

MPUMALANGA GAMING BOARD



RULES OF CASINO TABLE GAMES

Global Resorts (Southern Highveld) (Pty) Limited

Graceland Hotel Casino & Country Club



1. SECTION 1 – PURPOSE

These are the approved rules of casino table games as contemplated in section 42 of the Mpumalanga Gaming Act, 1995, as amended and shall act as a point of reference and shall be produced to punters on request.

2. SECTION 2 - GENERAL

2.1. HANDLING OF CURRENCY AND CHIPS

Dealers shall not receive cash or chips from any Player's hands or hand any cash or chips directly into a Player's hands.

Notes or chips received by or chips handed out by a Dealer shall be laid out on the gaming table for verification purposes, prior to the transaction being performed.

Casino chips to the value of the tendered cash shall be passed to a customer in the event of a cash buy-in, unless the Dealer is requested by the Player to place certain bets, in which case that will be done provided time allows the Dealer to do so.

2.2. TABLE LIMIT (MINIMUMS & MAXIMUMS)

Table limits shall be clearly displayed by means of signage on each gaming table.

2.3. TABLE GAMES

The casino management shall determine the table games offered.

The tables management of each casino will attempt to develop the most popular games for their customers.

2.4. TABLES OPENING AND CLOSING

Casino management will determine opening and closing times of the table games. These times will be submitted to the Mpumalanga Gaming Board for approval in terms of the Mpumalanga Gaming Legislation.

2.6. ODDS

Payment odds shall be clearly displayed by means of signage on each opened table game or on request.

2.7. WINNING BETS

The casino shall pay all winning bets.

2.8. DISPUTES

Queries shall be attended to on merit and should they not be resolved, then appropriate steps shall be taken as stipulated in the Mpumalanga Gaming Legislation.

2.9. SERVICE REQUIREMENTS

Casino management will have the right to refuse service.

3. SECTION 3 – AMERICAN ROULETTE

3.1. APPLICATION

The rules contained in this section, together with the general rules contained in section 2, shall apply to the game of American Roulette.

3.2. INTRODUCTION

Roulette shall be played at a table with a roulette wheel and roulette layout imprinted with numbered sections corresponding with numbers on the roulette wheel. The roulette wheel shall have the same numbered compartment where the ball shall come to rest.

The Dealer will announce “*place your bets please*”, this will indicate that players may place bets onto the layout.

Each time the wheel is spun, the direction shall be opposite to the previous spin.

In the event of a “*no spin*” (for example the dealer may spin the ball out of the wheel or an object is dropped mistakenly into the wheel itself), the ball shall be replaced into the same number and the wheel will be spun again.

The wheel must rotate at a reasonable speed; if the wheel is spun too fast the ball may fly out of the wheel and if spun too slowly the wheel could come to a halt prior to the ball dropping from the rim.

During the spin the Dealer will chip up the colour chips left from the previous spin.

3.3. LAYOUT

The game shall be played on a table layout, as approved by the Mpumalanga Gaming Board, which is substantially similar to table layout on Annexure “A” attached hereto.

3.4. BETS

Bets shall be placed on the numbers or combination of numbers on the layout.

Only four types of *call bets* are recognised and accepted, these are:

Neighbours to Zero, this covers a section of the wheel which is roughly 50% of the numbers. The numbers run from 22, through 0 up to and including 25 on the other side, to call this bet you will need 9 chips.

Series 5 / 8, this bet runs from 27 to 33 covering 12 numbers to call this bet you need 6 chips.

Orphans, this covers the remaining numbers; it is not a usual bet and you require 5 chips to call it.

A number and its neighbours, for example you may want to call “*0 and the neighbours*” when you want to bet on 0 and the two numbers on either side of it namely 3, 15, 26 and 32, you call “*0 and the neighbours*” this is a 5 –piece (chips) bet.

When the ball is seen or heard to slow down the Dealer will announce *“final bets please”* followed by *“no more bets thank you”*. Any bets placed after this call will be deemed *“no bets”* and removed from the layout.

The Dealer will glance into the wheel to determine the winning number and announce the winning number. The plastic winning number marker or *dolly* will then be placed on top of the chips on the winning number and all losing bets removed from the layout.

3.5. PAYOUTS

All winning bets shall now be paid as follows:

Columns	2:1 odds
Even chances	1:1 odds
Dozens	2:1 odds
Six lines	5:1 odds
Streets	11:1 odds
Corners	8:1 odds
Splits	17:1 odds
Straight ups	35:1 odds

Cashing in may occur at any time except when the ball is being spun (due to the time factor); this signifies that you have completed playing and want to exchange your wheel chips for *value chips* so that you can cash out at the *cash desk* for Rands.

Chip change, this means that if you require further chips to play with, you place the cash, value chips or credit plaques onto the table surface. The dealer will acknowledge your request by picking up either the cash, value chips or credit plaques. Thereafter, the dealer will issue you with further wheel chips to the value of your cash, value chips or credit plaque.

The *Inspector* is the person watching the table from the side, he or she may have up to six tables to watch and it is their job to make sure that all payouts are correct and that Dealers are dealing correctly and are complying with the requirements of the Mpumalanga Gaming Board Rules.

4. SECTION 4 – STANDARD BLACKJACK

4.1. APPLICATION

The rules contained in this section, together with the general rules contained in section 2, shall apply to the game of Blackjack.

4.2. INTRODUCTION

Many different versions of Blackjack may be offered. You will need to enquire with the Casino licensee as to what the house Rules are.

The aim of this game is to beat the Dealer; 21 points is the highest that you may achieve without *“busting”* or going over the limit.

The Dealer has to draw on 16 and stand on 17.

Standard Blackjack specific rules:

- 1) The Dealer will announce ***“place your bets please”***, this will indicate that Players may place bets into the boxes provided.
- 2) If there is more than one bet on a box, the Dealer will ascertain who shall be calling the box, this is determined by the bet placed nearest to the Dealer. Players shall not be allowed to touch the cards.
- 3) The Dealer will now announce ***“no more bets thanks you”*** and commence to deal the cards. The Dealer will deal one card to each of the boxes with bets in and one card to himself/herself. The Dealer will then deal a second card to each box but no further cards to himself/herself.
- 4) The Player shall then be required to make a decision when asked by the Dealer. The possible decisions are one of the following:
 - a) ***Surrender***, a Player may surrender his/her original bet against any card except an Ace held by the Dealer. Please note that not all versions of Blackjack allow a Player to surrender. Please enquire with the Casino Licensee on the Rules with regard to **surrender**.
 - b) ***Stand*** or ***No card*** indicates to the Dealer that you are happy with the cards dealt and do not want to draw another.
 - c) ***Draw***, if you require a further card for your hand. You may draw as many times as you like without going over 21 or ***busting***.
 - d) ***Doubling***, this may only be done on your first two cards, an additional bet equal to the original is placed alongside that initial bet. **Only one** card will now be dealt to that hand. Any Player playing behind does not have to double, however no further cards will be dealt to this hand.
 - e) ***Splitting***, only a pair of cards of equal face value may be split, an additional bet equal to the original bet is placed on the lines of the box. These cards shall now be separated and two separate hands created, the first card shall be dealt to the first hand and the Player may double or split.

Any Players playing behind do not have to split as well, but they have to indicate upon which hand they are going to play before the second card is dealt.

(Aces may only be split once and you will only receive one card on each ace, although this rule may change according to the type of Blackjack played)

- 5) ***Blackjack*** is an ace and any ten or face card dealt to a box as the **first two cards**; blackjack pays 3:2. A blackjack will always be paid out straight away, except for when the Dealer has an ace or a card with a face value of ten, then the whole hand will be completed before an outcome is reached.
- 6) In the case of a blackjack shoe, a ***shuffle*** will take place at the completion of the hand in which the ***cutting card*** appears, the person who gets dealt the ***cutting card*** will cut the deck after the shuffle is completed. This will not occur if shuffle machines are in use.

4.3. LAYOUT

The Blackjack layout has seven marked boxes, which Players use to place their bets. The game will be played on a table layout, as approved by the Mpumalanga Gaming Board, which is substantially similar to the layout on Annexure “B” attached hereto.

4.4. SHUFFLE

Cards shall be shuffled at the end of each shoe or at the start of a game or at any other time as determined by the casino tables management.

Cards shall be shuffled manually in the manner prescribed by casino management or by means of electronic shuffling equipment that has been approved by the Mpumalanga Gaming Board.

4.5. CARDS

Blackjack will be played using a minimum of four to a maximum of eight decks of cards as determined by casino management and approved by the Mpumalanga Gaming Board.

4.6. BETS

Bets shall be placed on the betting boxes by Players or on request by Dealers.

Bets must be placed clearly to indicate the intended bets.

Players shall not be allowed to touch their bets during the game.

4.7. PAYOUTS

Payouts are as follows:

Blackjack	3:2
Insurance	2:1
Even money	1:1

5. SECTION 5 – PUNTO BANCO

5.1. APPLICATION

The rules contained in this section, together with the general rules contained in section 2, shall apply to the game of Punto Banco.

5.2. INTRODUCTION

Punto Banco shall be played at a table having one side with between seven to fourteen numbered sets of betting areas (depending on the variation of the game played at that casino, as determined by the casino management) and on the opposite side a place for the Dealer. The basis of this game is to get closest to 8 or 9.

The game may commence with only one Player. Standing Players may also participate in the game and are only allowed to place their bets on the area designated for Standing Players.

The Player must have a bet on either *Banco* or *Punto*. In this game the **Banker** is the person drawing the cards and the **Player** is the house.

The **Banker** will, after instruction from the Palette Person, deal the cards from the shoe turning each card over as follows:

- 1st card will be the **Player's** first card.
- 2nd card will be the **Banker's** first card.
- 3rd card will be the **Player's** second card.
- 4th card will be the **Banker's** second card.

Further cards will not be drawn without the Palette Person's instruction in accordance to the drawing table.

PLAYER HAVING	
0, 1, 2, 3, 4, 5	DRAWS A CARD
6, 7	STANDS
8, 9	NATURAL – NO CARDS DRAWN

BANKER HAVING	DRAWS WHEN GIVING	STANDS WHEN GIVING
0, 1, 2	Draws unless the Player has a natural	
3	1, 2, 3, 4, 5, 6, 7, 9, 10	8
4	2, 3, 4, 5, 6, 7	1, 8, 9, 10
5	4, 5, 6, 7	1, 2, 3, 8, 9, 10
6	6, 7	1, 2, 3, 4, 5, 8, 9, 10
7	STANDS	
8, 9	NATURAL NO FURTHER CARDS DRAWN	

The Palette Person who will instruct the Player will control the speed of the game and when to draw cards.

5.3. LAYOUT

The game shall be played on a table layout, as approved by the Mpumalanga Gaming Board, which is substantially similar to table layout on Annexure "C" attached hereto.

5.4. CARDS

Punto Banco shall be played using eight decks of playing cards or using a number of decks, as determined by the casino management and approved by the Mpumalanga Gaming Board.

The value of the cards is as follows:

Ace = 1

Tens and picture cards = 0

All other cards = face value.

5.5. SHUFFLE

The cards shall be shuffled manually in the manner prescribed by the casino management or using electronic shuffling equipment as approved by the Mpumalanga Gaming Board, prior to the first cards being dealt.

5.6. BETS

Bets shall be placed on the Banker's hand, Player's hand or on Tie.

All bets shall be made by placing chips on the appropriate betting area or by a Punter instructing or requesting the Dealer to place the bet on his/her behalf, depending if there is sufficient time to do so and **no more bets** has not been announced.

Each Player shall be responsible for correct placement of their bets or correct instructions to the Dealer.

Standing Players shall only place bets on the area designated for **Standing Players**.

5.7. PAYOUTS

If the **Bank** wins, the **Players'** bets shall be removed by the Base Dealers and the **Bank** shall be paid out at odds of **19:20** or the total of the original bets less **5%**.

Should the **Player** win, the **Bank** bets shall be removed as above and the **Player** bets shall be paid **1:1**.

If however the total of both Player and Bank is equal then this is deemed and **“egalitie”** and as such will be a *stand off*.

Any Player that had bet on an **“egalitie”** will be paid at odds of **8:1**.

6. SECTION 6 - POKER

6.1. APPLICATION

The rules contained in this section, together with the general rules contained in section 2, shall apply to the game of Poker.

6.2. INTRODUCTION

This variation of Poker is called **Arizona Hold-Em**; it has elements from a number of poker games.

Player places a bet in the first betting box **“A”** or **Ante bet**.

The Dealer will now announce **“No more bets thank you”**.

The Dealer will deal one card face down to each **Ante box** and then one card to the first community box.

This will be repeated until there are two community cards and each Player has three cards in front of them.

No cards may be picked up until this cycle is finished.

If a card is accidentally exposed or the wrong number dealt then this will constitute a **“mis-deal”** and the hand shall be re-dealt.

The Players can now view their hands to determine their betting strategy.

The Dealer will then address each Player in turn as to whether they would like to **raise** or not. This is done by placing a bet of equal amount to the **ante** bet in the circle marked **“1”**.

After the Dealer has ensured that each Player in turn has decided upon his or her strategy the first community card is turned face up.

Another round of betting follows as in points 8, 9, but any betting is placed into circle “2”; the second community card is then turned face up.

The Players will now reveal their hands on request and working left to right. The Dealer will bring the Player’s three cards in line with the community cards to determine the outcome.

6.3. LAYOUT

The layout consists of three numbered betting circles for each Player and two community card boxes in front of the Dealer. The game will be played on a table layout, as approved by the Mpumalanga Gaming Board, which is substantially similar to the layout on Annexure “D” attached hereto.

6.4. CARDS

Poker shall be played using one deck of playing cards or number of decks as determined by casino tables management and approved by the Mpumalanga Gaming Board.

6.5. SHUFFLE

Cards shall be shuffled prior to each hand offered for play.

Cards shall be shuffled manually in the manner prescribed by casino management or by means of electronic shuffling equipment, approved by the Mpumalanga Gaming Board.

6.6. PAYOUTS

The pay table is as follows:

Royal Flush	250 : 1
Straight Flush	50 : 1
Four of a Kind	25 : 1
Full House	12 : 1
Flush	10 : 1
Straight	8 : 1
Three of a Kind	3 : 1
Two Pairs	2 : 1
Pair of Tens Plus	1 : 1

7. SECTION 7 – TOUCH 21

7.1. APPLICATION

The rules contained in this section, together with the general rules contained in section 2, shall apply to the game of Touch 21.

7.2. INTRODUCTION

The aim of this game is to beat the Dealer; 21 points is the highest that you may achieve without “*busting*” or going over the limit. It is almost the same as Blackjack but in Touch 21 Players are allowed to touch their cards.

The Dealer has to draw on soft 17 and stand on hard 17.

Touch 21 specific rules:

- 1) The Dealer will announce “*place your bets please*”, this will indicate that Players may place bets into the boxes provided.
- 2) If there is more than one bet on a box, the Dealer will ascertain from the Players on who will be calling the bets. Only the Player calling the bet is allowed to handle the cards dealt to that hand.
- 3) The Dealer will now announce “*no more bets thanks you*” and commence to deal the cards. The Dealer will deal one card to each of the boxes with bets in and one card to himself/herself. The Dealer will then deal a second card to each box but no further cards to himself/herself.
- 4) After the initial two cards have been dealt and before any further cards are dealt, the Players must check their cards to see if a Blackjack was dealt. Players are only allowed to pick up their cards using one hand only.
- 5) In the event that a Player was dealt with a Blackjack, he/she must turn his card face up.
- 6) If the Dealer’s initial card is an Ace, he/she must ask Players if they want to take insurance, which is half of half of a Player’s original bet.
- 7) The following are the other options or decisions available to the Player:
 - a) **Stand or No card** indicates to the Dealer that you are happy with the cards dealt and do not want to draw another.
 - b) **Draw**, if you require a further card for your hand. You may draw as many times as you like without going over 21 or **busting**.
 - c) **Doubling**, this may only be done on your first two cards, an additional bet equal to the original is placed alongside that initial bet. **Only one** card will now be dealt to that hand. Any Player playing behind does not have to double, however no further cards will be dealt to this hand.
 - d) **Splitting**, only a pair of cards of equal face value may be split, an additional bet equal to the original bet is placed on the lines of the box. These cards shall now be separated and two separate hands created, the first card shall be dealt to the first hand and the Player may double or split.

Any Players playing behind do not have to split as well, but they have to indicate upon which hand they are going to play before the second card is dealt.
- 8) **Surrender** is not permitted.
- 9) **Blackjack** is an ace and any ten or face card dealt to a box as the **first two cards**; blackjack pays 3:2. A blackjack will always be paid out straight away, except for when the Dealer has an ace or a card with a face value of ten, then the whole hand will be completed before an outcome is reached.

10) In the case of a blackjack shoe, a *shuffle* will take place at the completion of the hand in which the *cutting card* appears, the person who gets dealt the *cutting card* will cut the deck after the shuffle is completed. This will not occur if shuffle machines are in use.

7.3. LAYOUT

The Touch 21 layout has seven marked boxes, which Players use to place their bets. The game will be played on a table layout, as approved by the Mpumalanga Gaming Board, which is substantially similar to the layout on Annexure “E” attached hereto.

7.4. SHUFFLE

Cards shall be shuffled at the end of each shoe or at the start of a game or at any other time as determined by the casino tables management.

Cards shall be shuffled manually in the manner prescribed by casino management or by means of electronic shuffling equipment that has been approved by the Mpumalanga Gaming Board.

7.5. CARDS

Touch 21 may be played using a minimum of one to a maximum of two decks of cards as determined by casino management and approved by the Mpumalanga Gaming Board.

7.6. BETS

Bets shall be placed on the betting boxes by Players or on request by Dealers.

Bets must be placed clearly to indicate the intended bets.

Players shall not be allowed to touch their bets during the game. They will be allowed to touch them after the initial deal to determine if there is a Blackjack was dealt.

7.7. PAYOUTS

Payouts are as follows:

Blackjack	3:2
Insurance	2:1
Even money	1:1