

Gouvernement du Québec

O.C. 1675-95, 20 December 1995

An Act respecting the Société des loteries du Québec
(R.S.Q., c. S-13.1)

**Casino games
— Amendments**

By-law to amend the By-law respecting casino games

WHEREAS under the first paragraph of section 13 of the Act respecting the Société des loteries du Québec (R.S.Q., c. S-13.1), the Société des loteries du Québec shall determine, by by-law, the general standards and conditions relating to the nature and holding of the lottery schemes it conducts and administers;

WHEREAS under that section, the Société made the By-law to amend the By-law respecting casino games;

WHEREAS this By-law is related to the lottery schemes of State casinos and, in accordance with the second paragraph of section 13 of the Act respecting the Société des loteries du Québec, the Régie des alcools, des courses et des jeux gave notice of the By-law;

WHEREAS in accordance with sections 10 and 11 of the Regulations Act (R.S.Q., c. R-18.1), a draft of the By-law annexed to this Order in Council was published in Part 2 of the *Gazette officielle du Québec* of 25 October 1995, with a notice that it could be approved by the Government upon the expiry of 45 days following the date of that publication;

WHEREAS in accordance with the second paragraph of section 13 of the Act respecting the Société des loteries du Québec, the notice of the Régie des alcools, des courses et des jeux was published in the *Gazette officielle du Québec* at the time of the publication prescribed in section 8 of the Regulations Act;

WHEREAS in accordance with section 13 of the Act respecting the Société des loteries du Québec, the notice of the Régie des alcools, des courses et des jeux was published with the proposed by-law;

WHEREAS it is expedient to approve the By-law, with amendments, as it appears attached to this Order in Council;

IT IS ORDERED, therefore, upon the recommendation of the Minister of Finance:

THAT the By-law to amend the By-law respecting casino games, attached to this Order in Council, be approved.

MICHEL CARPENTIER,
Clerk of the Conseil exécutif

By-law to amend the By-law respecting casino games

An Act respecting the Société des loteries du Québec
(R.S.Q., c. S-13.1, s. 13)

1. Section 1 of the By-law respecting casino games approved by Order in Council 1253-93 dated 1 September 1993 is amended:

1) by substituting the word “Baccarat” for the word “Midi-Baccarat”;

2) by inserting the words “, Multi-action Blackjack, Wheel of Fortune, Let it Ride Poker, Caribbean Stud Poker, Pai Gow” after the word “machines”.

2. The following is substituted for section 4:

“**4.** For table games, a player uses coupons, chips or plaques put at his disposal by the Société to place his wager. For Slot machines, other than if it is a tournament, a player uses Canadian currency or tokens issued by the Société, as the case may be. No verbal wagers may be accepted.”

3. Section 7 is amended by adding the words “with the exception of Pai Gow Poker, Let It Ride Poker and Caribbean Stud Poker where the cards can be shuffled manually.” at the end.

4. Section 8 is amended by inserting the words “, Let It Ride Poker and Caribbean Stud Poker” after the word “Poker”.

5. The following is substituted for section 9:

“**9.** The minimum and maximum wagers allowed by the Société, at each card game table, must be indicated. Subject to sections 21.1, 21.2, 23 to 25, 26.1 and 66, for Blackjack, Multi-action Blackjack, Super Pan 9 and Red Dog, the limit set for the maximum wager is per hand while it is per betting position for Baccarat, Let It Ride Poker, Caribbean Stud Poker and Pai Gow Poker.”

6. Section 12 is amended by inserting the words “, Grand-Baccarat, Let it Ride Poker, Caribbean Stud Poker” after the word “Poker”.

7. Section 13 is amended by substituting the figures and word “1 to 8” for the figures and word “1, 2 or 6”.

8. Section 17 is amended by inserting the word and figure “and 26.1” after the figure “25”.

9. The following is inserted after section 18:

“**18.1** Provided that it is so indicated at the table, the wager also wins if:

1) the player’s hand is composed of three cards, each card having the value of 7;

2) the player’s hand is composed of three cards of the same suit, having a value of 6, 7 and 8 respectively.”

10. Section 19 is amended by inserting the figure and words “to section 18.1” after the figure “18”.

11. Section 21 is amended by inserting the words “or if it is a wager governed by paragraph 1 of section 18.1 which is paid 3 to 2 or if it is a wager governed by paragraph 2 of section 18.1 which is paid 2 to 1” after the figure “2”.

12. The following sections are inserted after section 21:

“**21.1** Provided that it is so indicated at the table, the player can, in addition to the initial wager governed by section 17 and before the dealer announces “No more bets”, place a supplemental wager which wins if the total value of his first two cards is from 12 to 16. The supplemental wager cannot be for an amount greater than his initial wager. A winning supplemental wager is paid at even money unless his first two cards are two aces or two eights, in which case it is paid 2 to 1.

21.2 Provided that it is so indicated at the table, the player can, in addition to the initial wager governed by section 17, place a progressive wager. The progressive wager must be for \$1.00 and must be placed on the designated area of the layout before the dealer announces “No more bets”. Winning progressive wagers are paid as follows:

Ace 2-3-4-5, same suit, first five cards	100 % of the progressive jackpot
2-3-4-5, same suit, first four cards	\$5 000
4-5-6, same suit, first three cards	\$500
Ace, jack, same suit, first two cards	\$50
Blackjack, same suit, first two cards	\$10
Pair, ace, king, queen, jack, 10, first two cards	\$3
Blackjack, first two cards	\$2

A display board continuously indicating the amount of the progressive jackpot must be placed in such a manner that it is visible from each table offering this wager.”

13. The second paragraph of section 22 is amended by substituting the words “Unless it is indicated at the table that the dealer takes his second card immediately after each player has received his second card and the dealer has a Blackjack, once” for the word “Once”.

14. The following is substituted for section 26:

“**26.** The dealer takes his second card once all the players hands are completed, unless it is indicated at the table that he takes his second card immediately after each player has received his second card. Unless it is indicated at the table that the dealer continues to hit on a 16 and stands on a 17, he must continue to hit on an easy 17 and under, and must stand on a hard 17 and over.

26.1 Notwithstanding sections 23 and 24, if it is so indicated at the table, the player can:

1) double his wager if his first two cards total 2 to 8 or 12 to 20;

2) split his hand up to four times;

3) double a split hand.”

15. The following Subdivision is inserted after section 26.1:

“**§1.1 Multi-Action Blackjack**

26.2 Subject to sections 26.3 to 26.7, Multi-Action Blackjack is played according to the rules provided for in Subdivision 1.

26.3 The player wagers on the outcome of his hand in relation to the outcome of two or three of the dealer’s hands, each dealer’s hand being composed of the same first card.

26.4 The minimum number of wagers required, 2 or 3, must be indicated at the table.

26.5 The player must place his 2 or 3 distinct wagers, as the case may be, on the designated area of the layout for each wager before the first card of a game is distributed. Each wager must respect the limits indicated at the table.

26.6 The cards are distributed in the manner described in section 13. If the player decides to double or split his wager, he must place additional wagers for each one of his initial wagers.

26.7 Once the hand of each player is completed, the dealer completes his first hand. As soon as the winning wagers of this first hand have been paid, the dealer keeps his first card of this hand and completes his second hand. As soon as the winning wagers of this second hand have been paid, the dealer completes his third and last hand in the same manner.”

16. The heading of Subdivision 2 of Division II is replaced by “Baccarat”.

17. Section 27 is amended:

1) by substituting the word “Baccarat” for the word “Midi-Baccarat”;

2) by inserting the words “to eight” after the word “six”.

18. Section 28 is amended:

1) by substituting the word “Baccarat” for the word “Midi-Baccarat”;

2) by adding the following paragraph at the end:

“Baccarat can be the “Grand Baccarat” or the “Midi-Baccarat”. At “Grand Baccarat”, the players can distribute the cards, while at “Midi-Baccarat”, only the dealer can distribute the cards.”

19. Section 30 is amended by substituting the words “the first card of a round is dealt out of the shoe” for the words “the dealer deals the first card out of the shoe”.

20. The following is inserted after section 48:

“**48.1** If the gaming position to receive the first card is determined by a random number generator, the player, at the start of each game, can also wager as to which number, from 1 to 7, will be selected by the random number generator. The additional wager wins if the number selected by the player is the same as the one selected by the random number generator. The winning wager is paid at odds of 11 to 2.”

21. The following subdivisions are inserted after section 67:

“**§6.** *Let It Ride Poker*

67.1 Let It Ride Poker is played with one or two decks of cards.

The rank of the cards from the highest to the lowest is: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. An ace may, however, be used to complete a “Straight Flush” or “Straight” formed with cards from two to five.

67.2 The combinations of Let It Ride Poker, from the highest to the lowest ranks, are as follows:

1) Royal Flush: a hand consisting of an ace, king, queen, jack and ten of the same suit;

2) Straight Flush: a hand consisting of five cards of the same suit in consecutive ranking;

3) Four-of-a-kind: a hand consisting of four cards of the same rank, regardless of suit;

4) Full House: a hand consisting of “Three-of-a-kind” and a “Pair”;

5) Flush: a hand consisting of five cards of the same suit;

6) Straight: a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight, provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);

7) Three-of-a-kind: a hand consisting of three cards of the same rank;

8) Two Pairs: a hand consisting of two “Pairs”;

9) One Pair: a hand containing two cards of the same rank.

67.3 The maximum number of players at Let It Ride Poker is seven.

67.4 The player must place three separate and equal wagers at the betting positions indicated for each one of these three wagers, as well as his supplemental wager, if such is the case, before the dealer announces “No more bets”. Afterwards, other than as permitted by section 67.6, no wager may be placed, amended or withdrawn.

67.5 The dealer deals three cards, face down, to each player who has placed three wagers and to himself.

67.6 After having examined his three cards, each player has the choice to withdraw his first wager. After each player has exercised his choice, the dealer burns the third card which was placed before him and exposes the second card. After this, each player has the choice to withdraw his second wager. Then the dealer exposes the first card that was placed before him.

67.7 The dealer exposes the three cards of each player, one player at a time. The player's three cards with the two cards in front of the dealer form the player's hand. It is a winning wager if the value of the player's hand is equal to or higher than a pair of tens.

67.8 Winning wagers are paid as follows:

Wager	Payout odds
Royal Flush	1 000 to 1
Straight Flush	200 to 1
Four-of-a-kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three-of-a-kind	3 to 1
Two Pairs	2 to 1
Pair (of tens, jacks, queens, kings or aces)	1 to 1

67.9 In addition to the initial wagers, if it is so indicated at the table, the player can place a supplemental wager. The supplemental wager must be for \$1.00 and must be placed on the designated area of the table layout before the dealer announces "No more bets". It is a winning wager if the player's hand is a Royal Flush, a Straight Flush, a Four-of-a-kind, a Full House, a Flush or a Straight. Winning supplemental wagers are paid as follows:

Royal Flush	\$20 000
Straight Flush	\$2 000
Four-of-a-kind	\$200
Full House	\$100
Flush	\$50
Straight	\$25

§7. Caribbean Stud Poker

67.10 Caribbean Stud Poker is played with one or two decks of cards. The rank of the cards is as described in section 67.1.

67.11 The combinations for Caribbean Stud Poker, from highest to lowest, are as follows:

1) Royal Flush: a hand consisting of an ace, king, queen, jack and ten of the same suit;

2) Straight Flush: a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest ranking Straight Flush and ace, two, three, four and five being the lowest ranking Straight Flush;

3) Four-of-a-kind: a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking Four-of-a-kind and four twos being the lowest ranking Four-of-a-kind;

4) Full House: a hand consisting of "Three-of-a-kind" and a "Pair", with three aces and two kings being the highest ranking Full House and three twos and two threes being the lowest ranking Full House;

5) Flush: a hand consisting of five cards of the same suit;

6) Straight: a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and ten being the highest ranking Straight and an ace, two, three, four and five being the lowest ranking Straight, provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);

7) Three-of-a-kind: a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking Three-of-a-kind and three twos being the lowest ranking Three-of-a-kind;

8) Two pairs: a hand containing two "Pairs", with two aces and two kings being the highest ranking Two pairs and two threes and two twos being the lowest ranking Two Pairs; and

9) One Pair: a hand containing two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

67.12 When two hands are identical with regards to the combination described in section 67.11, or if they contain none of the combinations authorized herein, the hand which contains the highest ranking card is considered the highest ranking hand. If there is no such hand, the hands shall be considered a push.

67.13 The maximum number of players at a Caribbean Stud Poker table is seven.

67.14 The player must place his initial wager before the dealer announces "No more bets". Other than as provided for by section 67.16, a wager cannot be placed, amended or withdrawn once the dealer has made his announcement.

67.15 The dealer distributes to each player and to himself five cards, face down, the dealer's fifth card being distributed face up.

67.16 After having examined his five cards, each player has the choice of placing an additional wager which must be twice his initial wager. If the player decides not to place this additional wager, he loses his initial wager.

67.17 The dealer exposes his four cards and sets the highest ranking poker hand possible. To open, the dealer must have a king, an ace or one of the combinations described in section 67.11. If the dealer cannot open, the initial wagers are paid at even money; the additional wagers are a push.

67.18 If the dealer can open, he exposes each player's five cards, one player at a time.

67.19 If the player's hand is equal to the dealer, the wagers are a push.

67.20 The wagers are winning if the player's hand has a higher value than the dealer. Winning wagers are paid as follows:

Wager	Payout odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pairs	2 to 1
One Pair (of tens, jacks, queens, kings or aces)	1 to 1".

22. The following is added after section 72:

"**72.1** Provided that it is so indicated at the table, the player can also wager that the ball stops on the same number two consecutive times (a double) or three consecutive times (a triple). In such a case, outside wagers are permitted only if it is so indicated at the table. A winning double wager pays 1 200 to 1 if the triple wager is not permitted; otherwise, it pays 1 000 to 1; a winning triple wager pays 10 000 to 1."

23. The following is substituted for section 86:

"**86.** When a ticket is valid for a single draw, it must, if it is a winning ticket and the draw took place at midnight or earlier, be presented for payment before the closing time of the casino the day following the day of the draw; if it is for a draw which takes place after midnight, it must be presented for payment before the casino's closing time the same day of the draw. If a ticket valid for multiple draws is a winning ticket, it must be presented for payment within ninety (90) days of the date of the last draw. The payment is made to the holder of a valid winning ticket."

24. The following is added after section 99:

"DIVISION VII PAI GOW

100. Pai Gow is played using a set of 32 tiles.

101. The combinations for Pai Gow, from highest to lowest, are as follows:

Rank	Pair	Supreme	Even	Odd
First	six (2-4) and three (1-2)			
Second	twelve (6-6) and twelve (6-6)			
Third	two (1-1) and two (1-1)			
Fourth	eight (4-4) and eight (4-4)			
Fifth	four (1-3) and four (1-3)			
Sixth	ten (5-5) and ten (5-5)			
Seventh	six (3-3) and six (3-3)			
Eighth	four (2-2) and four (2-2)			
Ninth	eleven (5-6) and eleven (5-6)			
Tenth	ten (4-6) and ten (4-6)			
Eleventh	seven (1-6) and seven (1-6)			
Twelfth	six (1-5) and six (1-5)			
Thirteenth	nine odds (3-6 and 4-5)			
Fourteenth	eight odds (3-5 and 2-6)			
Fifteenth	seven odds (3-4 and 2-5)			
Sixteenth	five odds (1-4 and 2-3)			
Seventeenth	twelve (6-6) and nine (4-5)			
	twelve (6-6) and nine (3-6)			

Wongs

Eighteenth two (1-1) and nine (4-5)
two (1-1) and nine (3-6)

Gongs

Nineteenth twelve (6-6) and eight (2-6)
twelve (6-6) and eight (3-5)
twelve (6-6) and eight (4-4)

Twentieth two (1-1) and eight (2-6)
two (1-1) and eight (3-5)
two (1-1) and eight (4-4)

102. In determining the ranking of “high hands” or “low hands” that do not contain any of the pairs mentioned in section 101, the hand with the highest value is first. The value of a hand is determined by adding the number of dots on the two tiles which make up the hand. If the total value of the dots is over nine, the first digit is dropped. Only the unit digit is considered to determine the value of the hand.

103. If the tiles of a supreme pair are used separately, the numerical value of three (1-2) can be considered as a six and the numerical value of six (2-4) can be three.

104. When two “high hands” or two “low hands” are identical, the hand with the individual tile having the greatest value is considered as being the hand with the highest rank. If the individual tiles with the greatest value of each hand have an identical rank, the dealer’s or bank’s hand, as the case may be, wins.

105. The value of each tile, in decreasing order, is the following:

First	twelve (6-6)
Second	two (1-1)
Third	eight (4-4)
Fourth	four (1-3)
Fifth	ten (5-5)
Sixth	six (3-3)
Seventh	four (2-2)
Eighth	eleven (5-6)
Ninth	ten (4-6)
Tenth	seven (1-6)
Eleventh	six (1-5)
Twelfth	nine (3-6) or (4-5)
Thirteenth	eight (2-6) or (3-5)
Fourteenth	seven (2-5) or (3-4)
Fifteenth	six (2-4)
Sixteenth	five (1-4) or (2-3)
Seventeenth	three (1-2)

106. The maximum number of players at a Pai Gow table is seven.

107. The player must place his wager before the dealer announces “No more bets”. Once the dealer has made this announcement, no wager may be placed, amended or withdrawn.

108. The player loses his wager if his “high hand” is equal to or of a lower rank than the “high hand” of the dealer and his “low hand” is also equal to or of a lower rank than the dealer’s “low hand”.

109. The wager is a push if:

1) the player’s “high hand” is higher in rank than the dealer’s “high hand” and his “low hand” is equal to or lower in rank than the dealer’s or has no rank;

2) the player’s “high hand” is equal or lower in rank than the dealer’s “high hand” and his “low hand” is of a higher rank than the “low hand” of the dealer.

110. The player wins his wager if his “high hand” and his “low hand” are both of a higher rank than those of the dealer.

111. Winning wagers are paid at even money. However, there is a 5 % commission paid to the Société. If the wager is not a multiple of ten, the commission is calculated on the next highest multiple of ten.

112. The dealer distributes four tiles to each wagering position, regardless of whether there is a wager placed or not, and he takes four tiles for himself. The tiles are dealt face down. Once the deal is over, the dealer collects the tiles dealt to a position where there is no wager.

113. Using the four tiles which were dealt to him, each player sets his hands of two tiles each. The “high hand” must be equal to or higher in rank than the “low hand”.

114. Each player is responsible for setting his own hands. He is the only one, except for the dealer, who can touch his tiles. He must keep his tiles in view of the dealer at all times. Once he has set his hands, the player must place them, face down, on the appropriate area of the layout, and he cannot touch his tiles again.

115. After each player has placed his tiles, the dealer turns over his four tiles and sets his “high hand” and his “low hand”. Then he exposes both hands of each player, in turn. A player can surrender his wager before the dealer exposes the hands of this player. In such a case, the tiles are not exposed to the other players.

116. The dealer must be the Bank for the first round. Then, he can offer to the players, in turn, to be the Bank. A player cannot be the Bank for two consecutive rounds. To be the Bank, a player must have taken part in the last round where the dealer was the Bank, and he must have enough chips to be able to pay all wagers at the table. The maximum wager indicated at the table applies to all dealer's bets and all players' bets when the dealer is the Bank.

DIVISION VIII WHEEL OF FORTUNE

117. The Wheel of Fortune is divided into equal parts, of a least 9 and a maximum of 60.

118. The player must place his wager on the appropriate area of the layout before the dealer announces "No more bets". Once the dealer has made this announcement, no wager can be made, amended or withdrawn.

119. The player is responsible for the positioning of his wager. A wager wins if the "pin" stops in a part of the wheel which corresponds to the wager.

120. The method of prize allocation and the prizes to win must be accessible to the public at each Wheel of Fortune table.

121. For a result to be valid, the wheel must complete at least three revolutions without any obstruction.

122. The return rate for the Wheel of Fortune cannot be lower than 75 %."

DIVISION IX TOURNAMENT

123. The Société can offer each casino game in a tournament format.

124. In such a case, instead of paying for each wager, the participant pays an entry fee to the tournament. The entry fee for a Let It Ride Poker Tournament is taken from the supplemental wager described in section 67.9. It must be equal to at least 30 % of this wager.

In the tournament format, casino games are played according to the rules established by this By-law, except with regards to the payment of wagers.

125. The rules of the tournament include the date of the event, its length, the rules of participation, the method of prize allocation as well as the prizes to be won and

they must be accessible to the public at least one week before the start of the tournament, as well as during the tournament.

126. The tables or slot machines which are used for the tournament must be identified for this purpose.

127. The return rate offered to the participants of a tournament cannot be less than 30 % of the total amount of the entry fees sold for the tournament."

25. This By-law comes into force on the fifteenth day following the date of its publication in the *Gazette officielle du Québec*.

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EXTRACT FROM THE STANDING ORDERS OF THE NATIONAL ASSEMBLY (ADOPTED ON 13 MARCH 1984)

TITLE III

CHAPTER IV PRIVATE BILLS

264. Notice and introduction — Any Member may, at the request of an interested person or body of persons, introduce a bill relating to private or local matters.

He shall give notice of his intent not later than the sitting day preceding that on which such bill is to be introduced and shall provide a copy thereof to the President before the sitting at which it is to be introduced.

265. Report from law clerk — Before such bill is introduced the President shall communicate to the Assembly the contents of the report from the law clerk thereon.

266. Preamble — A private bill shall require no explanatory notes; but every such bill shall contain a preamble setting out the facts on which it is founded and the circumstances giving rise to the necessity for it.

267. Referral to committee — When a private bill has been introduced the Government House leader shall move, without notice, that it be referred to a committee; and such motion shall be decided without debate.

The committee shall hear the interested parties, examine the bill clause by clause, and report thereon to the Assembly. The question for concurrence in such report shall be put forthwith and decided without debate.