

NON-COMMISSION LUCKY THREE PICTURES

**(RWS)
Game Rules
Version 3**

w.e.f. 19 November 2021, 0800 hours



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Non-Commission Lucky Three Pictures (Version 3)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.3 **Dealer** refers to the person responsible for the dealing of the game.
- 1.4 **Dealer Lucky 6** refers to a Round of play whereby the Dealer's Hand wins with a Point Total of 6.
- 1.5 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.6 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.7 **House** refers to the Casino Operator.
- 1.8 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving cards.
- 1.9 **Lucky Pictures** refers to a Round of play whereby both the Player's Hand and the Dealer's Hand have a total of at least three Picture Cards.
- 1.10 **Lucky Tie** refers to a Round of play whereby the Player's Hand and the Dealer's Hand have the same Point Total.
- 1.11 **Non-Commission Lucky Three Pictures** refers to a version of Three Pictures where Initial Bets are paid at odds of 1 to 1, except when a Player wins on 6 points, in which case payment shall be 50% of the Bet amount. A Player may also choose to Bet on Lucky Tie and/or Lucky Pictures and/or Player Lucky 6 and/or Dealer Lucky 6 in this game.

- 1.12 **Picture Card** refers to a card of any suit being a King, Queen or Jack. All Picture Cards shall have a value of 0 point.
- 1.13 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.14 **Player** refers to a person who places a Bet during a Round of play.
- 1.15 **Player Lucky 6** refers to a Round of play whereby the Player's Hand wins with a Point Total of 6.
- 1.16 **Point Total** refers to the total value of the cards in a Hand. In the event that the Point Total of the Hand is more than 9, the Point Total of the Hand shall be the second digit of the total value.
- 1.17 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.18 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.19 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box. In the event that there is no player seated at the betting box, Seated Player shall refer to the Player with the highest Bet on the betting box.
- 1.20 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.21 **Three Pictures** refers to a Hand which comprises three Picture Cards.
- 1.22 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Non-Commission Lucky Three Pictures may be played only on tables displaying the layout as shown in Appendices A, B, C, D, E and F.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.

2.2 The Cards

2.2.1 The game shall be played with a single deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to achieve a higher ranking Hand than the Dealer's Hand.
- 3.2 In this game, the units shall constitute the Point Total of the Hand. 9 is the highest count and 0 the lowest (excluding Three Pictures). The value of the cards shall be determined as follows:
 - 3.2.1 an Ace shall have a value of 1 point;
 - 3.2.2 any card from 2 to 9 shall have its face value; and
 - 3.2.3 any Picture Card and 10 shall have a value of 0 point.
- 3.3 The ranking order of Hands, from the highest to the lowest, is stipulated in the Non-Commission Lucky Three Pictures Ranking List as shown in Appendix G.
- 3.4 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.5 The permissible minimum and maximum limits shall be displayed at the table.
- 3.6 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.7 Where applicable, no Player playing in any Hand and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that Hand to be taken up by any other Player.
- 3.8 A Player may also place a Bet on other betting boxes.
- 3.9 Once a Player has placed an Initial Bet on a betting box, any Player may choose to place a Bet on Lucky Tie and/or Lucky Pictures and/or Player Lucky 6 and/or Dealer Lucky 6 of that betting box.
- 3.10 A Player may Bet more than one Hand provided that the total Bet on that Hand shall not exceed the permissible maximum limit for that Hand and shall examine only one Hand.

- 3.11 No more Bets shall be placed after the Dealer announces “No more Bets”.
- 3.12 Starting on his left and continuing in a clockwise direction around the table, the Dealer shall deal one card at a time, face down, to each box where an Initial Bet has been placed and then one card to himself until each box and the Dealer receives three cards.
- 3.12.1 Where an Electronic Card Shuffler is used, the Dealer shall deal a set of three cards dispensed by the Electronic Card Shuffler to each box where an Initial Bet has been placed, face down, starting with the box on his immediate left and continuing in a clockwise direction around the table before dealing to himself the set of three cards.
- 3.13 The Dealer shall then flip over his cards and compare the ranking of each Player’s Hand against that of the Dealer’s Hand. If:
- 3.13.1 the Player’s Hand has a higher ranking than the Dealer’s Hand, the Player wins on his Initial Bet; or
- 3.13.2 the Player’s Hand has a lower ranking than the Dealer’s Hand, the Player loses his Initial Bet; or
- 3.13.3 the Player’s Hand and the Dealer’s Hand have the same ranking, it denotes a Lucky Tie game. Player’s Initial Bet shall be returned and Lucky Tie Bet shall be paid; or
- 3.13.4 subject to paragraphs 3.13.1 and 3.13.2, if the Player’s Hand and the Dealer’s Hand have the same Point Total but different ranking, the Lucky Tie Bet shall be paid.

4. Settlement

4.1 Odds of Each Winning Bet

Non-Commission Lucky Three Pictures Pay Table	
Bet/Rules	Pays
Player wins on 6 points	1 to 2
Player wins on other points	1 to 1
Lucky Tie Bet	
Bet/Rules	Pays
Tie on Three Pictures	600 to 1
Tie on 8 or 9 points	10 to 1
Tie on other points	8 to 1
Lucky Pictures Bet	
Bet/Rules	Pays
Six Picture Cards in both Player's and Dealer's Hand	1000 to 1
Five Picture Cards in both Player's and Dealer's Hand	100 to 1
Four Picture Cards in both Player's and Dealer's Hand	10 to 1
Three Picture Cards in both Player's and Dealer's Hand	4 to 1
Player Lucky 6 Bet	
Bet/Rules	Pays
Player wins on 6 points with two Picture Cards	25 to 1
Player wins on 6 points with one Picture Card	15 to 1
Player wins on 6 points without Picture Card	10 to 1
Dealer Lucky 6 Bet	
Bet/Rules	Pays
Dealer wins on 6 points with two Picture Cards	25 to 1
Dealer wins on 6 points with one Picture Card	15 to 1
Dealer wins on 6 points without Picture Card	10 to 1

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets. For the purposes of assessing whether and when the maximum Bet has been reached in the game for a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may place their Bets subject to and until the maximum Bet has been reached for that betting box.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

5.5 In the event that any of the following situations occur:

5.5.1 if a card that does not form part of the set of cards is found; or

5.5.2 if there is any shortage or excess of cards in the deck; or

5.5.3 if the playing cards are not shuffled; or

5.5.4 if the cards have been dealt incorrectly and no Players have handled their cards, except if an incorrect distribution of cards can be Reconstructed by moving complete Hands from one betting area to another; or

5.5.5 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play; or

5.5.6 if the Dealer's Hand is dealt an incorrect number of cards, and this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed,

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.6 In the event of any dealing error not described in paragraph 5.5, and regardless of whether Reconstruction is possible, all Players on the gaming table shall have the option to:

5.6.1 continue their Hand (if the cards cannot be Reconstructed); or

5.6.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or

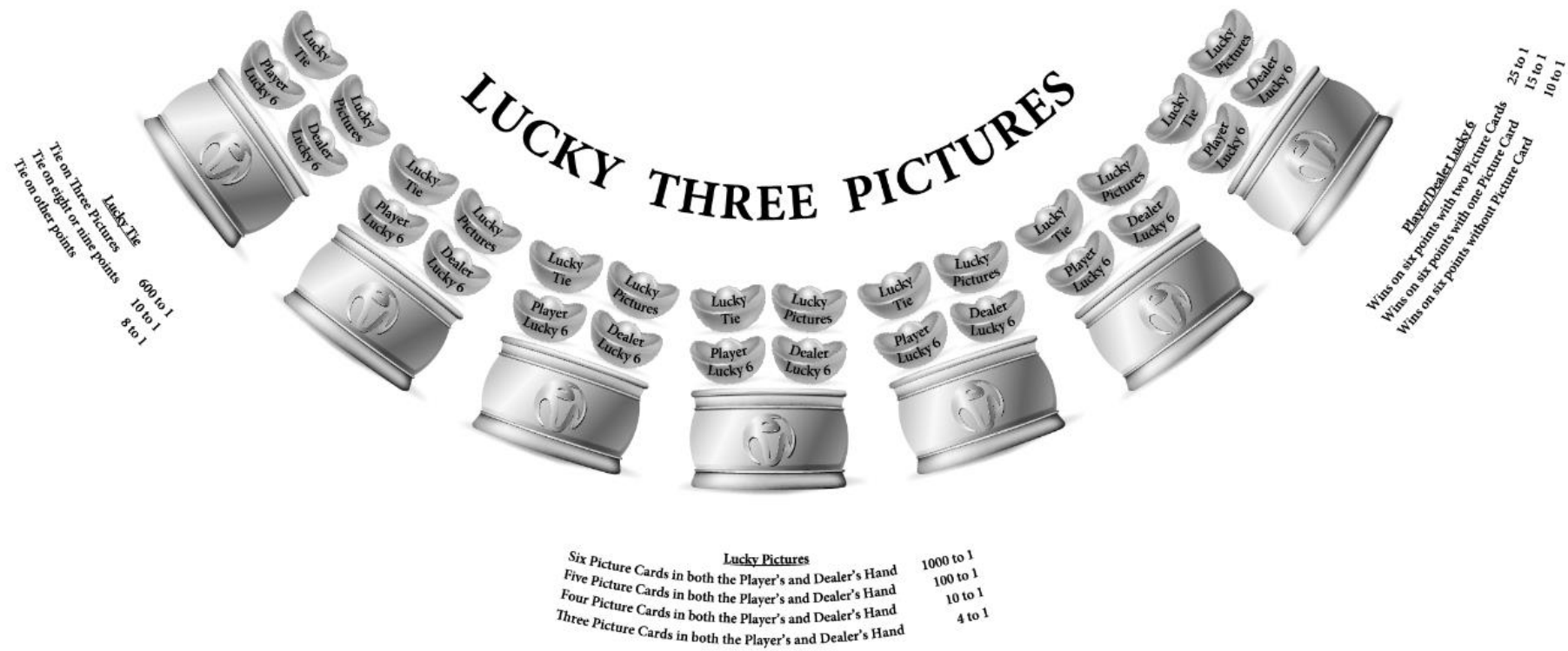
5.6.3 have their Bet returned and the Hand invalidated.

All Players who have chosen the options set out in paragraph 5.6.1 or 5.6.2 above must then accept any subsequent cards dealt on that Round of play.

- 5.7 After the Dealer announces “No more Bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.8 If an incorrect number of cards are dealt to a Player’s Hand, that Player’s Hand shall be removed from play and his Bets returned, provided that this is noticed before the commencement of the next Round of play and the cards cannot be Reconstructed.
- 5.8.1 The remaining Players on the gaming table shall be given the options set out in paragraph 5.6.
- 5.9 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.
- 5.10 In the event two cards or more have been drawn simultaneously, and the order of the cards cannot be determined, regardless of whether the cards have been exposed, the decision as to which card is to be received first shall be made by the Pit Supervisor or above.
- 5.10.1 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.6.
- 5.11 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.12 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.13 In the event a Player has placed a Bet on a Lucky Tie and/or Lucky Pictures and/or Player Lucky 6 and/or Dealer Lucky 6 betting box that does not have an Initial Bet on that betting box and this is noticed by the Dealer after the commencement of the Round of play, the Lucky Tie and/or Lucky Pictures and/or Player Lucky 6 and/or Dealer Lucky 6 Bet shall be removed from play and his Bets returned.

- 5.14 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.15 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.16 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

Appendix A



Appendix B

LUCKY THREE PICTURES

Lucky Tie
Tie on Three Pictures
Tie on eight or nine points
Tie on other points

600 to 1
10 to 1
8 to 1

Lucky Pictures
Six Picture Cards in both the Player's and Dealer's Hand
Five Picture Cards in both the Player's and Dealer's Hand
Four Picture Cards in both the Player's and Dealer's Hand
Three Picture Cards in both the Player's and Dealer's Hand

1000 to 1
100 to 1
10 to 1
4 to 1

Player/Dealer Lucky 6
Wins on six points with two Picture Cards
Wins on six points with one Picture Card
Wins on six points without Picture Card

25 to 1
15 to 1
10 to 1

Appendix C

LUCKY THREE PICTURES

Lucky Pictures

Six Picture Cards in both the Player's and Dealer's Hand 1000 to 1
Five Picture Cards in both the Player's and Dealer's Hand 100 to 1
Four Picture Cards in both the Player's and Dealer's Hand 10 to 1
Three Picture Cards in both the Player's and Dealer's Hand 4 to 1

Lucky Tie

Tie on Three Pictures 600 to 1
Tie on eight or nine points 10 to 1
Tie on other points 8 to 1

Player/Dealer Lucky 6

Wins on six points with two Picture Cards 25 to 1
Wins on six points with one Picture Card 15 to 1
Wins on six points without Picture Card 10 to 1

Appendix D

Lucky Tie
Tie on Three Pictures 600 to 1
Tie on eight or nine points 10 to 1
Tie on other points 8 to 1



LUCKY THREE PICTURES



- Lucky Pictures**
- Six Picture Cards in both the Player's and Dealer's Hand 1000 to 1
 - Five Picture Cards in both the Player's and Dealer's Hand 100 to 1
 - Four Picture Cards in both the Player's and Dealer's Hand 10 to 1
 - Three Picture Cards in both the Player's and Dealer's Hand 4 to 1



Player/Dealer Lucky 6
Wins on six points with two Picture Cards 25 to 1
Wins on six points with one Picture Card 15 to 1
Wins on six points without Picture Card 10 to 1

Appendix E

Lucky Tie
Tie on three Pictures 600 to 1
Tie on eight or nine points 10 to 1
Tie on other points 8 to 1



LUCKY THREE PICTURES

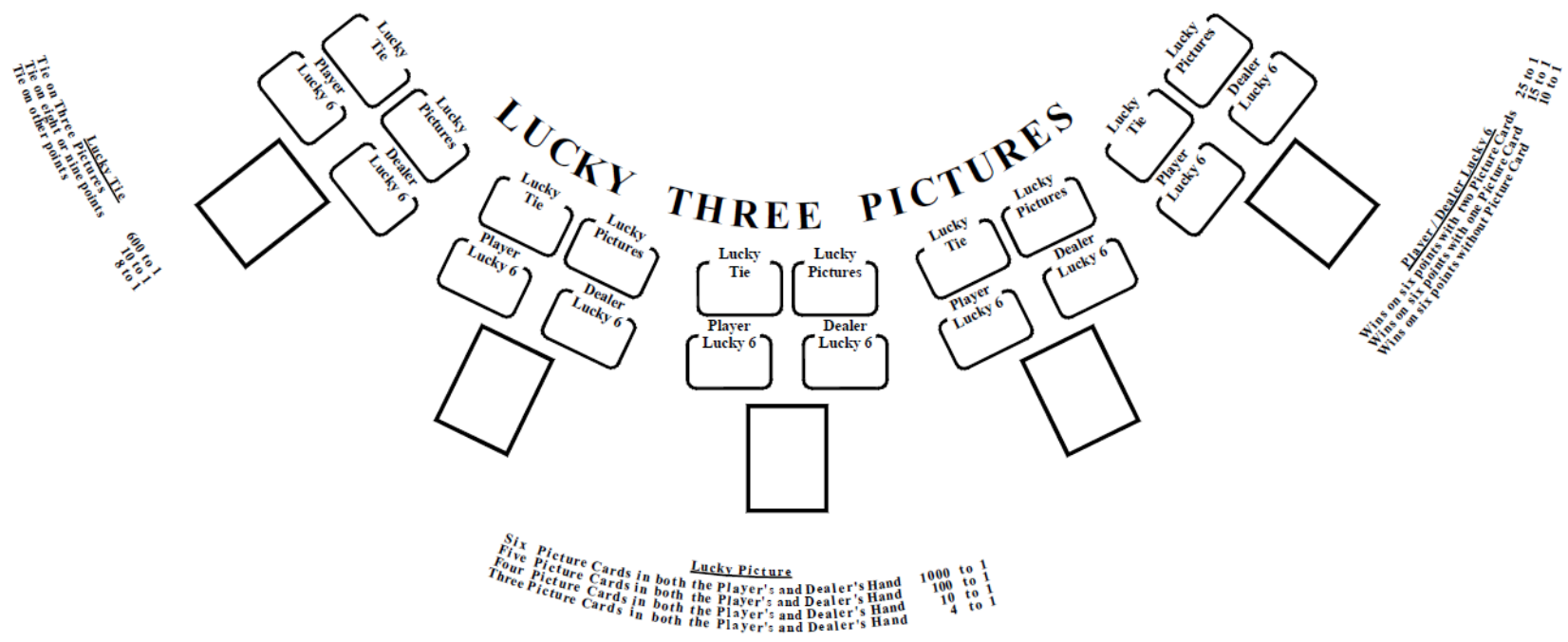


Lucky Pictures
Six Picture Cards in both the Player's and Dealer's Hand 1000 to 1
Five Picture Cards in both the Player's and Dealer's Hand 100 to 1
Four Picture Cards in both the Player's and Dealer's Hand 10 to 1
Three Picture Cards in both the Player's and Dealer's Hand 4 to 1

Player/Dealer Lucky 6
Wins on six points with two Picture Cards 25 to 1
Wins on six points with one Picture Card 15 to 1
Wins on six points without Picture Card 10 to 1



Appendix F



Appendix G

Non-Commission Lucky Three Pictures Ranking List (Descending Order)	
Three Pictures	3 Picture Cards
Double Pictures Nine	2 Picture Cards + a card with a numeral value of 9
Single Picture Nine	1 Picture Card + Point Total of remaining cards equalling to 9
Plain Nine	Point Total of three cards equalling 9
Double Pictures Eight	2 Picture Cards + a card with a numeral value of 8
Single Picture Eight	1 Picture Card + Point Total of remaining cards equalling to 8
Plain Eight	Point Total of three cards equalling 8
Double Pictures Seven	2 Picture Cards + a card with a numeral value of 7
Single Picture Seven	1 Picture Card + Point Total of remaining cards equalling to 7
Plain Seven	Point Total of three cards equalling 7
Double Pictures Six	2 Picture Cards + a card with a numeral value of 6
Single Picture Six	1 Picture Card + Point Total of remaining cards equalling to 6
Plain Six	Point Total of three cards equalling 6
Double Pictures Five	2 Picture Cards + a card with a numeral value of 5
Single Picture Five	1 Picture Card + Point Total of remaining cards equalling to 5
Plain Five	Point Total of three cards equalling 5
Double Pictures Four	2 Picture Cards + a card with a numeral value of 4
Single Picture Four	1 Picture Card + Point Total of remaining cards equalling to 4
Plain Four	Point Total of three cards equalling 4
Double Pictures Three	2 Picture Cards + a card with a numeral value of 3
Single Picture Three	1 Picture Card + Point Total of remaining cards equalling to 3
Plain Three	Point Total of three cards equalling 3
Double Pictures Two	2 Picture Cards + a card with a numeral value of 2
Single Picture Two	1 Picture Card + Point Total of remaining cards equalling to 2
Plain Two	Point Total of three cards equalling 2
Double Pictures One	2 Picture Cards + a card with a numeral value of 1
Single Picture One	1 Picture Card + Point Total of remaining cards equalling to 1
Plain One	Point Total of three cards equalling 1
Double Pictures Zero	2 Picture Cards + a card with a numeral value of 10
Single Picture Zero	1 Picture Card + Point Total of remaining cards equalling to 0
Plain Zero	Point Total of three cards equaling 0