

THREE PICTURES

(MBS)

Games Rules

(Version 2)

w.e.f. 31 December 2010

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

1. Definitions

1.1 In these rules:

- 1.1.1. "Knight" refers to the term used to define Jacks, Queens and Kings.
- 1.1.2. "Three Pictures" means a Player's hand comprising of three Knights.
- 1.1.3. "Tie" means that the Player's and the Dealer's hands have the same point count.
- 1.1.4. "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.

2. Mode of Play

2.1. The game of Three Pictures shall be played with one deck of 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" or "B" with:

2.2.1. Betting areas for the placement of wagers;

2.2.2. A betting area for the placement of "Tie bets"; and

2.2.3. A betting area for the placement of "Three Pictures bets".

Diagram "A"

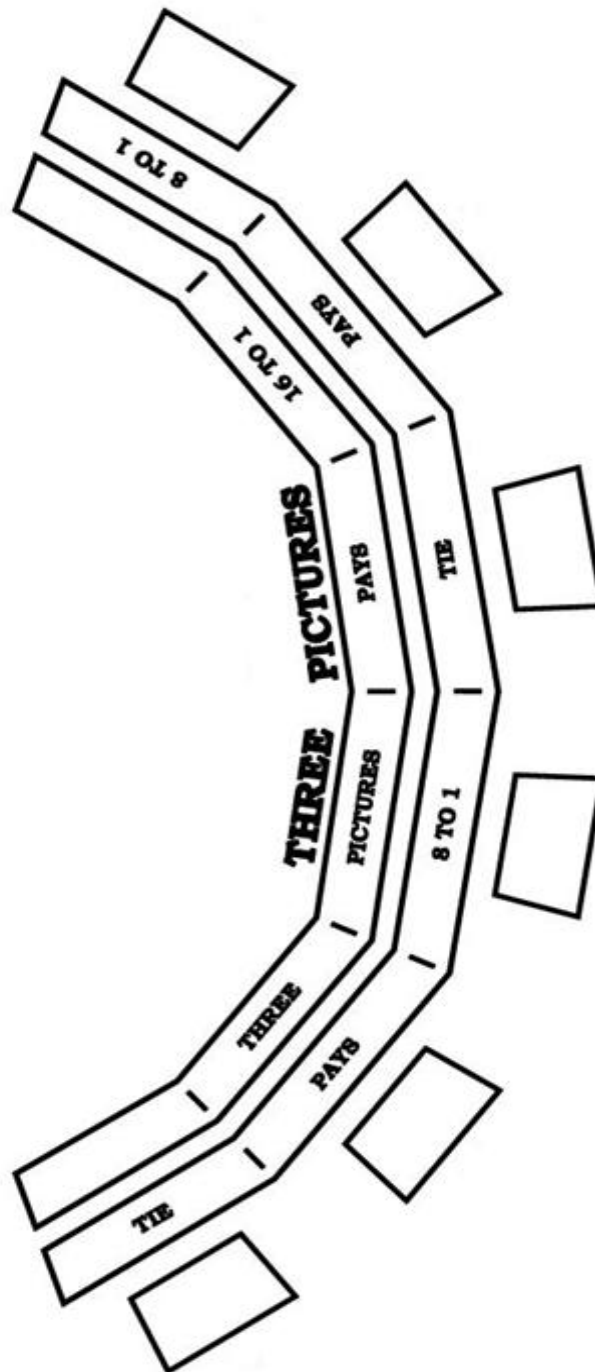
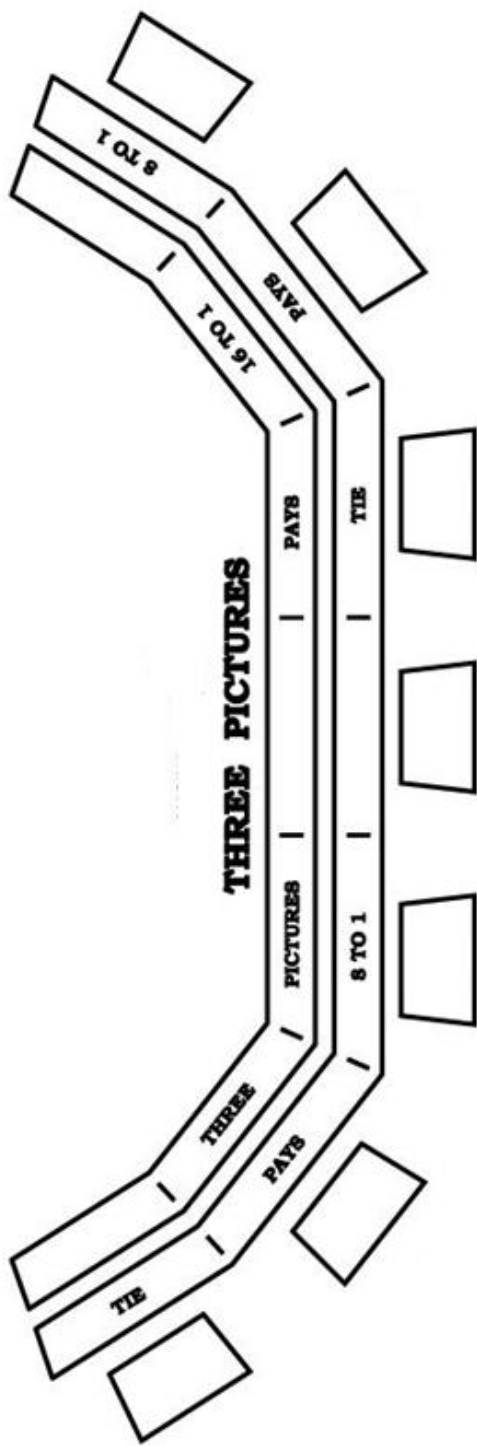


Diagram “B”



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. A wager on the "Tie bet" and/or "Three Pictures bet" may be placed after the Player has placed an initial bet.
- 3.4. After all wagers have been placed, starting from the Dealer's left and continuing clockwise, the Dealer shall deal three cards face down to each playing area. The Dealer will receive the last hand dealt.
- 3.5. After examining their cards, each Player will return them face up to their respective playing area.
- 3.6. After all hands have been returned, the Dealer will expose and announce his hand.
- 3.7. Upon comparing his hand to each Player's hand, the Dealer shall declare whether each Player has won, lost or tied.
- 3.8. Each hand consists of three cards with the point total of each hand determined by adding the value of each individual card.
 - 3.8.1. The point value of each card is their face value except for:
 - 3.8.1.1. Ten, King, Queen, Jack, which have a point value of zero, but only King, Queen and Jack will rank as knight cards with their respective point total.
- 3.9. The point total of a hand shall be:
 - 3.9.1. That number where the total value of the cards in the hand is a number between zero and nine; or
 - 3.9.2. The right digit of that number where the total value of the cards in the hand is the number ten or a higher number.
- 3.10. Three Knight Cards is the highest ranking hand.
- 3.11. Thereafter, hands are determined based on their point total from 0 to 9.
- 3.12. When a Player and the Dealer have the same point total, the hand with the most Knight cards wins.
- 3.13. If both the Dealer's and Player's hand have the same ranking, the hand will be declared a "Tie".
 - 3.13.1. When the Player's and the Dealer's hand have the same point total, the tie wager will be paid.
- 3.14. The Knight cards have no ranking, i.e. KK is equal to QJ and not higher than QJ.
- 3.15. There are no ranking of suits in the game of Three Pictures.

4. Settlement

4.1. Settlement of wagers shall be as follows:

Winning Wagers	Pays
Player wins on Six Points	1 to 2
Player wins on Other Points	1 to 1
Tie	8 to 1
Three Pictures	16 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 there is any shortage or excess of cards in the deck, the round of play shall be void.

5.3. Where the cards have been dealt incorrectly, and no Players have handled their cards, the round of play shall be void except if the incorrect distribution of cards can be reconstructed by moving complete hands from one betting area to another.

5.4. If an incorrect number of cards are dealt to the Dealer's hand, 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 honoured.

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.