# NON-COMMISSION BACCARAT WITH SUPER SIX

**Electronic Table Game** 

(RWS)
Game Rules

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Та	ble of Contents	Page Number
1.	Definitions	
2.	Mode of Play	5
3.	How to Play	6
4.	Settlement	8
5.	Irregularities	9

### 1. Definitions

In these rules:

**Baccarat Table of Play** refers to a set of mandatory rules that dictate whether the Player and Banker should stand or draw an additional card.

**Bet** shall have the same meaning as wager.

**Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.

**Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which the cards are dealt.

**House** refers to the Casino Operator.

**Natural** refers to a two-card total of eight or nine points achieved by either the Player Hand or the Banker Hand or both Hands.

**Non-Commission Baccarat** refers to a version of Baccarat where Bets placed on the Banker Hand shall be paid at odds of 1 to 1 except in the event when the Banker Hand wins on Six Points (in such an event, only 50% of the Bet amount on Banker shall be paid).

**Original Bet** refers to a Bet placed by a Player on Player's Betting box and/or Banker's Betting box.

Player refers to a person who places a Bet during a Round of play.

**Player Pair** or **Banker Pair** refers to the first two cards of either the Player Hand or the Banker Hand, as the case may be, and such two cards form a pair (for example 10, 10 or K, K).

**Player Terminal** refers to the individual terminals or devices of an Electronic Table Game on which a Player buys credits, places Bets and cashes out winnings.

**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.

**Reconstruction** refers to the returning of card(s) to their original intended sequential order.

**Round of play** refers to the period of play commencing when the Player Terminal displays "Place Your Bets" and concluding when a settlement is made.

**Super Six** refers to a side Bet placed on the Banker Hand to win with a Point Total of six on either two or three cards, with any other outcome being a loss.

**Tie** refers to a Round of play whereby the Player Hand and the Banker Hand have the same Point Total.

**Void** refers to a Round of play, Hand or Bet that has been invalidated and has no result.

# 2. Mode of Play

- 2.1 The Display
  - 2.1.1 The display for Non-Commission Baccarat with Super Six (Electronic Table Game) is as shown in the Player Terminals.

### 2.2 The Cards

2.2.1 The game shall be played with four to ten decks of cards, with each standard deck having 52 cards.

### 3. How to Play

- 3.1 Player may start placing a Bet when the Player Terminal displays "Place Your Bets".
- 3.2 No more Bets shall be placed after the Player Terminal displays "No More Bets".
- 3.3 Each Player shall play the game of Non-Commission Baccarat with Super Six (Electronic Table Game) by Betting on the display as shown in the Player Terminals. Player may choose to place a Bet on any one or more of the following:
  - "Player"
  - "Banker"
  - "Tie"
  - "Super Six"
  - "Player Pair"
  - "Banker Pair"

Any Player may place a Bet on the "Player Pair" and/or "Banker Pair" and/or "Tie" and/or "Super Six" without having to place a Bet on "Player" or "Banker".

- 3.4 Four initial cards shall be dealt from the Card Shoe/Electronic Card Shuffler. The first and third cards shall be the Player Hand and the second and fourth cards shall be the Banker Hand. The initial two cards of the Player Hand and the Banker Hand shall be used to determine the outcome of the "Player Pair" and the "Banker Pair" respectively.
- 3.5 Subsequent card to be drawn by either "Player" or "Banker" shall be subject to the 3rd card rules in accordance with the Baccarat Table of Play in paragraph 3.6, provided always that if "Player" does not draw a third card, "Banker" shall stand on 6, 7, 8, 9 and draw on 0, 1, 2, 3, 4 or 5.

### 3.6 Baccarat Table of Play

Baccarat Table of Play				
Player's first two cards to	tal points are:	Player's Hand:		
0-1-2-3-4-5		Player draws a card		
6-7		Player stands		
8-9		Natural – Both Player and Banker cannot draw		
When Banker's first two cards total points are:	Banker draws when Player's 3 <sup>rd</sup> card is:	Banker does not draw when Player's 3 <sup>rd</sup> card is:		
3	0-1-2-3-4-5-6-7-9	8		
4	2-3-4-5-6-7	0-1-8-9		
5	4-5-6-7	0-1-2-3-8-9		
6	6-7	0-1-2-3-4-5-8-9		
7	Banker stands			
8-9 Natural – Both Player an		Banker cannot draw		
0-1-2	Banker draws a card			

- 3.7 The objective of the game is to obtain a Point Total as close to 9 as possible on either "Player" or "Banker".
- 3.8 In this game, the court cards King, Queen, Jack and Ten are valued as 0. An Ace is valued as 1 and all other cards have their numerical face values.
- 3.9 Nine is the highest Point Total, eight is the second highest and so on in descending order. The Hand (Player or Banker) with the higher Point Total is the winner.
- 3.10 If the Player Hand and the Banker Hand have the same Point Total, it denotes a Tie game. The Original Bet(s) placed on the "Player" and "Banker" shall be returned to the Player.

# 4. Settlement

# 4.1 Odds of Each Winning Bet

4.1.1 The settlement of Bets is as shown in the Player Terminals.

Non-Commission Baccarat With Super Six (Electronic Table Game) Pay Table			
Bet/Rules	Pays		
Banker wins on Six Points	1 to 2		
Banker wins on Other Points	1 to 1		
Player wins	1 to 1		
Tie wins	8 to 1		
Baccarat Pair Bets			
Bet/Rules	Pays		
Player Pair or Banker Pair wins	11 to 1		
Super Six Bets			
Bet/Rules	Pays		
Super Six wins	15 to 1		

### 5. Irregularities

- 5.1 In the event that any of the following situations occur, the Round of play shall be Voided and the outcome of all previous Rounds of play shall stand:
  - 5.1.1 If any card that does not form part of the set of cards is found during the Round of play;
  - 5.1.2 If there is any shortage or excess of cards in the deck;
  - 5.1.3 If the Player Hand or Banker Hand is dealt an incorrect number of cards during the Round of play, 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; or
  - 5.1.4 If there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play.