

Australian Capital Territory

Casino Control (Sic Bo) Approval 2006 (No 1)*

Notifiable Instrument NI2006—159

made under the

Casino Control Act 2006, s 96 (Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (Sic Bo) Approval 2006 (No 1)*.

2 Commencement

This instrument commences on 1 May 2006.

3 Approval

I approve the rules for the Authorised Game of “Sic Bo” as set out in the attached schedule.

Greg Jones

Chief Executive Officer

ACT Gambling and Racing Commission

11 April 2006

*Name amended under Legislation Act, s 60

CASINO CANBERRA LIMITED

RULES OF

SIC-BO

SIC-BO INDEX

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A. DICTIONARY OF TERMS USED IN SIC-BO

(nb. terms defined in the dictionary are underlined throughout this document.)

Approved

Means approved in writing by the ACT Gambling and Racing Commission.

Casino Operator

The organisation or person responsible for the conduct of gaming in the casino.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

Colour Chips

Chips having a nominated value which may be used only at the table at which they were purchased.

Control Panel

The device for controlling the operation of an electronic Sic-Bo table.

Dealer

A person responsible for the operation of the game.

Dice Tumbler

An approved container which is operated either manually or electronically and is capable of randomly shaking or mixing the dice.

Round of play

That part of the game that commences when the dealer places the cover on the dice tumbler and finishes when dealer announces "NO MORE BETS".

Void

Neither the player nor the dealer wins; any chips wagered or paid shall be returned as if the round of play had not occurred.

B. RULES OF SIC-BO

1. SIC-BO TABLE

1.1 A Sic-Bo table shall be approved prior to use.

2. SIC-BO TUMBLER AND DICE

2.1 Sic-Bo shall be played with a dice tumbler which contains three approved dice.

3. MINIMUM AND MAXIMUM WAGERS

3.1 The casino operator shall display the minimum and maximum wagers per betting area on a sign at or near the table and may change these limits, provided that prior notice of the change is given to the players.

3.2 The casino operator may allow a player to wager in excess of the stated betting area maximum provided that a marker denoting the new limit is placed adjacent to the player.

3.3 The multiples of wagers permitted shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

4.1 Prior to the dealer announcing "NO MORE BETS", each player shall be given the opportunity to place a wager.

4.2 All wagers shall be made by placing gaming chips or colour chips on the appropriate area of the layout.

4.3 The following wagers are permitted:

- (a) **Small**, which shall win if the total of the 3 dice is from 4 to 10 inclusive, with the exception of a triple where the wager shall lose;
- (b) **Big**, which shall win if the total of the 3 dice is from 11 to 17 inclusive, with the exception of a triple where the wager shall lose;
- (c) **Specific Triple**, which shall win if each of the 3 dice show the same nominated number;
- (d) **Specific Double**, which shall win if 2 of the 3 dice show the same nominated number;
- (e) **Any Triple**, which shall win if each of the 3 dice show the same number;
- (f) **Single Die**, which shall win if 1, 2 or 3 dice show the nominated number;
- (g) **Domino Combination**, which shall win if 2 of the 3 dice show the nominated numbers; and
- (h) **Three Dice Total**, which shall win if the total of the 3 dice corresponds to the nominated number.

4.4 Each player shall be responsible for the correct positioning of their wagers on the layout regardless of whether or not they are assisted by the dealer.

4.5 Once the dealer announces "NO MORE BETS", no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on all winning wagers.

4.6 The casino operator or its employees may require a player to use colour chips.

5. THE DICE TUMBLER AND TABLE OPERATION

5.1 After placing the cover over the dice tumbler the dealer shall activate the dice tumbler ensuring that the dice tumble.

5.2 Prior to removing the dice tumbler cover the dealer shall announce "NO MORE BETS".

5.3 After removing the dice tumbler cover the dealer shall, providing the dice are lying flat, announce the result and enter the winning numbers onto the table through the control panel.

6. PAYOUT ODDS

6.1 Winning wagers shall be paid as follows:

WAGER	PAYOUT ODDS
(a) Small	1 to 1
(b) Big	1 to 1
(c) Specific Triple	180 to 1
(d) Specific Double	11 to 1
(e) Any Triple	31 to 1
(f) Three Dice Total	
4 or 17	62 to 1
5 or 16	31 to 1
6 or 15	18 to 1
7 or 14	12 to 1
8 or 13	8 to 1
9 or 12	7 to 1
10 or 11	6 to 1
(g) Domino Combinations	6 to 1
(h) Single Die:	
(i) if the number appears on 1 die,	1 to 1;
(ii) if the number appears on 2 dice,	2 to 1; or
(iii) if the number appears on 3 dice,	12 to 1.

7. SETTLEMENT OF WAGERS

7.1 The result of the game and the decision on the win or loss of wagers shall be determined by the uppermost facing number on each of the 3 dice. Only one face of each die shall be considered uppermost facing.

7.2 Each wager shall be settled strictly in accordance with its position on the layout.

8. IRREGULARITIES

- 8.1 If any of the 3 dice fail to come to rest with one surface flat to the base of the tumbler all wagers shall be void.
- 8.2 If one or more dice break during the conduct of a game all wagers for that game shall be void.
- 8.3 If the concealed dice are exposed prior to the announcement of “NO MORE BETS” all wagers shall be void.
- 8.4 If the dice tumbler does not operate correctly all wagers shall be void.
- 8.5 If the electronic equipment fails to illuminate the winning areas the result is valid.

9. TABLE CLOSURE

- 9.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 9.2 Subject to Rule 9.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

10. GENERAL PROVISIONS

- 10.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 10.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by the player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 10.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 10.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.

- 10.5 An employee of the casino shall:
- (a) not advise a player on how to play except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 10.6 A person shall not instruct or influence another player's decisions of play.
- 10.7 Players are not permitted to have side bets against each other.
- 10.8 Upon request the casino operator shall make a copy of these rules available.