

7 UP BACCARAT PROGRESSIVE
(MBS)
Game Rules
(Version 2)

w.e.f. 6 August 2013

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1. Definitions

1.1. In these rules;

- 1.1.1. “Hand” means the cards that have been dealt to the “Banker” or “Player” in a round of play.
- 1.1.2. “Initial deal” means only the first two cards to the “Player” and the first two cards to the “Banker” have been dealt. The first card of the “Player” hand will always have a value of 7.
- 1.1.3. “Progressive Super 7’s Jackpot wager” means an optional wager placed prior to the cards being dealt that entitles a player to a Jackpot payout during a round of play if the total number of 7’s dealt to both the “Player” and “Banker” hands, including the mandatory 7 card dealt to the “Player” hand, is equal to 3 or more.
- 1.1.4. “Lucky Player Jackpot” is a random selection generated by the system from all the Players who participated in the Progressive Super 7’s Jackpot.
- 1.1.5. “Natural” means a point total of eight or nine for either the “Player” hand or the “Banker” hand in the initial deal.
- 1.1.6. “Point total” means the total value of cards in a hand.
- 1.1.7. “Round of play” means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.8. “Super 7’s” is any completed hand that contains at least 3 cards of 7, inclusive of the mandatory 7 card dealt to the “Player” hand.
- 1.1.9. “Tie” means that both the “Player” hand and the “Banker” hand have the same point total at the end of a round of play.
- 1.1.10. “Credit” means an amount a Player is required to wager to participate in the Progressive Super 7’s Jackpot. Players may be permitted to wager multiple credits.

2. Mode Of Play

- 2.1. The game of “7 Up Baccarat Progressive” shall be played with four to eight decks of cards, with each deck having 52 cards without jokers and with backs of the same colour and design.
- 2.2. The layout for this game is as shown in Diagram “A” , “B”, “C”, “D” and “E” with;
 - 2.2.1. Betting areas for the placement of “Banker” wagers;
 - 2.2.2. Betting areas for the placement of “Player” wagers;
 - 2.2.3. Betting areas for the placement of “Tie” wagers; and
 - 2.2.4. Betting areas for the placement of “Progressive Super 7’s” wagers.

Diagram “A”

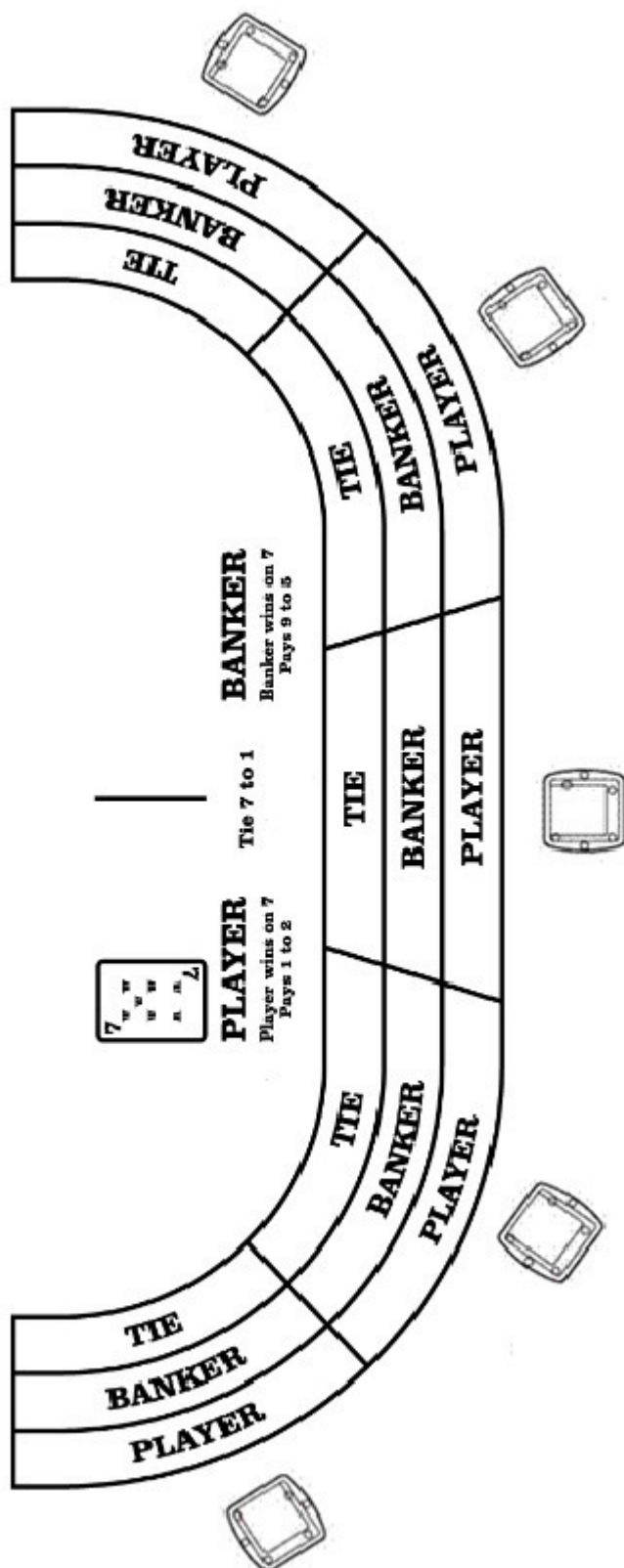


Diagram “B”

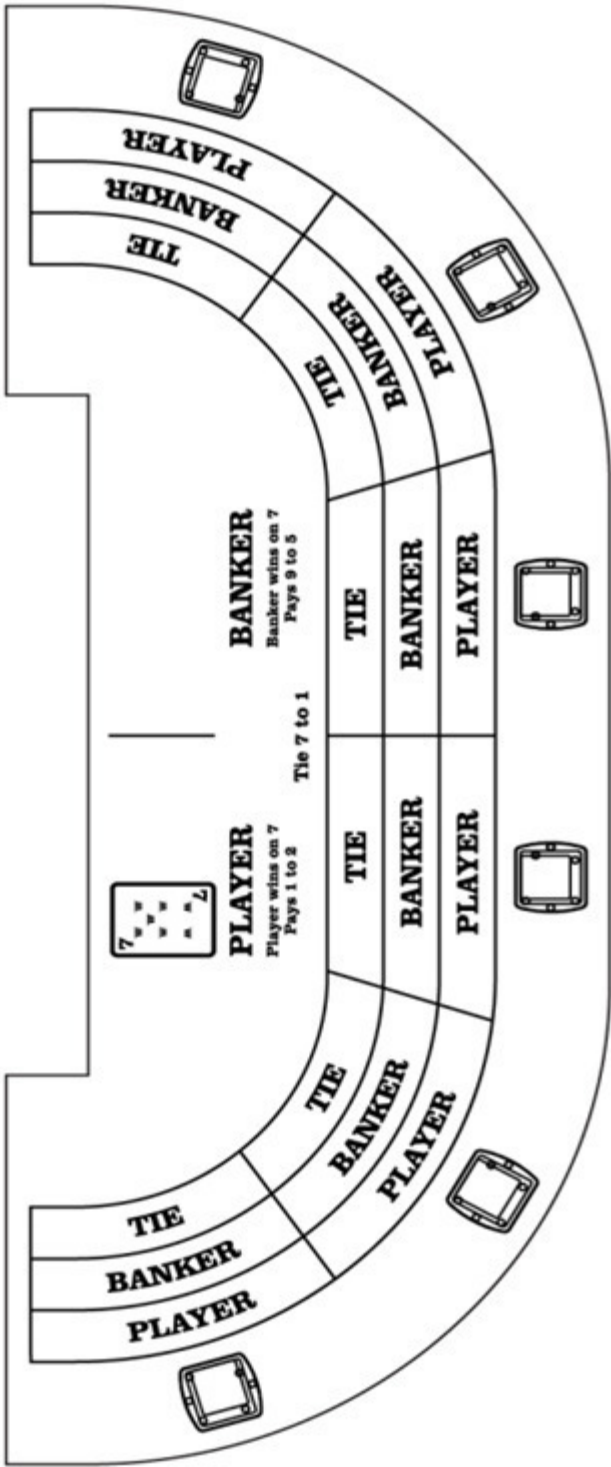


Diagram “C”

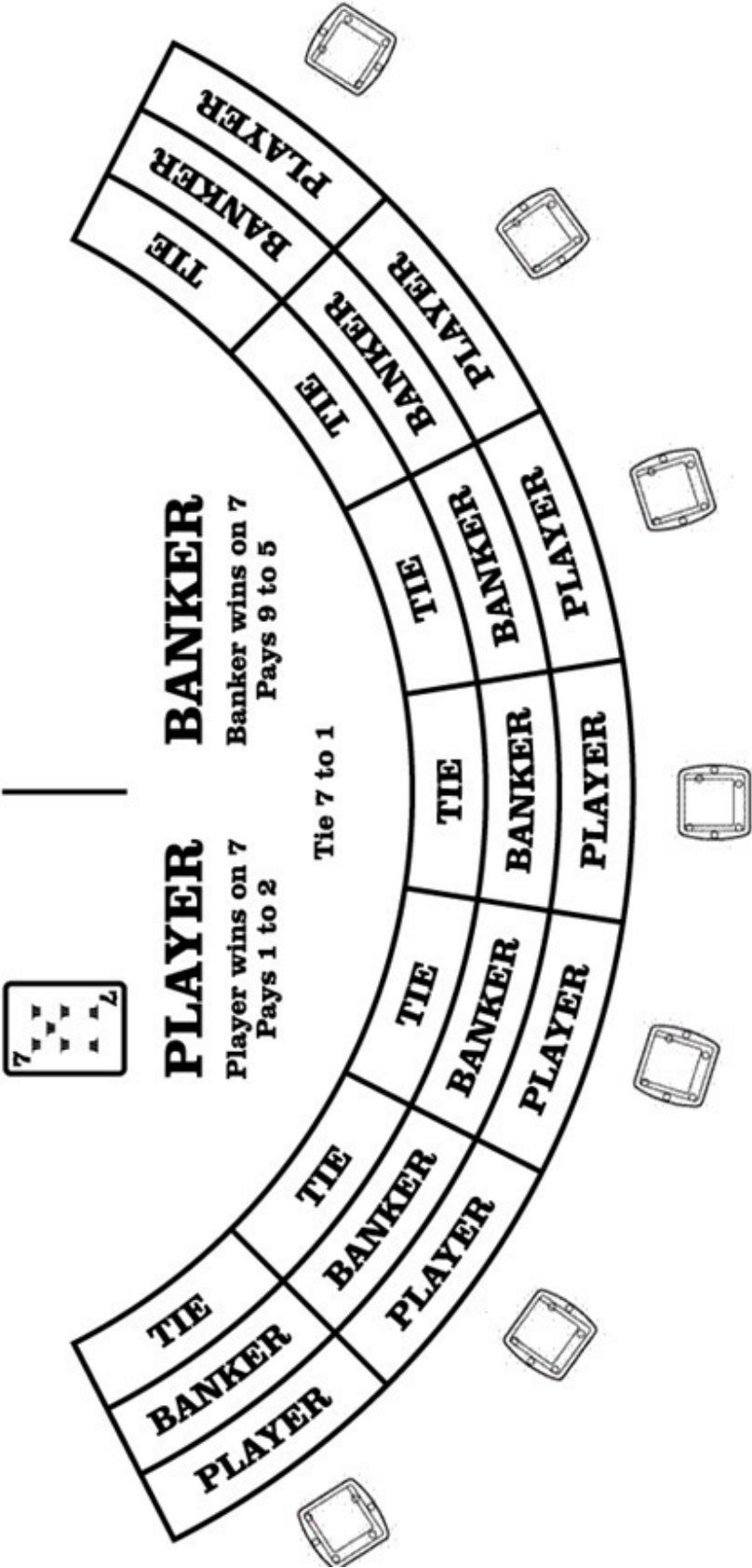


Diagram “D”

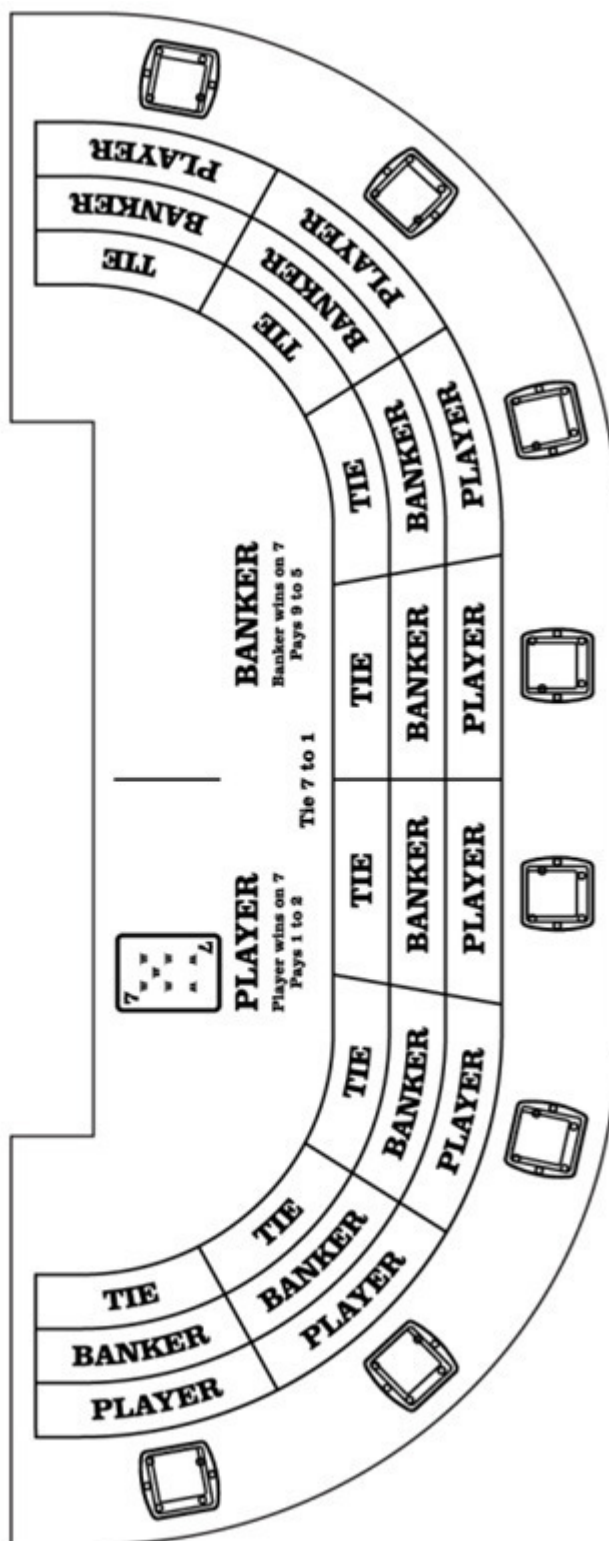
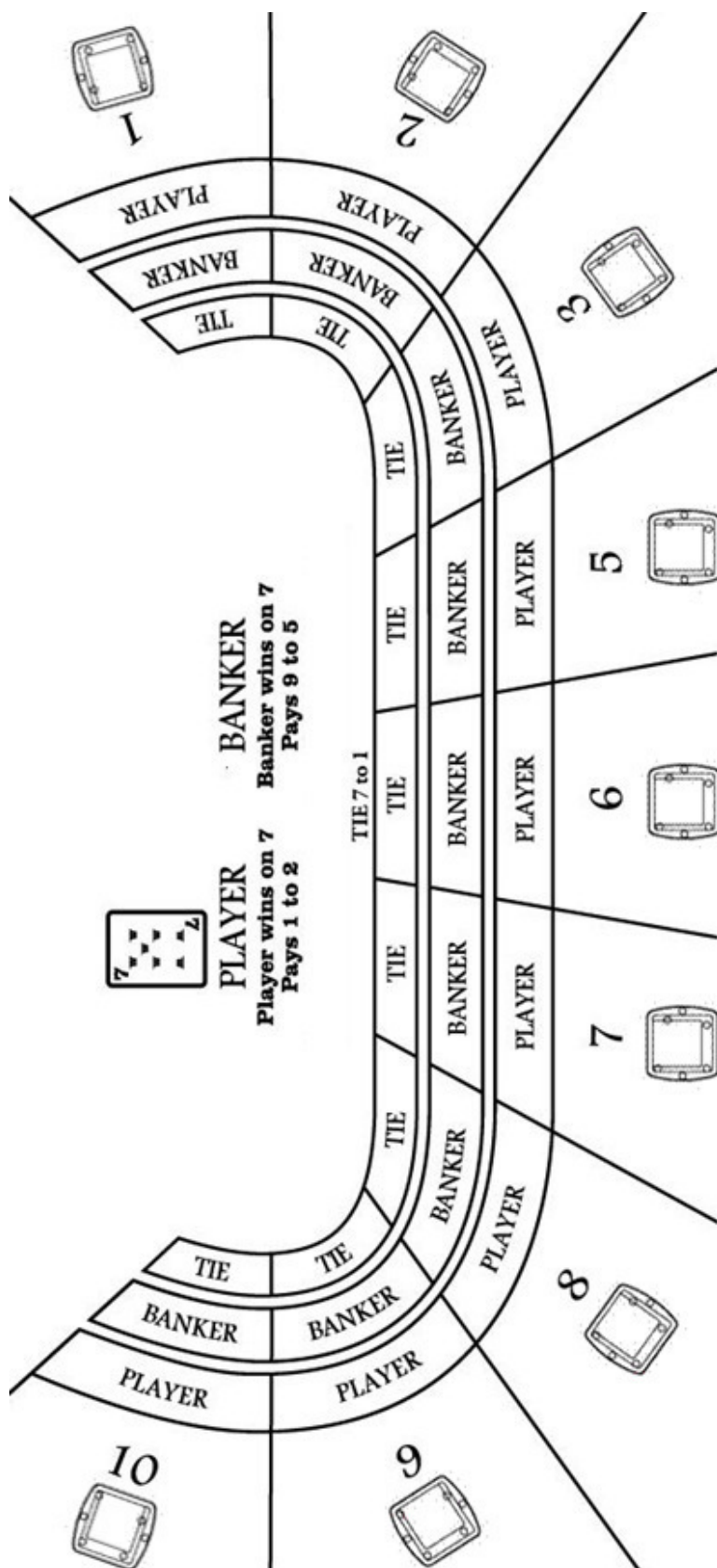


Diagram "E"



3. How To Play

- 3.1. Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2. Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3. “Banker”, “Player”, “Tie” and “Progressive Super 7’s Jackpot wagers” are independent wagers and may be played in combination or individually. Progressive Super 7’s Jackpot wager” is made by using the approved automated wagering system located below each betting area.
- 3.4. The point value of cards shall be as follows;
 - 3.4.1. Any card from Two to Nine inclusive shall have as its point value its face value and an Ace shall have as its point value a value of one; and;
 - 3.4.2. Any Ten, Jack, Queen or King shall have a point value of zero.
- 3.5. The point total of a hand shall be as follows;
 - 3.5.1. Where the total value of the cards in the hand is a number between zero and nine, the point total shall be that number. Or;
 - 3.5.2. Where the total value of the cards in the hand is the number ten or a higher number, the point total shall be the right digit of that number only.
- 3.6. There shall be two hands dealt, one of which shall be designated as the “Player” hand and the other as the “Banker” hand.
- 3.7. The first card of the “Player” hand shall always have a value of 7.
- 3.8. Three cards shall then be dealt from the shoe with;
 - 3.8.1. The first and third cards dealt representing the first and second cards of the “Banker” hand. And;
 - 3.8.2. The second card dealt representing the second card of the “Player” hand.
- 3.9. Following the announcement of the point total of each hand after the initial four cards are known , the Dealer shall deal a third card if so required pursuant to the Table of Play below;
 - 3.9.1. If the point total of the “Player” hand or the “Banker” hand after the initial four cards are known is 8 or 9, which is called a “Natural”, no more cards shall be dealt to either hand.
 - 3.9.2. When the “Player” has;

0-1-2-3-4-5	“Player” draws a card
6-7	“Player” stands
8-9	Natural, no cards are drawn to either hand
 - 3.9.3. When the “Player” stands, the “Banker” draws on 0-5 and stands on 6 or 7.

3.9.4. When the “Banker” has;

0-1-2 “Banker” draws when the “Player” third card has a point value of 0-9.

3 “Banker” draws when the “Player” third card has a point value of 0-9, except for 8.

4 “Banker” draws when the “Player” third card has a point value of 2-7.

5 “Banker” draws when the “Player” third card has a point value of 4-7.

6 “Banker” draws when the “Player” third card has a point value of 6 or 7.

“Banker” stands at all other times.

3.10. The winner of the round of play is the hand with the highest point total.

3.10.1. If the “Player” and “Banker” hands have an identical point total, the round of play is a “Tie”. The initial wagers on “Player” and “Banker” do not win or lose in the case of a “Tie” and all “Tie” wagers win.

4. Settlement

4.1. Settlement of wagers shall be as follows;

Winning Bet	Pays
“Banker” with point total of 7	9 to 5
“Banker” with any other point total	1 to 1
“Player” with point total of 7	1 to 2
“Player” with any other point total	1 to 1
“Tie” with point total of 7	9 to 1
“Tie” with any other point total	7 to 1

4.2. “Progressive Super 7’s Jackpot” payout odds shall be as follows;

“ Super 7’s”	Pays
Six 7’s	100% of Jackpot
Five 7’s	500 to 1
Four 7’s	35 to 1
Three 7’s	15 to 1
“Lucky Player”	5 to 1

4.2.1. A Player(s) will qualify for the “Lucky Player” payout if he makes a “Progressive Super 7’s Jackpot wager” and his betting area is selected by the system as the “Lucky Player” for that round of play.

5. Irregularities

5.1. If a foreign card is found in the course of a game;

5.1.1. The current round of play shall be void; and;

5.1.2. All results of the previous games will stand.

5.2. If the “Player” hand or the “Banker” hand is dealt an incorrect number of cards during the game, provided that this is noticed before the commencement of play of the next game and the cards cannot be reconstructed the round of play shall be void.

5.3. In the event that two or more cards are simultaneously drawn from the shoe or device and it is not possible to ascertain the order of the cards drawn during the initial deal, the round of play shall be void.

5.4. If there are insufficient cards in the shoe to complete a round of play, the round of play shall be void.

5.5. After the Dealer has announced “No more bets”, no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honored.

5.6. After the Dealer has announced “No more bets”, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.