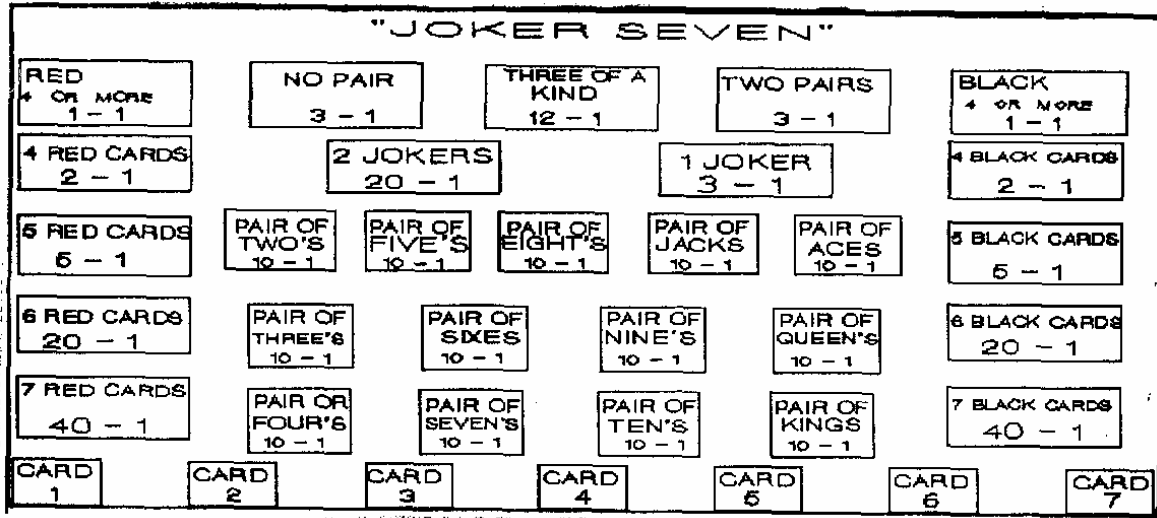




RULES FOR PLAYING JOKER SEVEN

1. Joker Seven shall be played on a layout mat which is marked in a manner similar to that shown in the diagram.



2. The game shall be played using one full deck of cards including the Jokers with backs of the same colour and design.
3. No more than seven cards shall be dealt in any round of play.
4. A Joker is neither a red card nor a black card.
5. A dealer shall be responsible for the conduct and control of the game, not permitting any players to handle the cards.
6. The dealer shall not be permitted to wager on the game.
7. The dealer shall shuffle the deck after each round of play.
8. When a table is opened for play a new deck of cards shall be used. If requested the dealer shall give the players the opportunity to visually inspect the cards.
9. A new deck of cards shall be introduced when:-
 - (a) a majority of players request a change; or
 - (b) if a card or cards become mutilated.
10. Before new cards are introduced the dealer shall prove to the players that:-
 - (a) the deck being replaced is complete; and
 - (b) the new deck is complete.
11. The new deck shall be of different colour to the previous deck.
12. The dealer shall invalidate the outcome of any round of play if it is found that the deck contains an incorrect number of cards.
13. The minimum and maximum wagers shall be prominently displayed on a sign at the table.



RULES FOR PLAYING JOKER SEVEN (continued...)

14. In the game Joker 7 players may wager on:-

"4 or more Black/Red cards" shall win if at least 4 of the seven cards dealt are Black/Red.

"4 Black/Red cards" shall win if only 4 of the seven cards dealt are Black/Red.

"5 Black/Red cards" shall win only 5 of the seven cards dealt are Black/Red.

"6 Black/Red cards" shall win if only 6 of the seven cards dealt are Black/Red.

"7 Black/Red cards" shall win if all of the seven cards dealt are Black/Red.

"No Pair" shall win if no pair appears in the seven cards dealt.

"Three Of A Kind" shall win if 3 of the seven cards dealt have the same value.(e.g. 3 10's, 3 kings)

"Two Pairs" shall win if 2 pair appears in the seven cards dealt. For the purpose of this wager 4 of a kind is 2 pair.

"One Joker" shall win if one of the seven cards dealt is a Joker.

"Two Jokers" shall win if two of the seven cards dealt are Jokers.

"Specific Pair" shall win if the specific pair wagered appears in the seven cards dealt.

15. Winning wagers shall be paid at odds not less than those listed below:-

WAGER	PAYOUT ODDS
4 or more Black/Red cards	1 to 1
No Pair	3 to 1
4 Black/Red cards	2 to 1
Three of a Kind	12 to 1
5 Black/Red cards	5 to 1
Two Pairs	3 to 1
6 Black/Red cards	20 to 1
One Joker	3 to 1
7 Black/Red cards	40 to 1
Two Jokers	20 to 1
Specific Pair (other than Jokers)	10 to 1

16. Persons under the age of 18 years shall not participate in the game or be involved in the dealing or conduct of the game.