



Crown  
Melbourne  
Limited

# Table Games

## Sic Bo

## Rules

Version 6.1



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## 1. DEFINITIONS

In these Rules-

**'Crown'** means Crown Melbourne Limited, the casino operator as defined in section 3 of the *Casino Control Act 1991* (Vic).

**'Dealer'** means the person responsible for the operation of the game.

**'Distinctive Marker'** means an object used to identify a particular action or function including, but not limited to, designating player status or colour chip value at a Sic Bo table. Each object will be distinctly designed and marked to denote its purpose.

**'Spin'** means an activation of the dice tumbler that causes the dice to be tumbled, determining an outcome for a round of play in the game of Sic Bo.

**'TG Area Manager'** means the person responsible for the **on-floor supervision** of Table Games operations, service and **Dealers** within an allocated area.

**'TG Assistant Casino Manager'** means a **senior manager** responsible for the management of Table Games operations, service and employees.

**'TG Higher Duties Dealer'** means the person responsible for the **supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.**

**'Total'** means the sum total of the uppermost sides of the three (3) dice resulting from a valid Spin.

**'Tournament'** means a competition conducted in accordance with Rule 8.

**'Tournament Terms and Conditions'** means the terms and conditions approved for a Tournament in accordance with Rule 8.

**'Tournament Director'** means the person responsible for the overall management of a Tournament.

**'Tournament player'** means a person in a Tournament.

**'VCGLR'** means Victorian Commission for Gambling and Liquor Regulation.

**'Void'** means an invalid Spin with no result or wager (as the context requires).



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- 1.1. Unless a contrary intention appears, a TG Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.2. A reference in these rules to the game is a reference to the game of Sic Bo played at a particular gaming table.
- 1.3. A reference in these Rules to a:
  - 1.3.1. Bet; is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.3.2. Wager; is to the money appropriated to such a bet in a particular case.

## 2. EQUIPMENT

- 2.1. The game of Sic Bo will be played on a table which will be designed to allow for play to occur under these Rules and in accordance with [Option A](#) or [Option B](#) as described in Rule 3.
- 2.2. A Sic Bo table:
  - 2.2.1. Will, contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in [Diagram A](#) or [Diagram B](#), as applicable;
  - 2.2.2. Will, contain any additional elements necessarily required by these Rules;
  - 2.2.3. May include features in addition to those shown in **Diagram A** or **Diagram B** (including areas for optional wagers), if those features are not inconsistent with **Diagram A** or **Diagram B**, or these rules.
  - 2.2.4. Will be fitted with:
    - (a) Electronic equipment used to illuminate the winning areas on the layout;
    - (b) A dice tumbler containing a set of three (3) dice sealed inside. When activated either mechanically or electronically, the dice tumbler will Spin, generating the result for that Spin and
    - (c) A control panel linked to the dice tumbler with switches or buttons which will, where the game is played in accordance with:

- (i) Option A, be numbered 1, 2, 3, 4, 5 and 6.
- (ii) Option B, be labelled with the symbols Fish, Prawn, Gourd, Coin, Crab and Chicken.

2.2.5. The sides of each die described in Rule 2.2.4(b) will be marked as follows:

- (a) Where the game is played in accordance with [Option A](#), with the values from one (1) to six (6), so arranged that the sum of the values of any pair of opposite sides is seven (7); or
- (b) Where the game is played in accordance with [Option B](#), each face of the die will be marked with one (1) of six (6) different symbols, the symbols being Fish, Prawn, Gourd, Coin, Crab and Chicken. In accordance with (ii) below, the symbols will be arranged so that sum of the values of any pair of opposite sides of the dice is seven (7).
  - (i) Each symbol will represent one of the colours red, blue or green as follows: Fish (red), Prawn (green), Gourd (blue), Coin (blue), Crab (green) and Chicken (red).
  - (ii) Each Symbol will also represent one of the values one (1) to six (6) as follows: Fish (1), Prawn (2), Gourd (3), Coin (4), Crab (5) and Chicken (6).

### 3. PLACEMENT OF WAGERS

3.1. Wagers will only be accepted in chips placed on the appropriate areas of the table layout. Chips used for play on the game may be either:

3.1.1. Cash chips marked with denominations of value; or

3.1.2. Colour chips, which are non-value chips without denomination markings.

- (a) The colour chips of a particular set will each bear the same distinguishing emblem or mark to differentiate them from colour chips of other sets in use at other tables. Each set will be subdivided into various colours.
- (b) Colour chips issued at a particular Sic Bo table will only be used for gaming at that table.



- (c) The Dealer may accept a colour chip(s) for redemption only if:
    - (i) The colour chip/s was issued at that particular table; or
    - (ii) The colour chip(s) was issued at a table that is now closed. In this situation, Surveillance may be notified and the value at which the colour chip(s) was initially issued will, where possible be determined. If the initial value of the colour chip(s) cannot be established, they will be exchanged at the lowest table minimum offered by at Crown for the particular game played at the closed table at the time the player requests redemption. The exchange will be verified by a TG Area Manager (or above).
  - (d) The Dealer will not issue colour chips with the same colour and design to more than one (1) player at the same time unless the particular players issued with the chips agree.
  - (e) The specific value to be assigned to each colour chip set will be declared by the purchaser and denoted by the relevant cash chip or Distinctive Marker bearing the value declared by that person.
  - (f) At the discretion of a TG Higher Duties Dealer (or above), a player may be issued with colour chips of more than one (1) colour at the same table provided no other player as a result is precluded from wagering with colour chips.
    - (i) In such instances the colours issued may be of different values providing the value of each colour is declared by the purchaser according to Rule 3.1.2(e).
- 3.2. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, changed or withdrawn after the Dealer has announced that no more bets may be placed.
- 3.3. Wagers orally declared will only be accepted if they are accompanied by chips, authorised tokens, cash or vouchers. Cash, vouchers, and authorised tokens must be converted to chips prior to being placed on the layout. All wagers must be placed on the layout before the Dealer announces that no more bets may be placed.
- 3.4. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. They must ensure that any instructions given to the Dealer are correctly carried out.



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3.5. Wagers will be settled strictly in accordance with the position of chips when the result of a spin is announced.

3.6. Wagers may be placed on:

3.6.1. Where the game is played according to [Option A](#):

- (a) Big;
- (b) Small;
- (c) Specific Triples;
- (d) Specific Doubles;
- (e) Any Triple;
- (f) Three Dice Totals;
- (g) Two Dice Combinations;
- (h) Single Die;

and where offered:

- (i) Odd;
- (j) Even; and
- (k) 3 of 4 Dice.

3.6.2. Where the game is played according to [Option B](#):

- (a) Big;
- (b) Small;
- (c) Specific Symbol Triples;
- (d) Specific Colour Triples;
- (e) Any Symbol Triple;



- (f) Any Colour Triple;
- (g) Three Dice Totals;
- (h) Specific Colour Double;
- (i) Single Colour; and
- (j) Single Symbol.

3.7. A wager placed on 'Small' by a player will:

- 3.7.1. Win if the result is any of the totals 4, 5, 6, 7, 8, 9 or 10 in any combination of the three (3) dice; or
- 3.7.2. Lose when the result is a triple or any other total.

3.8. A wager placed on 'Big' by a player will:

- 3.8.1. Win if the result is any of the totals 11, 12, 13, 14, 15, 16 or 17 in any combination of the three (3) dice; or
- 3.8.2. Lose if the result is a triple or any other total.

3.9. A wager placed on a 'Specific Triple' will:

- 3.9.1. Where the game is played in accordance with [Option A](#), win if the result is any one of the specific triples 6, 5, 4, 3, 2 or 1 as nominated by the player placing the wager.
- 3.9.2. Where the game is played in accordance with [Option B](#), win if the result is:
  - (a) Any one (1) of the specific triples Fish, Prawn, Gourd, Coin, Crab and Chicken, as nominated by the player placing the wager;
  - (b) Any one (1) of the specific colour triples red, green or blue, as nominated by the player placing the wager.
- 3.9.3. Lose on any combination other than those described in Rules 3.9.1 and 3.9.2 above.

3.10. A wager placed on a 'Specific Double' will:



- 3.10.1. Where the game is played in accordance with [Option A](#), win if the result is any one of the specific doubles 6, 5, 4, 3, 2 or 1 as nominated by the player placing the wager; or
- (a) For the result to constitute a double, two (2) or all three (3) dice must display the same specific number on their uppermost face.
  - (b) Where all three (3) dice display the same specific number this will constitute one (1) double only with respect to a wager placed on 'Specific Double' and not three doubles that can be attained from all possible combinations of the dice. The wager will be paid once only.
- 3.10.2. Where the game is played in accordance with [Option B](#), win if the result is any one of the specific doubles red, blue or green as nominated by the player placing the wager;
- (a) For the result to constitute a double, two (2) or all three (3) dice must display the same specific colour on their uppermost face.
  - (b) Where all three (3) dice display the same specific colour this will constitute one (1) double only with respect to a wager placed on 'Specific Double' and not three (3) doubles that can be attained from all possible combinations of the dice. The wager will be paid once only.
- 3.10.3. Lose on any combination other than those described in Rules 3.10.1 and 3.10.2 above.
- 3.11. A wager placed on 'Any Triple' by a player will:
- 3.11.1. Where the game is played in accordance with [Option A](#), win if the result is any triple 6, 5, 4, 3, 2 or 1;
  - 3.11.2. Where the game is played in accordance with [Option B](#), win if the result is any triple Fish, Prawn, Gourd, Coin, Crab and Chicken;
  - 3.11.3. Where the game is played in accordance with [Option B](#), win if the result is a triple of any colour (i.e. triple red, triple green or triple blue); and
  - 3.11.4. Lose on any combination other than those described in Rule 3.11.1 to 3.11.3 above.

- 3.12. A wager placed on a 'Three Dice Total' means a wager placed by the player on any one of the specific totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which will:
- 3.12.1. Win if the result is that total in any combination of the three dice; or
  - 3.12.2. Lose on any other total.
- 3.13. A wager placed on a 'Two Dice Combination' means a wager placed by the player on one of the specific combinations that will:
- 3.13.1. Win when two (2) of the three (3) dice display on their uppermost face the specific numbers as selected by the player; and
  - 3.13.2. Lose on any other combination.
- 3.14. A wager placed on 'Single Die' or 'Single Symbol' means a wager placed by the player:
- 3.14.1. Where the game is played in accordance with [Option A](#) on any one of the numbers 1, 2, 3, 4, 5 or 6; or
  - 3.14.2. Where the game is played in accordance with [Option B](#) on any one of the symbols Fish, Prawn, Gourd, Coin, Crab and Chicken
- which will win if that specific number or symbol, as the case may be is displayed on the uppermost face of one or more of the dice; and lose if that specific number or symbol as the case may be is not displayed on one or more of the dice.
- 3.15. A wager on 'Single Colour' means a wager placed by the player on any one of the colours red, green or blue; which will win if that specific colour is displayed on the uppermost face of one (1) or more of the dice; and lose if that specific colour is not displayed on one (1) or more of the dice.
- 3.15.1. Where two (2) or three (3) dice display the same specific colour, this will constitute one (1) result only with respect to a wager placed on 'Single Colour' and not two (2) or three (3) individual results. i.e. the wager will be paid once only in accordance with Rule 6.
- 3.16. A wager placed on 'Odd' will:
- 3.16.1. Win if the result is any of the totals 5, 7, 9, 11, 13, 15 or 17 in any combination of the three (3) dice; and
  - 3.16.2. Lose when the result is a triple or any other total.



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- 3.17. A wager placed on 'Even' will:
- 3.17.1. Win if the result is any of the totals 4, 6, 8, 10, 12, 14, or 16 in any combination of the three dice; and
  - 3.17.2. Lose when the result is a triple or any other total.
- 3.18. A wager placed on '3 of 4 Dice' will:
- 3.18.1. Win when the three (3) dice display on their uppermost face three (3) of the four (4) numbers comprising the four (4) dice combinations of 6,5,4,3 or 6,5,3,2 or 5,4,3,2 or 4,3,2,1 as selected by the player; and
  - 3.18.2. Lose on any other combination.
- 3.19. At the settlement of wagers for a Spin, the Dealer must—
- 3.19.1. Clear any losing wagers; and
  - 3.19.2. Pay any winning wagers.

#### 4. PERMISSIBLE WAGERS

- 4.1. In respect of the game, the Dealer must ensure the display of the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991* (Vic)<sup>1</sup>.
- 4.2. If:
- 4.2.1. A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result;
  - 4.2.2. A player attempts to place an individual wager which is greater than the permitted maximum wager the wager will be paid or collected to the maximum;
  - 4.2.3. A player attempts to place an individual wager in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 4.3. Minimum and maximum wagers which differ from those displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be noted by a Distinctive Marker.

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<sup>1</sup> Section 66 of the *Casino Control Act 1991*(Vic) states:

**66. Assistance to patrons**

- (1) A casino operator must—
  - ...
  - (c) display prominently at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.  
Penalty: 25 penalty units.
- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.  
Penalty: 50 penalty units.



## **5. DEALING THE GAME**

### 5.1. The Dealer will:

5.1.1. Announce to the players that they may place their bets.

5.1.2. Cover and activate the dice to initiate a Spin.

5.1.3. Indicate to the players that no more bets may be placed.

5.1.4. Uncover the dice tumbler.

5.1.5. Announce the result by calling the uppermost face of each die. Where one or more dice is not lying flat, announce that the spin is a no spin, cover and reactivate the dice tumbler.

(a) At the same time as announcing the winning result enter the winning numbers or symbols, as the case may be, into the control panel causing the winning areas on the layout to be illuminated.

5.1.6. When the winning areas have been illuminated, take all losing wagers and pay all winning wagers in accordance with Rule 6.

5.1.7. When there are no wagers on the layout, or players present at the table, a TG Area Manager (or above) may direct the Dealer to activate the dice tumbler one or more times. Each time the dice tumbler is activated, the Dealer will ensure compliance with the requirements of Rules 5.1.1 to 5.1.6 (inclusive). The dice tumbler may be activated in the following circumstances:

(a) Once the table has been open for play; or

(b) At any time during the course of play; or

(c) Continuously until a player places a wager at the table.

5.2. No person other than a Dealer (or above) will activate the dice tumbler or operate the control panel.



**6. SETTLEMENT**

6.1. The bets which may be placed in respect of an individual Spin when [Option A](#) is in play and the odds payable for them are-

**Table 1 Payout Odds [Option A](#)**

<b>Name</b>		<b>Odds</b>
Small		1 to 1
Big		1 to 1
Specific Triples		180 to 1
Specific Doubles		11 to 1
Any Triple		31 to 1
Three Dice Totals	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
Two Dice Combinations	1&2, 1&3, 1&4,1&5,1&6 2&3, 2&4, 2&5, 2&6 3&4, 3&5, 3&6 4&5, 4&6 5&6	6 to 1
Single Die Bet	Number on one Die	1 to 1
	Number on two Dice	2 to 1
	Number on three Dice	12 to 1
<b>Additional Wagers</b>		
Even		1 to 1
Odd		1 to 1
3 of 4 Dice	6,5,4,3, 6,5,3,2, 5,4,3,2, 4,3,2,1	7 to 1

- 6.2. The bets which may be placed in respect of an individual Spin when [Option B](#) is in play and the odds payable for them are-

**Table 2 Payout Odds [Option B](#)**

Name	Odds	
Small	1 to 1	
Big	1 to 1	
Specific Symbol Triples	180 to 1	
Specific Colour Triples	23 to 1	
Any Symbol Triple	31 to 1	
Any Colour Triple	7 to 1	
Specific Colour Double	3 to 1	
Single Colour	1 to 1	
Three Dice Totals	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
Single Symbol	Symbol on one Die	1 to 1
	Symbol on two Dice	2 to 1
	Symbol on three Dice	12 to 1

## 7. IRREGULARITIES

- 7.1. The Dealer (or above) will declare that a Spin is a no Spin (i.e. Void) when:
- 7.1.1. Any of the three dice are not lying flat in the bottom section of the dice tumbler after the dice have been tumbled in accordance with Rule 5.1.2; or
  - 7.1.2. After being activated the dice tumbler malfunctions; or
  - 7.1.3. In the event that the dice are exposed before the Dealer has announced that no more bets may be placed.
- 7.2. In the event the Dealer (or above) has announced a no spin, the dice tumbler will be reactivated.
- 7.3. If the electronic equipment fails to illuminate the winning areas on the layout or fails to illuminate the winning areas correctly, all wagers will be taken and paid according to the result shown on the dice.



- 7.4. Where a malfunction occurs, a TG Area Manager (or above) will be notified. Where the malfunction cannot be corrected immediately, no further play will be permitted until the fault has been rectified.
- 7.5. If during a Spin an error occurs that is not disclosed until after the commencement of a subsequent Spin, that error will not have any effect on the outcome of subsequent Spins.

## **8. SIC BO TOURNAMENT PLAY**

- 8.1. Crown may conduct Tournaments in which all Tournament players have the opportunity to play any variation of Sic Bo being offered, with an equal chance.
- 8.2. For each Tournament conducted by Crown, Crown must:
  - 8.2.1. In accordance with Rule 8.4, document relevant Terms and Conditions.
  - 8.2.2. Prior to a Tournament being conducted and entries having been taken:
    - (a) Make the relevant Terms and Conditions available to patrons; and
    - (b) Advise the VCGLR on-site inspectorate of the intention to conduct the Tournament.
  - 8.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.
    - (a) The Tournament Director may, at his/her discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.
  - 8.2.4. Designate the gaming tables to be used in the conduct of the Tournament.
  - 8.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 8.2.4 is used exclusively for Tournament play.
- 8.3. Prior to the commencement of play in a Tournament:
  - 8.3.1. The Tournament Director must brief the Tournament players on the Terms and Conditions of the Tournament and be satisfied that they understand.



8.3.2. Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

8.4. The Tournament Terms and Conditions referred to in Rule 8.2.1 must include the following information at a minimum:

8.4.1. Tournament Details:

(a) Information pertaining to:

- (i) When the Tournament will be conducted.
- (ii) The amount of the entry fee, buy-in, re-buy or add-on, if any.
- (iii) The minimum and maximum number of Tournament players.
- (iv) The location of the Tournament.

(b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the Tournament players.

(c) A statement to the effect that the VCGLR will be notified of any change to the Tournament details prior to the Tournament.

8.4.2. Conditions of Entry

(a) In respect of eligibility for entry:

- (i) A statement to the effect that participation in the Tournament constitutes an acceptance of the Terms and Conditions for the Tournament.
- (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the Tournament.
- (iii) If Crown is reserving the right generally to deny entry to a Tournament, a statement that Crown may refuse any application.



- (iv) If Crown is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
  - (v) Where a Tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown, certain Crown Employees, Contractors or Associates may be permitted to participate in the Tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a Tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
- (i) A statement to the effect that all Tournament players must abide by the Terms and Conditions or risk disqualification.
  - (ii) Information detailing how the Terms and Conditions will be made available to Tournament players.
  - (iii) If the Tournament Director requires each Tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

#### 8.4.3. Tournament Format

- (a) Information regarding how the Tournament will be structured including:
- (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;



- (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated Tournament player to buy back into the Tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary round(s) or session(s) is offered, details of how a Tournament player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
  - (c) As applicable, the disposition of Tournament chips at the completion of the Tournament.

#### 8.4.4. Wagers

- (a) The type of chips to be used for Tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each Spin in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or Spin and details of how to make a secret wager.

#### 8.4.5. Elimination

- (a) The criteria for how Tournament players will be eliminated from the Tournament.

#### 8.4.6. Winners

- (a) The criteria for how the winner(s) will be determined.

#### 8.4.7. Prize pool



- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

8.4.8. Conduct of Play

- (a) The circumstances under which a Tournament player may:
  - (i) Be penalised and any relevant penalties;
  - (ii) Be disqualified from the Tournament;
  - (iii) Nominate a substitute; and
  - (iv) Have his/her entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
  - (i) Late arrival or non-attendance for a round or session in the Tournament;
  - (ii) Absence from the Tournament;
  - (iii) Use of a mobile phone or similar device during play;
  - (iv) Nominating a substitute;
  - (v) Disqualification, including action regarding Tournament chips in the player's possession; and
  - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Sic Bo and that in the event of any inconsistency, the Rules of the relevant version of Sic Bo prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:

- (i) If the Tournament player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of Tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the Tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the rules of Sic Bo;
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Australian Consumer Law and Fair Trading Act 2012* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Sic Bo.

## 9. GENERAL PROVISIONS

- 9.1. A person will not, with respect to a game of Sic Bo or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.



## Table Games Sic Bo Rules

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- 9.2. Where a player has contravened any provision of the rules a TG Assistant Casino Manager (or above) may:
  - 9.2.1. Declare that any wager made by the player(s) will be void;
  - 9.2.2. Direct that the player(s) will be excluded from further participation in the game;
  - 9.2.3. Withhold payable winnings from the player(s) if reasonably suspected to have been won while the player(s) were in possession of a prohibited device until the Casino Operator has completed an investigation and made a determination; and
  - 9.2.4. Detain the person(s) in a suitable place in or near the casino and, in any event, not contrary to section 81(3) of the Casino Control Act 1991, until the arrival of a police officer, if reasonably suspected to be in possession of a device prohibited under section 80 of the Casino Control Act 1991 or to be contravening or attempting to contravene section 81, 82, 83 or 83A of the Crimes Act 1958 or a prescribed provision of the Casino Control Act 1991.
- 9.3. A TG Assistant Casino Manager (or above) may declare the outcome of a Spin or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 9.4. A TG Higher Duties Dealer (or above) may declare Void the outcome of a Spin if the Spin is disrupted by circumstances outside Crown's reasonable control, including (but not limited to): forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery or an Act of God.
- 9.5. Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 9.6. A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 9.8. The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three Spins' notice is given to the players.
- 9.9. A player who abstains from wagering for three (3) consecutive Spins whilst all other positions at that table are in use may be required to vacate that area.



## Table Games Sic Bo Rules

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- 9.10. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the TG Area Manager (or above) will be final.
- 9.11. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VCGLR Inspector.
- 9.12. A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Sic Bo.
- 9.13. Players are not permitted to have side bets against each other.
- 9.14. A copy of these Rules will be made available upon request.



**Table Games**  
**Sic Bo Rules**

**DIAGRAM A**

<b>SMALL</b> NUMBERS 4 TO 10  1 PAYS 1 ANY TRIPLE LOSES		EACH DOUBLE 1 PAYS 11 DOUBLE ONE DOUBLE TWO DOUBLE THREE			1 PAYS 180 TRIPLE ONE TRIPLE TWO TRIPLE THREE			1 PAYS 31 ANY TRIPLE TRIPLE FOUR TRIPLE FIVE TRIPLE SIX			1 PAYS 180 DOUBLE FOUR DOUBLE FIVE DOUBLE SIX			<b>BIG</b> NUMBERS 11 TO 17  1 PAYS 1 ANY TRIPLE LOSES	
4	5	6	7	8	9	10	11	12	13	14	15	16	17		
1 PAYS 62	1 PAYS 31	1 PAYS 18	1 PAYS 12	1 PAYS 8	1 PAYS 7	1 PAYS 6	1 PAYS 6	1 PAYS 7	1 PAYS 8	1 PAYS 12	1 PAYS 18	1 PAYS 31	1 PAYS 62		
1 PAYS 6															
ONE		TWO		THREE		FOUR		FIVE		SIX					
1 TO 1 ON ONE DICE.... 2 TO 1 ON TWO DICE... 12 TO 1 ON THREE DICE															



DIAGRAM B

