

**SANDS SUPER BACCARAT  
(MBS)  
Game Rules**

*w.e.f. 28 July 2017*

- 1. Definitions**
- 2. Mode of Play**
- 3. How to Play**
- 4. Settlement**
- 5. Irregularities**

## 1. Definitions

1.1. In these rules:

- 1.1.1. "Banker Wins On" means a wager that wins if the round of play results in the "Banker" hand winning with the specific point total wagered on.
- 1.1.2. "Colour chips" means chips not carrying a specified denomination that are issued to a Player.
- 1.1.3. "Hand" means the cards that have been dealt to the "Banker" or "Player" in a round of play.
- 1.1.4. "Initial deal" means only the first two cards to the "Player" and the first two cards to the "Banker" have been dealt.
- 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. "Player Precious Pair" or "Banker Precious Pair" means an additional wager which wins if the first two cards dealt to either the "Player" hand or the "Banker" hand are either:
  - 1.1.6.1. Pair of Diamond 4's (i.e. 4♦ 4♦); or
  - 1.1.6.2. Other Pairs of 4's (except Pair of Diamond 4's). Other Pairs of 4's may either be Suited (2 cards of 4's of the same suit e.g. 4♣ 4♣) or Unsuited (2 cards of 4's not of the same suit e.g. 4♥ 4♠); or
  - 1.1.6.3. Diamond Pairs (except Pair of Diamond 4's). Diamond Pairs are 2 cards of the same face value and same Diamonds suit (e.g. Q♦ Q♦); or
  - 1.1.6.4. Other Pairs (except Pair of Diamond 4's, Other Pairs of 4's, and Diamond Pairs). Other Pairs are 2 cards of the same face value that may either be Suited (e.g. Q♥ Q♥) or Unsuited (e.g. K♣ K♥).
- 1.1.7. "Player Wins On" means a wager that wins if the round of play results in the "Player" hand winning with the specific point total wagered on.
- 1.1.8. "Point total" means the total value of cards in a hand.
- 1.1.9. "Player/Banker Red" and "Player/Banker Black" means the colour of the suit of a playing card, namely Red for Hearts and Diamonds and Black for Clubs and Spades.
- 1.1.10. "Round of play" means the period of play beginning with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.11. "Sands Six" means an additional wager that may be placed by a Player and wins if the "Player" or "Banker" wins with a point total of six or "Tie" with a point total of six and loses with any other outcome.
- 1.1.12. "Tie" means that both the "Player" hand and the "Banker" hand have the same point total at the end of a round of play.
- 1.1.13. "Tie Wins On" means a wager that wins if the round of play result is a "Tie" on the specific point total wagered on.

## 2. Mode of Play

- 2.1. The game of Sands Super 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", with:
- 2.2.1. Betting areas for the placement of "Player" wagers;
  - 2.2.2. Betting areas for the placement of "Banker" wagers;
  - 2.2.3. Betting areas for the placement of "Tie" wagers;
  - 2.2.4. Betting areas for the placement of "Player/Banker Red" wagers;
  - 2.2.5. Betting areas for the placement of "Player/Banker Black" wagers;
  - 2.2.6. Betting areas for the placement of "Sands Six" wagers;
  - 2.2.7. Betting areas for the placement of "Precious Pair" wagers;
  - 2.2.8. Betting areas for "Player Wins On" wagers;
  - 2.2.9. Betting areas for "Banker Wins On" wagers; and
  - 2.2.10. Betting areas for "Tie Wins On" wagers.

Diagram "A"

PLAYER   BANKER											
<b>PLAYER</b> 1 to 1		<i>PLAYER PRECIOUS PAIR</i> Pair of Diamond 4's 30 to 1 Other Pairs of 4's 15 to 1 Diamond Pairs 12 to 1 Other Pairs 9 to 1			<b>TIE</b> 8 to 1		<i>BANKER PRECIOUS PAIR</i> Pair of Diamond 4's 30 to 1 Other Pairs of 4's 15 to 1 Diamond Pairs 12 to 1 Other Pairs 9 to 1			<b>BANKER</b> 1 to 1 <i>Banker wins on 6 pays 50%</i>	
PLAYER RED 2 to 1		PLAYER BLACK 2 to 1		<b>SANDS SIX</b> BANKER WINS ON 6 : 6 to 1 PLAYER WINS ON 6 : 6 to 1 TIE ON 6 : 6 to 1				BANKER RED 2 to 1		BANKER BLACK 2 to 1	
TIE WINS ON	0 100 to 1	1 150 to 1	2 150 to 1	3 150 to 1	4 100 to 1	5 80 to 1	6 35 to 1	7 35 to 1	8 50 to 1	9 50 to 1	TIE WINS ON
BANKER WINS ON	1 150 to 1	2 80 to 1	3 50 to 1	4 25 to 1	5 15 to 1	6 11 to 1	7 8 to 1	8 6 to 1	9 5 to 1	9 5 to 1	BANKER WINS ON
PLAYER WINS ON	1 150 to 1	2 80 to 1	3 50 to 1	4 50 to 1	5 30 to 1	6 11 to 1	7 8 to 1	8 6 to 1	9 5 to 1	9 5 to 1	PLAYER WINS ON

### 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. "Player", "Banker", "Player/Banker Red", "Player/Banker Black", "Precious Pair", "Tie", "Sands Six", "Tie Wins On", "Player Wins On" and "Banker Wins On" 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. Four cards shall be dealt from the shoe with:
  - 3.7.1. The first and third cards dealt representing the first and second cards of the "Player" hand; and
  - 3.7.2. The second and fourth cards dealt representing the first and second cards of the "Banker" hand.
- 3.8. "Player Precious Pairs" and/or "Banker Precious Pairs" wagers will win if the first two cards of the "Player" and/or the "Banker" constitute a hand as described in Rule 1.1.6. and loses with any other outcome.

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:

<b>TABLE OF PLAY</b>			
If the point total of the "Player" hand or the "Banker" hand after the initial four cards are dealt is 8 or 9, which is called a "Natural", no more cards shall be dealt to either hand.			
If there is no "Natural" hand:			
<b>Player</b>		<b>Banker</b>	
0,1,2,3,4,5 6,7	Draws a Card Stands	0-1-2 3 4 5 6 7	Draws a Card Draws except when Player draws an "8" as 3 <sup>rd</sup> card Draws when Players 3 <sup>rd</sup> card is 2,3,4,5,6 or 7 Draws when Players 3 <sup>rd</sup> card is 4,5,6 or 7 Draws when Players 3 <sup>rd</sup> card is 6 or 7 Stands
When Player stands on 6 or 7 Banker draws on 0 - 5			

- 3.10. The winner of the round of play is the hand with the highest point total.
- 3.11. 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 "Tie" wagers win.
- 3.12. When the "Banker" or "Player" win or "Tie" with a total of six points, the "Sands Six" wagers win.
- 3.13. "Player/Banker Red" wins if the initial two cards are "Red" in suit as described in Rule 1.1.9.
- 3.14. "Player/Banker Black" wins if the initial two cards are "Black" in suit as described in Rule 1.1.9.

**4. Settlement**

4.1. Settlement of wagers shall be as follows:

<b>Winning Bet</b>	<b>Pays</b>
"Banker" with point total of 6	1 to 2
"Banker" with any other point total except for point total of 6	1 to 1
"Player"	1 to 1
"Tie"	8 to 1
"Player" or "Banker" "Black"	2 to 1
"Player" or "Banker" "Red"	2 to 1
"Sands Six"	6 to 1

4.2. Settlement of Player/Banker “Precious Pair” wagers shall be as follows:

Winning Bet	Pays
Pair of Diamond 4's	30 to 1
Other Pairs of 4's (except Pair of Diamonds 4's)	15 to 1
Diamond Pairs (except Pair of Diamonds 4's)	12 to 1
Other Pairs (except Pair of Diamonds 4's, Other Pairs of 4's and Diamond Pairs)	9 to 1

All “Precious Pair” bets will be paid only once and to the highest value of the pair. i.e. A pair of Diamonds 4's will be paid 30 – 1 and will not be paid 15 - 1, 12 - 1 and 9 – 1.

4.3. Settlement of “Player Wins On” wagers shall be as follows:

Winning Bet	Pays
Player with a point total of 1	150 to 1
Player with a point total of 2	80 to 1
Player with a point total of 3	50 to 1
Player with a point total of 4	50 to 1
Player with a point total of 5	30 to 1
Player with a point total of 6	11 to 1
Player with a point total of 7	8 to 1
Player with a point total of 8	6 to 1
Player with a point total of 9	5 to 1

4.4. Settlement of “Banker Wins On” wagers shall be as follows:

Winning Bet	Pays
Banker with a point total of 1	150 to 1
Banker with a point total of 2	80 to 1
Banker with a point total of 3	50 to 1
Banker with a point total of 4	25 to 1
Banker with a point total of 5	15 to 1
Banker with a point total of 6	11 to 1
Banker with a point total of 7	8 to 1
Banker with a point total of 8	6 to 1
Banker with a point total of 9	5 to 1

4.5 Settlement of "Tie Wins On" wagers shall be as follows:

<b>Winning Bet</b>	<b>Pays</b>
Tie with a point total of 0	100 to 1
Tie with a point total of 1	150 to 1
Tie with a point total of 2	150 to 1
Tie with a point total of 3	150 to 1
Tie with a point total of 4	100 to 1
Tie with a point total of 5	80 to 1
Tie with a point total of 6	35 to 1
Tie with a point total of 7	35 to 1
Tie with a point total of 8	50 to 1
Tie with a point total of 9	50 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.