

**7 UP BACCARAT  
(MBS)  
Game Rules**

**Version 6**

*w.e.f. 17 February 2017*

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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. "Natural" means a point total of eight or nine for either the "Player" hand or the "Banker" hand in the initial deal.
- 1.1.4. "Point total" means the total value of cards in a hand.
- 1.1.5. "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.
- 1.1.6. "Tie" means that both the "Player" hand and the "Banker" hand have the same point total at the end of a round of play.
- 1.1.7. "Super 7's" is any completed round that contains at least 2 cards of 7s, dealt to both "Player" and "Banker" hands, inclusive of the mandatory 7 card dealt to the "Player" hand.

## **2. Mode of Play**

- 2.1. The game of 7 Up Baccarat shall be played with four to ten 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", "E" and "F" 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 "Super 7's" wagers.

Diagram “A”

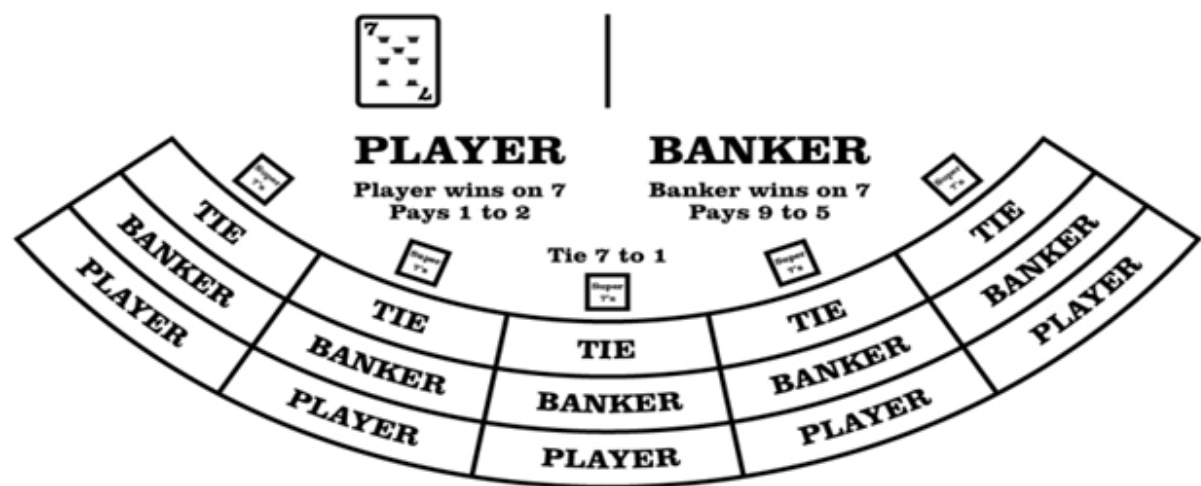


Diagram “B”

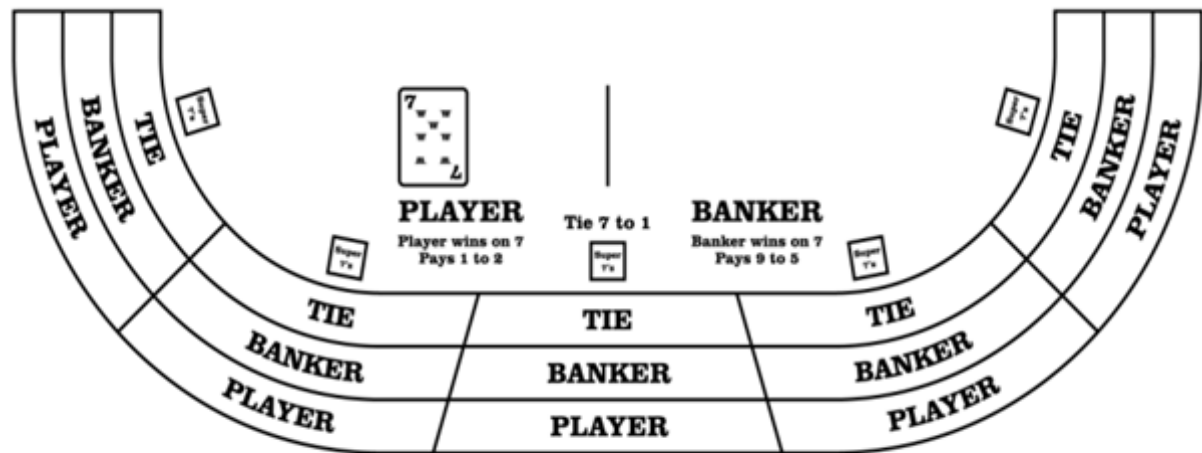


Diagram “C”

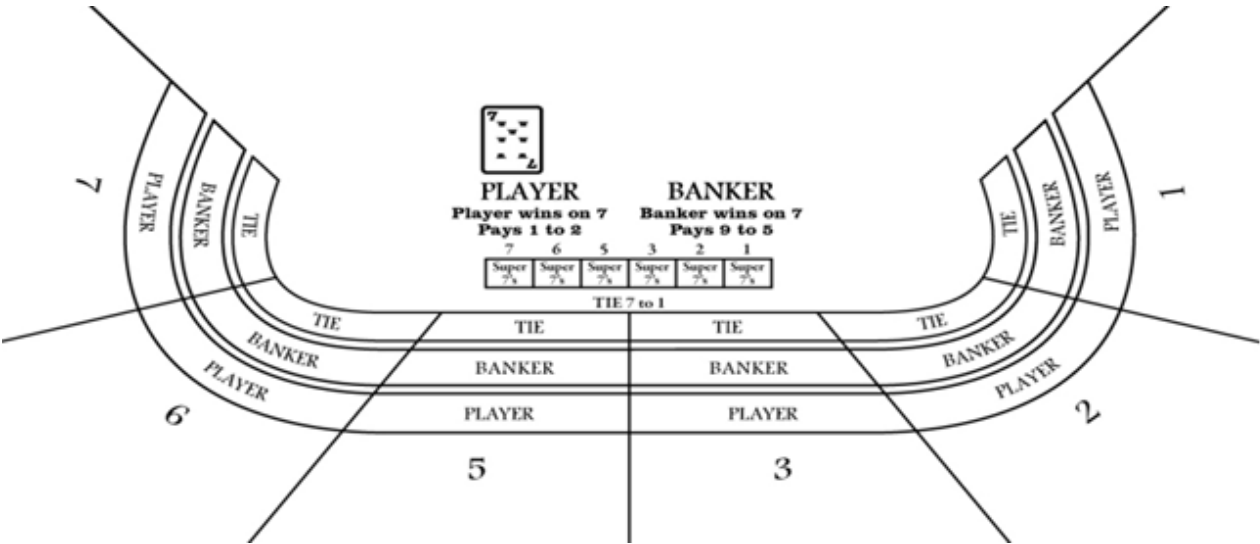
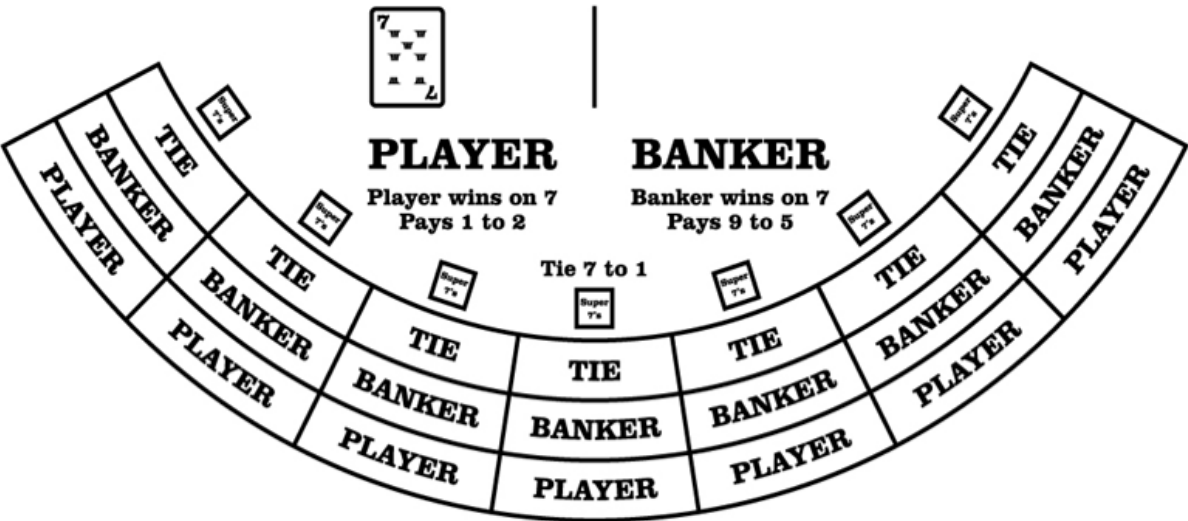


Diagram “D”



The diagram illustrates a roulette table layout with the following sections:

- Perimeter Numbers:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 00.
- Inner Ring:** Labeled 'PLAYER' and 'BANKER' for each number.
- Outer Ring:** Labeled 'TIE' for each number.
- Center:** Labeled 'PLAYER' and 'BANKER'.
- Bottom Center:** Labeled 'TIE 7 to 1'.
- Inset:** A small square showing a roulette wheel with the number 7 highlighted.

The diagram illustrates a roulette table layout with the following components:

- Perimeter Numbers:** 1, 2, 3, 5, 6, 7, 8, 9, 10.
- Bet Sections:**
  - PLAYER:** Located on the left side of the table.
  - BANKER:** Located on the right side of the table.
  - TIE:** Located in the center of the table, between the PLAYER and BANKER sections.
- Central Area:**
  - A card showing the number 7.
  - The text "PLAYER Banker" and "Player wins on 7 Banker wins on 7".
  - A table showing the odds for each number:

10	9	8	7	6	5	3	2	1
Super 7's	Super 7's	Super 7's	Super 7's	Super 7's	Super 7's	Super 7's	Super 7's	Super 7's
- Other Sections:**
  - TIE 7 to 1:** Located in the center of the table, below the central area.
  - Super 7's:** Located in the center of the table, below the TIE 7 to 1 section.

### 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. The point value of cards shall be as follows:
  - 3.3.1. 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
  - 3.3.2. Any Ten, Jack, Queen or King shall have a point value of zero.
- 3.4. The point total of a hand shall be as follows:
  - 3.4.1. 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
  - 3.4.2. 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.
- 3.5. "Banker", "Player", "Tie" and "Super 7's" wagers are independent wagers and may be played in combination or individually.
- 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 dealt, a third card shall be dealt if so required pursuant to the Table of Play below:

#### Table of Play

- 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. Settlement of wagers for Super 7s shall be as follows:

Winning Bet	Pays
Any two 7s	2 to 1
Any three 7s	5 to 1
Any four 7s	17 to 1
Any five 7s	70 to 1
Six 7s	700 to 1



## **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. In the event that the order of the cards in the card shoe is altered and cannot be reconstructed, regardless of whether the cards have been exposed, the round of play shall be void.
- 5.5. If there are insufficient cards in the shoe to complete a round of play, the round of play shall be void.
- 5.6. 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 honoured.
- 5.7. 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.