

DIVISION 18 – CASINO WAR

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1.0 Interpretation

- 1.1 In these games rules, any words and expressions used that are defined in the Gambling Act 2003 have the same meaning as in the Act.
- 1.2 In this division, unless the contrary intention appears:

“Casino War Wager” means the initial wager made by a player prior to any cards being dealt for a round of play, in accordance with section 5.

“Go to War” means when the player and the Dealer have both been dealt an initial card of the same rank and the player elects to continue the game.

“Go to War Wager” means an additional wager of an amount equal to the player’s Casino War Wager that is placed by the player when he/she elects to Go to War, in accordance with section 5.

“Round” means a period of play beginning when the first card is removed from the shoe by the Dealer and ending when all the cards are collected by the Dealer and placed in the discard rack.

“Surrender” means when the player’s and the Dealer’s first card have the same rank and the player elects to forfeit half of his/her original wager.

“Tie Wager” means a wager placed by a player prior to any cards being dealt for a round of play, which will win when both the player and the Dealer have been dealt an initial card of the same rank, in accordance with section 5.

2.0 Application

The rules contained in this Division, together with the general rules contained in Division 1, shall apply to the game of Casino War.

3.0 Table Layout and Equipment

- 3.1 Casino War shall be played at a table having on 1 side up to 7 sets of wagering areas for the players and on the opposite side a place for the Dealer. Each Casino War poker table shall have a drop box attached to it.
- 3.2 The layout cloth covering the table shall be marked in a manner that clearly denotes the wagering options.
- 3.3 The wagering areas shall be designated as follows:
 - (a) for Casino War Wagers by the words "Casino War"; and
 - (b) for Tie Wagers by the word "Tie".
- 3.4 The following equipment shall also be used in the game:
 - (a) 4 to 8 decks of playing cards;
 - (b) 1 or, at the option of the Casino Operator, 2 cutting cards;
 - (c) a card shoe capable of holding all of the cards used in the game, which may form part of the automatic shuffler described in subparagraph (e);
 - (d) a discard rack capable of holding all of the cards used in the game; and
 - (e) at the option of the casino operator, an automatic shuffler capable of holding 4 to 8 decks of cards.
- 3.5 Where an automatic shuffler is used, 2 sets of 4 to 8 decks of cards, each set a different colour, shall be used in the game, except in the case of a continuous shuffler which may, at the Casino Operator's discretion, use one set of 4 to 8 decks of cards.

4.0 Playing Cards; Ranking of Hands

- 4.1 All suits of cards shall have the same rank.
- 4.2 Cards shall rank, from lowest to highest, as follows:
2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace

5.0 Wagers

- 5.1 All wagers shall be made by placing chips on the appropriate area of the layout before the first card is dealt in a round. Each player shall make:

- (a) a Casino War Wager; or
 - (b) a Tie Wager; or
 - (c) both a Casino War Wager and a Tie Wager.
- 5.2 After the initial deal, where a player's card has the same rank as the Dealer's card and the player has made a Casino War Wager, the player may:
- (a) elect to continue in the game and Go to War by placing a wager of an amount equal to his/her Casino War Wager on the layout beside the wager; or
 - (b) surrender his/her original wager.
- 5.3 A player's Casino War Wager will:
- (a) win if the first card dealt to the player has a higher rank than the first card dealt to the Dealer;
 - (a) lose if the first card dealt to the player has a lower rank than the first card dealt to the Dealer;
 - (b) win where the player has elected to Go to War and has been dealt a second card with a higher rank than the Dealer's second card;
 - (c) lose where the player has elected to Go to War and has been dealt a second card with a lower rank than the Dealer's second card.
- 5.4 Where a player elects to Go to War, his/her Go to War Wager will:
- (a) win if the second card dealt to him/her has a higher rank than the second card dealt to the Dealer;
 - (b) win if the second card dealt to him/her has the same rank as the second card dealt to the Dealer;
 - (c) lose if the second card dealt to him/her has a lower rank than the second card dealt to the Dealer.
- 5.6 A Tie Wager will win if the first card dealt to the player and the first card dealt to the Dealer has the same rank.
- 5.7 The Casino Operator may permit a player to wager on more than 1 box at a Casino War table provided that:
- (a) there are sufficient places at Casino War tables with equivalent limits operating in the casino to accommodate patron demand; and

- (b) where a player is permitted to wager on more than 1 box he/she shall make at least the minimum wager on each box played.
- 5.8 The Casino Operator may, at its discretion, restrict the number of boxes a player may wager on and determine the number of additional boxes a player may wager on pursuant to rule 5.7.
- 5.9 Up to three players may wager on any one betting area; however at the discretion of the Game Supervisor, that number may be restricted to less than three.
- 5.10 The Casino Operator may direct that the total of all players' wagers on any 1 betting area shall not exceed the table maximum, or that the total of the wagers of any particular player or players on any 1 box shall not exceed the permitted maximum. Where the Casino Operator issues such a direction, a sign stating the box maximum and/or player maximum, as the case may be, shall be displayed at the table.
- 5.11 Whenever more than 1 player wagers on a box:
 - (a) the seated player shall place his/her wager in that portion of the box closest to the Dealer's side of the table and the other players shall place their wagers immediately behind and in a straight line with the wager of the seated player; and
 - (b) the player who has a valid Casino War Wager on a specific betting area will have first entitlement to place a Tie Wager in the corresponding area.
- 5.12 Orally declared wagers shall be accepted only when accompanied by chips and if the Dealer has enough time to place the wager on the layout before "No more bets" is called.
- 5.13 Winning wagers made pursuant to rules 5.1 and 5.2 shall be paid at the following odds:

Casino War Wagers	Payout Odds
Beat the Dealer	1 to 1
Surrender instead of war	Lose half
Go to War Wagers	Payout Odds
Win after going to War	1 to 2
Tie after going to War	1 to 1
Tie Wager	10 to 1

- 5.14 Except as permitted by these rules, once the Dealer has called “No more bets” no player shall:
- (a) make any wagers; or
 - (b) handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager.

6.0 Opening of Table for Gambling

- 6.1 After receiving the designated number of decks of cards at the table, both the Dealer and the game supervisor shall sort and inspect the cards independently.
- 6.2 After the cards have been inspected they shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows, by deck, according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.
- 6.3 After the first player or players have had an opportunity to inspect the cards visually, the cards shall be turned face down on the table and then:
- (a) chemmy shuffled (washing of the cards);
 - (b) stacked; and
 - (c) riffle shuffled.
- 6.4 Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 4 to 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player, after having first been:
- (a) chemmy shuffled;
 - (b) stacked; and
 - (c) riffle shuffled.
- 6.5 Notwithstanding rules 6.1 to 6.4, pre-checked or pre-shuffled cards may be used provided they are secured in a designated area on completion of the pre-check or pre-shuffle, until such time as they are required. Before being cut pre-shuffled cards shall be either chemmy shuffled and/or riffle shuffled, but pre-checked cards shall be:
- (a) chemmy shuffled;
 - (b) stacked; and

- (c) riffle shuffled.

7.0 Shuffle and Cut of Cards

7.1 The cards shall be shuffled so that they are randomly intermixed within the deck:

- (a) immediately before the start of play;
- (b) when the cutting card, or the first of the cutting cards as the case may be, is drawn as the first card of the new round;
- (c) at the end of the round during which the cutting card, or the first of the cutting cards as the case may be, appears otherwise than as the first card;
- (d) at the discretion of the Casino Supervisor following any period during which the table has been vacant;
- (e) at the direction of a Game Supervisor or Casino Supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
- (f) if any card has been exposed prior to the cards entering the shoe.

7.2 Where it is proposed that pre-shuffled decks of cards be introduced into the game, any of the players may before the first game in which the cards are used:

- (a) on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
- (b) require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with section 6, shuffled by the Dealer, and cut in accordance with this section.

7.3 After the cards have been shuffled they shall be cut, except in the case of a continuous shuffler, where the cards shall only be cut prior to the cards entering the continuous shuffler. In all cases the Dealer shall offer the stack of cards, with the backs facing away from him/her, to the seated players for cutting.

7.4 The player to cut the cards shall be seated and be:

- (a) the first player to the table immediately before the start of play; or

- (b) the player on whose box the cutting card or the first of the cutting cards, as the case may be, appeared during the previous round of play; or
 - (c) the player at the farthest point to the right of the Dealer if the cutting card or the first of the cutting cards, as the case may be, appeared in the Dealer's hand during the previous round of play; or
 - (d) the player at the farthest point to the left of the Dealer if the cards are being shuffled and cut as a result of having been introduced into the game under rule 7.8.
- 7.5 If the player designated in rule 7.4 declines to cut the cards, the cut shall be offered to each other seated player, moving clockwise around the table, until a seated player accepts the cut. If no such player does so a casino employee shall cut the cards.
- 7.6 The person designated by rule 7.4 or 7.5 shall cut the cards by placing the cutting card or 1 of the cutting cards, as the case may be, into the stack at least 1 deck in from either end.
- 7.7 When the cutting card has been inserted into the stack, the Dealer shall take all of the cards in front of the cutting card and place them at the back of the stack, and:
 - (a) except when a continuous shuffler is used, then insert the cutting card into the stack no more than half way in from the back of the stack. If two cutting cards are being used the second shall be placed at the back of the stack. The stack of cards shall then be placed in the card shoe for the commencement of play; and
 - (b) when a continuous shuffler is used, then remove the cutting card to one side of the table. The stack of cards shall then be placed in the card shoe for the commencement of play.
- 7.8 The Casino Operator may, after any round of play, direct that the cards in play at the table be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7, except where pre-shuffled cards are introduced and accepted as such.

8.0 Dealing the Game

- 8.1 All cards used in the game of Casino War will be dealt with a dealing shoe specifically designed for such purpose. All cards will be dealt face upwards.
- 8.2 No player may handle any cards used in the game of Casino War.

- 8.3 After the cards have been shuffled, the Dealer may, at the option of the Casino Operator, draw and discard face down the first card of the shoe before the start of the first round. Players may, upon request, view the card that was drawn and discarded.

8.4 Initial Deal

Before the start of each round the Dealer shall call “No more bets”, and then, starting on his/her left and continuing clockwise around the table, deal the cards in the following order:

- (a) one card face up to each box on the layout containing a wager or wagers; and
- (b) one card face up to the Dealer’s position

8.5 Interim Settlement

- 8.5.1 On completion of the initial deal and prior to the subsequent deal, the Dealer will settle all Tie Wagers by:

- (a) taking all losing Tie Wagers; and
- (b) paying all winning Tie Wagers in accordance with rule 5.13.

- 8.5.2 Once all Tie Wagers have been acted upon, the Dealer will act on all Casino War Wagers by:

- (a) taking all losing Casino War Wagers;
- (b) paying all winning Casino War Wagers in accordance with rule 5.13; and
- (c) in accordance with rule 5.2, offer players who have a card of the same rank as the Dealer the option to Surrender half their original wager or Go to War.

- 8.5.3 In the event of rule 8.5.2 (a) and (b) or a Surrender, the Dealer will collect the player’s cards and place them in the discard rack before any further cards are dealt.

8.6 Surrender

The player may indicate his/her intention to Surrender by scratching the table layout towards him/her.

8.7 Go to War

8.7.1 As determined by the Casino Operator, Go to War Wagers will be treated in accordance with either dealing method A or dealing method B. The dealing method implemented must be the same for all operational Casino War tables, that is, all games must be dealt in accordance with Method A or Method B.

- (a) Method A: If a player elects to Go to War, he/she will place a wager of an amount equal to their Casino War Wager on the layout beside his/her original Casino War wager. The game will then continue in accordance with rules 8.7.2 – 8.10 inclusive.
- (b) Method B: If a player elects to Go to War, he/she will place a Go to War Wager as described in Method A. The Dealer will then take the same amount and place it in the betting area next to the player's wager. The game will then continue in accordance with rules 8.7.2 – 8.10 inclusive.

8.7.2 The decisions of other players wagering on the same betting area will have no bearing on the entitlement of a player to Surrender or Go to War.

8.8 Subsequent Deal

Once the Dealer has settled all wagers as described above and acknowledged the decisions of all players who have elected to Go to War, he/she will discard three cards and then, commencing from the left and continuing clockwise around the table:

- (a) deal one card face up to each box on the layout where a Go to War Wager has been placed; then
- (b) deal one card face up to the Dealer's position.

8.9 Final Settlement

The Dealer will settle all remaining original Casino War Wagers and all Go to War wagers in accordance with rule 5.13.

8.10 Conclusion of a Round

At the conclusion of a round, the Dealer shall collect all of the cards remaining on the layout in order and in such a way that the hands can readily be reconstructed in the event of a question or dispute, and place them face down in the discard rack.

9.0 **Irregularities**

9.1 A card found turned face up in the shoe shall be removed from play and placed in the discard rack.

- 9.2 A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- 9.3 A card drawn in error with its face exposed, or a card left exposed subsequent to the completion of a reconstruction of a hand or hands, shall be removed from play and placed face down in the discard rack.
- 9.4 Subject to these rules, should any error occur during any round due to the incorrect dealing or placement of a card or cards, every effort shall be made to reconstruct the round in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred and, in the event that a reconstruction takes place, the Casino Operator and the players shall abide by the consequences.

Should it not be possible to reconstruct the round:

- (a) the Casino Operator shall declare the hand or hands affected by the error void; and
- (b) unless all of the players' hands are voided pursuant to this rule, the Dealer's hand shall be reconstructed to the extent possible and (if necessary) completed by the drawing of further cards.

Where a hand is voided under this rule, the cards dealt to it shall be removed to the discard rack and any wagers on it shall be void and be returned to the player or players concerned. All hands dealt subsequent to any such error shall stand as dealt.

- 9.5 If there are not enough cards remaining in the card shoe to complete a round, all of the cards in the discard rack shall be shuffled, cut and placed in the shoe in accordance with section 7. The round shall be completed using the shuffled cards, which shall be used (subject to these rules) in the subsequent rounds.
- 9.6 If any card is found to be damaged in the course of a game it shall be replaced at the end of the round.
- 9.7 If the cards are not reshuffled following the exposure of the cutting card as provided for in section 7, a shuffle shall take place immediately after the end of the round.
- 9.8 If the cutting card is found not to have been inserted into the cards after the shuffle, the cards will be removed from the shoe and reshuffled at the end of the round. This rule shall not apply when a continuous shuffler is used.
- 9.9 If the Dealer has failed to offer a player the option to Go to War or Surrender, or the Dealer fails to correctly act on a player's decision, any subsequent cards dealt in the same round of play will be considered drawn in excess from the dealing shoe, and will be treated as undisclosed in accordance with rule 9.2.

- 9.10 If a continuous shuffler malfunctions during a round of play, the Casino Operator shall, at his or her discretion, either declare the round void or declare the hand or hands affected by the malfunction void.

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