



# Victoria Government Gazette

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No. S 194 Monday 17 October 2005

By Authority. Victorian Government Printer

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## **Casino Control Act 1991—section 60(1)**

### CASINO RULES NOTICE NO. 7 OF 2005

#### Rules of the Game—Rapid Sic Bo

By this notice, the Victorian Commission for Gambling Regulation **approves** the Rules in respect of the game “Rapid Sic Bo” as set out in the Schedule.

This notice operates with effect from 4:00 am on 18 October 2005.

Dated 12 October 2005

PETER COHEN

Executive Commissioner

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Schedule

For the game of Rapid Sic Bo **insert:**

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## SPECIAL

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**1. Definitions**

1.1 In these rules—

“**ATS**” means an automated transaction station featuring a touch screen monitor—

- (a) Designed to allow a player to place wagers on a virtual Sic Bo layout in accordance with these rules; and
- (b) Approved as an item of gaming equipment.

“**ATS chip account**” means an account established under rule 6.

“**Casino Supervisor**” means a person, other than the Game Supervisor or the Dealer, who is employed by the Casino Operator to be responsible for the supervision and management of gaming operations.

“**Dealer**” means that person, employed as a Dealer by the Casino Operator, who is conducting the game.

“**Dice tumbler controller**” means the interface between the dice tumbler and the SGC.

“**game hardware**” means all the computer equipment needed for the conduct of the game, including one or more ATSs and SGC.

“**Game Supervisor**” means that person, employed as a game supervisor by the Casino Operator, who is supervising the conduct of the game.

“**game system**” means the configuration of software and game hardware—

- (a) Necessary to conduct the game at any time when it is not connected to a central monitoring system; and
  - (b) Approved as gaming equipment for the purposes of these rules—
- but does not include a WND.

“**individual spin**” means a single activation of the dice tumbler that causes the dice to be tumbled.

“**SGC**” means a device in the nature of a streamlined game console—

- (a) Designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and
- (b) Designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- (c) Approved as an item of gaming equipment.

“**Total**” means the sum total of the uppermost sides of the three dice resulting from a valid spin.

“**tournament**” means a competition conducted in accordance with rule 9.

“**tournament conditions**” means the conditions approved for a tournament in accordance with rule 9.

“**Tournament Director**” means the person appointed under rule 9.1.2(a) or for the time being deputising for the purposes of rule 9.1.2(b).

“**tournament player**” means a player in a tournament.

“**wagering period**” means the period determined under rule 5.1 or applying by operation of rule 5.2.

“**WND**” means a device designed to display on a screen visible to all players at the gaming table the outcome of at least the most recent spin of the game.

1.2 Unless a contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.

- 1.3 A reference in these rules to the game is a reference to the game of Rapid Sic Bo played at a particular gaming table.
- 1.4 A reference in these rules—
  - (a) To a bet is a reference to the contingency or outcome on which a player may place a wager; and
  - (b) To a wager is to the money appropriated to such a bet in a particular case.
- 1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.
- 1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system must be regarded as imposing an obligation on the Dealer and the Casino Operator to ensure that the ATS, SGC or game system operates in the manner described.

## **2. Equipment**

- 2.1 The display of the touch screen monitor of an open ATS
  - 2.1.1 Must—
    - (a) Contain all the elements of the design set out in Diagram A; and
    - (b) Contain any additional elements necessarily required by these rules; and
    - (c) Be of similar appearance to Diagram A.
  - 2.1.2 May include features in addition to those shown in Diagram A if those features are not inconsistent with Diagram A or these rules.
- 2.2 A gaming table for Rapid Sic Bo is made up of the following equipment—
  - 2.2.1 Up to 50 ATSs;
  - 2.2.2 An SGC;
  - 2.2.3 A game system (other than an SCG and one or more ATSs);
  - 2.2.4 A dice tumbler;
  - 2.2.5 A set of three (3) dice which will be sealed in the dice tumbler.
    - (a) The sides of each die will be marked with values from one to six, so arranged that the sum of the values of any pair of opposite sides is seven.
  - 2.2.6 A WND.

## **3. Placement of wagers**

- 3.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player's ATS chip account to a particular bet (as specified in rule 7) prior to the end of the wagering period for that spin.
- 3.2 The method by which a person appropriates money standing to the credit of a player's ATS chip account is by touching the display of the ATS so as—
  - 3.2.1 To make one or more chips appear to move from one part of the display to another; or
  - 3.2.2 To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.3 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 3.4 A person may not occupy a place at a Rapid Sic Bo table without actively placing wagers on an ATS or occupy an area so that he or she restricts another player from gaining access to play Rapid Sic Bo.

- 3.5 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of Rapid Sic Bo or with any employee of the Casino Operator performing duties related to Rapid Sic Bo.
- 3.6 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.
- 3.7 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.8 At the settlement of wagers for a spin, each open ATS must—
  - 3.8.1 Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
  - 3.8.2 Pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.9 Wagers may only be placed in accordance with rule 3.
- 3.10 A person must not engage or participate in Syndicate Play.
- 3.11 A person must not induce a player to vacate an ATS at a Rapid Sic Bo table or to engage in syndicate play, whether by threats, unpleasant behaviour, financial offer or any other method.
- 3.12 A person must not solicit or accept an inducement to engage in Syndicate Play.
- 4. **Permissible Wagers**
  - 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the Casino Operator is responsible under section 66 of the **Casino Control Act 1991**<sup>1</sup>.
  - 4.2 Each ATS is a location within the casino for the purposes of section 66 of the **Casino Control Act 1991**.
  - 4.3 If—
    - 4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and
    - 4.3.2 A player attempts to place an individual wager—
      - (a) In a multiple over the minimum which is not permitted; or
      - (b) Which is greater than the permitted maximum wager—
 the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and
    - 4.3.3 By the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the ATS or the game system for the individual spin.

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<sup>1</sup> Section 66 of the **Casino Control Act 1991** 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.
- (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 wagering period will:
  - 5.1.1 Be determined by the Casino Operator; or
  - 5.1.2 Be 30 seconds if the Casino Operator has not made a determination, or
  - 5.1.3 Automatically reduce to zero in the event that the Dealer lifts the cover from the dice tumbler and the sensor on the tumbler recognises that the wagering period has not ended.
- 5.2 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 5.3 The Dealer will:
  - 5.3.1 Ensure that the dice tumbler is covered and begin the wagering period by selecting 'New Game' from the SGC Main Menu and announcing to the players that they may place their bets. The selection of 'New Game' will automatically activate the tumbler.
  - 5.3.2 Uncover the dice tumbler as soon as practicable after the wagering period expires.
  - 5.3.3 Announce the result by calling the uppermost face of each die, in order, from the smallest number to the highest and then the total of the three dice and enter the result into the SCG.
    - (a) Where one or more die is not lying flat announce that the spin is a no spin and that the game will be void.
- 5.4 When an outcome has been confirmed into the SGC, the game system must—
  - 5.4.1 Display the outcome of the spin on each open ATS; and
  - 5.4.2 In respect of the wager or wagers placed on an ATS—
    - (a) If an amount has been won, automatically calculate and display the amount; and
    - (b) Automatically calculate and display the balance of the ATS chip account as a result of the outcome—in accordance with these rules.

**6. ATS Chip Accounts**

- 6.1 An open ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy-in either by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips or by inserting an amount of cash into the ATS Note Acceptor.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer—
  - 6.3.1 Must give the player control of an ATS; and
  - 6.3.2 Must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.4 Where a player inserts cash into an ATS Note Acceptor, the amount of cash will automatically be credited to the ATS chip account in respect of that ATS, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.5 The person for the time being in control of an open ATS may at any time—
  - 6.5.1 Tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as practicable, credit the amount tendered to the player's ATS chip account; or

- 6.5.2 Insert a further amount of cash into the ATS Note Acceptor.
- 6.6 A player—
- 6.6.1 May leave the game at any time; and
- 6.6.2 Must leave the game if the Dealer, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 6.7 If a player leaves the game, the Dealer must—
- 6.7.1 Pay out the full value of the player's ATS chip account balance by tendering chips; and
- 6.7.2 Close the ATS chip account.

## 7. Settlement

- 7.1 The bets which can be placed in respect of an individual spin when playing Rapid Sic Bo and the odds payable for them are—

Name		Odds
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 Die	12 to 1

## 8. Irregularities

- 8.1 The Dealer will announce that a spin is a no spin when:
- 8.1.1 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 5.3.;
- 8.1.2 After being activated the dice tumbler malfunctions; and
- 8.1.3 In the event that the dice are exposed before the wagering period has concluded.

- 8.2 In the event the Dealer has announced a no spin, the dice tumbler will be reactivated.
- 8.3 Where a malfunction occurs, the Pit Boss will be notified. Where the malfunction cannot be corrected immediately no further play will be permitted until the fault has been rectified.
- 8.4 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.
- 8.5 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.
- 8.6 The WND must be disregarded if the WND displays a number other than the actual outcome.
- 8.7 If a WND malfunctions and the result of at least the most recent spin of the game cannot be displayed to the players, the Pit Boss must be notified and until the fault has been rectified either:
  - (a) No further play will be permitted; or
  - (b) An additional Dealer (or above) must be rostered to the table to verify the result of further spins.
- 8.8 If an ATS experiences a malfunction—
  - 8.8.1 Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed on the ATS for the relevant spin; and
  - 8.8.2 On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.9 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage)—
  - 8.9.1 Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed by all players for the relevant spin; and
  - 8.9.2 On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.10 If the Dealer is unable, for the purposes of rules 8.8.2 and 8.9.2, to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.
- 8.11 If during a round of play an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.

## **9. Tournament Play**

- 9.1 General
  - 9.1.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play Rapid Sic Bo with an equal chance.
  - 9.1.2 The Casino Operator—
    - (a) Must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
    - (b) May nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

9.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Executive Commissioner for the Victorian Commission for Gambling Regulation (VCGR).

9.2 Tournament conditions

9.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount to be credited to ATS chip accounts at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of ATS account balances at the end of each session or round;
- (c) Whether there is a minimum or compulsory wager for each spin in a session or round;
- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables or ATSs to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (e) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) In respect of eligibility for entry—
  - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) If the Casino Operator is reserving the right generally to deny entry to the tournament, a statement that the Casino Operator may refuse any application; and
  - (iii) If the Casino Operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (h) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy-in is refundable in whole or in part;
- (i) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (j) The prizes;
- (k) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Rapid Sic Bo and that, in the event of any inconsistency, the rules prevail.



- 9.2.2 The tournament conditions may exclude or modify the operation of rule 6.
- 9.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.
- 9.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 9.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.
- 9.3 Conduct of Play
  - 9.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
  - 9.3.2 The Casino Operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 9.3.1 is used exclusively for tournament play.
  - 9.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.
  - 9.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
  - 9.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of spins or the scheduled completion time—
    - (a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and
    - (b) If the tournament conditions provide for the disposition of ATS chip account balances in cash at the end of the session or round, if all the players at the gaming table agree.

Chip Bank

Casino Logo

<div><div>SMALL</div><div>NUMBERS 4 TO 10</div><div>1 PAYS 1 ANY THREE ACES</div></div>	<div><div>EACH DOUBLE 1 PAYS 11</div><div><div>1 PAYS 100</div><div>1 PAYS 31</div><div>1 PAYS 100</div></div><div><div>EACH DOUBLE 1 PAYS 11</div></div></div>	<div><div>BIG</div><div>NUMBERS 11 TO 17</div><div>1 PAYS 1 ANY THREE ACES</div></div>													
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	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
ONE	TWO	THREE	FOUR	FIVE	SIX										
1 TO 1 ON ONE DIE... 2 TO 1 ON TWO DIE... 12 TO 1 ON THREE DIE															

Current Account Balance

Amount Bet

Minimum Bet

Recall

Clear

Buy-in

Cash Out

Time Limit Indicator

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