until the result of the Spinners wager is determined.
- (f) Where the Spinner throws a series of odds fewer than 5, or a series of heads or tails fewer than 3, and then is unable to continue responsibility as Spinner or declines further spins, the Boxer shall spin the coins until the Spinner's wager is determined in accordance with Rule 5(c).

## 6. PAYOUT ODDS

- (a) Player
- (i) Wager on heads (2 heads) odds 1 to 1
  - (ii) Wager on tails (2 tails) odds 1 to 1
  - (iii) Wagers on 5 consecutive odds (HEAD AND TAIL) odds 25 to 1
- (b) Spinner
- (i) Wager on 3 successive heads odds 7 1/2 to 1
  - (ii) Wager on 3 successive tails odds 7 1/2 to 1

## 7. THE CALL

A Boxer shall call "Place your Bets" as an advice to players to make their wagers.

On the call by the boxer of "No More Bets, Come in Spinner" no further wagers shall be made, altered or withdrawn, and the Spinner shall spin the coins.

The uppermost faces of the coins that have come to rest from a valid spin shall determine the result.

After the spin the boxer shall call the result and the Inspector shall indicate this via the result display.

The coins shall only be picked up from the floor of the pit and placed on the kip by the boxer.

The Spinner shall not handle the coins except as provided for in Rule 5(b).

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## 8. VALIDITY OF SPINS

A Boxer shall declare a spin invalid by calling "No Spin" or "Barred" if:

- (a) In the opinion of the Boxer and/or the Inspector, the spinner has not caused the coins to spin.
- (b) In the opinion of the Boxer and/or the Inspector, the coins have not spun at least 30 centimetres above the head of the Spinner.
- (c) Either or both coins hit the ceiling or any person.
- (d) Either or both coins come to rest outside the pit area.
- (e) The Spinner is not standing inside the perimeter of the Pit as the coins leave the Kip.

The validity of a spin shall not be affected by reason of the fact that the coins hit the top and/or sides of the betting areas, viewing wall or gate so long as coins come to rest in pit area. In all instances it is the upper most face that is called.

If the Boxer considers a spin invalid under this rule "No Spin" must be called, preferably before the coins hit the ground, notwithstanding this "No Spin" must be called immediately following the infringement.

If an Inspector considers a spin invalid under this rule, "No Spin" must be called and the no spin light and buzzer activated preferably before the coins hit the ground, notwithstanding this "No Spin" must be called and the no spin light and buzzer activated immediately following the infringement.

The no spin light and buzzer shall be of a size, colour and located as approved by the Liquor and Gambling Commissioner

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9. **GENERAL PROVISIONS**

- (a) The House reserves the right to invalidate an outcome of the game under the following circumstances:
- (i) If the game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God;
  - (ii) If there is any fraudulent Act by any player or Dealer.
- (b) Wagers shall not be touched by players until full settlement of all wagers within a winning segment is made. Repeated instances of failure to comply, may result in the offending players future wagers on the game being refused.
- (c) Partnerships with a view to exceed the maximum wagers shall not be allowed.
- (d) 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.

Wagers above the maximum shall be paid or collected up to the permitted maximum only.

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.

- (e) The House reserves the right to close any gaming table at its own discretion, subject to prior notification to a Government Casino Inspector.
- (f) In any disputes not covered by the provisions of these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
- (g) In any dispute arising from these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
- (h) Complainants in all unresolved disputes under Rules 9(f) or 9(g) shall be advised of the presence of, and their right to consult, a Government Casino Inspector.

- (i) 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, the changing probabilities of the game or the playing strategies to be utilised at the game.
  
- (j) A copy of these Rules shall be made available upon request for perusal in the Casino.