

Ref: DF24/017500

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the Delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Sic Bo in the casino operated by The Crown Resorts Pty Limited under licence granted by the Regulator on the 8 July 2014:

(1) Amended Rules for the playing of Sic Bo

The amended rules for the playing of the game of Sic Bo in the casino as set out in the Attachment, are approved.

This Order shall take effect on the date of publication on The Crown Sydney's website.

Signed at Sydney, NSW, this 16th day of August 2024.



Anthony Vescio
A/Director Licensing
For and on behalf of the **NSW Independent Casino Commission**



SIC BO

Approved Rules of the Game

Version 2.0



TABLE OF CONTENTS

1. DEFINITIONS	3
2. TABLE LAYOUT AND EQUIPMENT	5
3. WAGERS.....	5
4. MINIMUM AND MAXIMUM WAGERS.....	8
5. DEALING THE GAME.....	9
6. SETTLEMENT	10
7. IRREGULARITIES.....	11
8. SIC BO TOURNAMENT PLAY.....	12
9. PLAYER REWARDS AND PROMOTIONAL PRIZES.....	17
10. GENERAL PROVISIONS.....	21

1. DEFINITIONS

1.1. In these Rules:

'Act' means the *Casino Control Act 1992* (NSW).

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

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

'Casino Promotional Token' means a token(s) issued by the Dealer in exchange for a Table Play Voucher of nominated value issued by Crown Sydney to enable a player to wager at a gaming table. Any winnings from such tokens wagered are to be paid in chips and the Dealer will retain the token(s) at settlement.

'Complementary Chip Voucher' means a voucher issued from Crown to the patron that can be redeemed for cash chips. No wagering requirements.

'Crown Sydney' means Crown Sydney Gaming Pty Ltd, the casino operator licensed to operate the Barangaroo restricted gaming facility defined in section 6 of the Act.

'Dealer' means the authorised 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.

'Higher Duties Dealer' means the authorised person responsible for the supervision of routine operational matters relating to the conduct of gaming as may be required from time to time.

'Inspector' means a person appointed under section 20 of the *Gaming and Liquor Administration Act 2007* (NSW).

'NICC' means the NSW Independent Casino Commission

'Promotional Prize' means a promotional prize offered by Crown Sydney to patrons of the casino in connection with gaming conducted by way of a prize draw or element of chance (or part chance, part skill).

'Proxy Betting' means a prohibited form of betting, where one person places a wager on behalf of another person who is not present in the casino boundary.

'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.

'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 an entrant in a Tournament.

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

'WND' means a winning number display, which is 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 otherwise specified, a Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.

1.3. A reference in these Rules to:

1.3.1. The game; is a reference to the game of Sic Bo played at a particular gaming table;

1.3.2. A bet; is a reference to the contingency or outcome on which a player may place a wager; and

1.3.3. A wager; is to the money appropriated to such a bet in a particular case.



2. TABLE LAYOUT AND EQUIPMENT

2.1. A Sic Bo table:

2.1.1. Will contain betting areas specifically prescribed for the placement of wagers on the table layout, being similar in appearance to those depicted in DIAGRAM A or DIAGRAM B.

2.1.2. 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
 - (i) The sides of each die will be marked 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).
- (c) A control panel linked to the dice tumbler which can be used by the Dealer (or above) to cause the dice tumbler to Spin and enter results for that Spin.

2.1.3. May contain the following equipment:

- (a) Distinctive Markers;
- (b) A WND;
- (c) A float tray; and
- (d) Where cash is accepted at the table, a drop box will be fitted.

3. WAGERS

3.1. Wagers will only be accepted in chips or Casino Promotional Tokens.

3.2. All wagers must be placed on a betting area before:

3.2.1. The Dealer announces or indicates that no more bets may be placed; or

3.2.2. The Dealer reveals the result.

3.3. Players may place wagers on the following betting areas (see Rule 6 for Settlement) and the outcomes of those wagers are described as follows:



3.3.1. Big, which will:

- (a) 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
- (b) Lose if the result is a triple or any other total.

3.3.2. Small, which will:

- (a) 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
- (b) Lose when the result is a triple or any other total.

3.3.3. Specific Triples, which will:

- (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; or
- (b) Lose on any other combination.

3.3.4. Specific Doubles, which will:

- (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
 - (i) For the result to constitute a double, two (2) or all three (3) dice must display the same specific number on their uppermost face.
 - (ii) 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 (3) doubles that can be attained from all possible combinations of the dice. The wager will be paid once only.
- (b) Lose on any other combination.

3.3.5. Any Triple, which will:

- (a) Win if the result is any triple 6, 5, 4, 3, 2 or 1; or
- (b) Lose on any other combination.

3.3.6. Three Dice Totals, which will:

- (a) Win if the result is any one of the specific Totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 of the three (3) dice; or
- (b) Lose on any other total.

3.3.7. Two Dice Combinations, which will:

- (a) Win when two (2) of the three (3) dice display on their uppermost face the specific numbers as selected by the player; or
- (b) Lose on any other combination.

3.3.8. Single Die, which will:

- (a) Win if the specific number selected by the player is displayed on the uppermost face of one (1) or more of the dice; or
- (b) Lose if that specific number is not displayed on the uppermost face of one (1) or more of the dice.

3.4. Wagers will only be accepted in chips, Casino Promotional Tokens or Complimentary Chip Purchase Vouchers (as the case may be).

3.5. Chips used for play on the game may be either:

3.5.1. Cash chips marked with denominations of value; or

3.5.2. 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 Crown Sydney for the particular game played at the closed table at the time the player requests redemption. The exchange will be verified by an 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 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 that the value of each colour is declared by the purchaser according to Rule 3.4.2(e).
- 3.6. 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 or indicated that no more bets may be placed.
- 3.7. 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.

4. MINIMUM AND MAXIMUM WAGERS

- 4.1. The minimum and maximum wagers that may be played by a player and/or each betting area will be displayed at the table.
- 4.2. If a player attempts to place an individual wager that is:
 - 4.2.1. Less than the minimum wager for a particular bet as displayed on the table limit sign prior to announcing or indicating no more

bets may be placed, the player will be advised that their wager must meet the minimum and will be given the opportunity to retract or top up their wager(s) to the minimum wager; or

- 4.2.2. Less than the minimum permissible wager for a particular bet as approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed, the wager will be declared Void and the wager returned to the player; or
- 4.2.3. Less than the minimum wager for a particular bet as displayed on the table limit sign, but equal to or greater than the minimum approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed and, the wager may be paid or taken according to the rules of the game.
- 4.2.4. Greater than the maximum wager for a particular bet, as displayed on the table limit sign prior to announcing or indicating no more bets may be placed, the player will be advised, and the Dealer will return the amount exceeding the maximum to the player or give the player the opportunity to reduce their wager; or
- 4.2.5. Greater than the maximum wager for a particular bet, as displayed on the table limit sign and remains undetected until after the Dealer announces or indicates that no more bets may be placed and the initial deal has commenced, the wager will be paid or collected to the maximum at settlement.
- 4.3. If a winning wager is in bet units which is not permitted with those stated on the table limit sign 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.
- 4.4. 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 denoted by a Distinctive Marker.
- 4.5. An Area Manager (or above) may alter the limits on a gaming table at any time, except that a minimum wager can only be changed to a higher minimum:
 - 4.5.1. If no players are present, as soon as practicable; or
 - 4.5.2. If players are present, by placing a sign showing the proposed new minimum and that sign is displayed at the table for at least twenty (20) minutes prior to the time of the proposed change taking effect.

5. DEALING THE GAME

- 5.1. For each Spin, the Dealer will:
 - 5.1.1. Announce or indicate to the players that they may place their bets;
 - 5.1.2. Cover and activate the dice tumbler to initiate a Spin;
 - 5.1.3. Announce or indicate to the players that no more bets may be placed;
 - 5.1.4. Uncover the dice tumbler;
 - 5.1.5. Announce or indicate the result by declaring the uppermost face of each die and the Total;
 - 5.1.6. At the same time as announcing the winning result, enter the winning numbers into the control panel causing the winning areas on the layout to be illuminated; and
 - 5.1.7. When the winning areas have been illuminated, settle all wagers in accordance with Rule 6.
- 5.2. When there are no wagers on the layout, or players present at the table, an Area Manager (or above) may direct the Dealer to activate the dice tumbler one (1) or more times to perform additional or continuous Spins. 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:
 - 5.2.1. Once the table has been open for play; or
 - 5.2.2. At any time during the course of play; or
 - 5.2.3. Continuously until a player places a wager at the table.
- 5.3. No person other than a Dealer (or above) will activate the dice tumbler or operate the control panel.

6. SETTLEMENT

- 6.1. Wagers will be settled strictly in accordance with the position of chips when the result of a Spin is announced.
- 6.2. At the settlement of wagers of a Spin, the Dealer must:
 - 6.2.1. Clear any losing wagers from the table layout; and

6.2.2. Pay any winning wagers.

6.3. The bets which may be placed in respect of an individual Spin 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 Totals	Dice	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 Combinations	Dice	1&2, 1&3, 1&4, 1&5, 1&6	6 to 1
		2&3, 2&4, 2&5, 2&6	
		3&4, 3&5, 3&6	
		4&5, 4&6	
		5&6	
Single Die Bet		Number on one (1) Die	1 to 1
		Number on two (2) Dice	2 to 1
		Number on three (3) Dice	12 to 1

7. IRREGULARITIES

- 7.1. The Dealer (or above) will declare that a Spin is a 'no Spin' (i.e. declare Void) when:
 - 7.1.1. Any of the three (3) 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 or indicated that no more bets may be placed.
- 7.2. In the event the Dealer (or above) has declared 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. A Higher Duties Dealer (or above) may declare Void the outcome of a Spin if the result of that Spin is affected by the malfunction of any gaming equipment approved for use on that game.
- 7.5. Where a malfunction occurs, an 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.
- 7.6. 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 Sydney 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 Sydney, Crown Sydney must:
 - 8.2.1. In accordance with Rule 8.4, document Tournament Terms and Conditions.
 - 8.2.2. Prior to a Tournament being conducted and entries having been taken,

make the Tournament Terms and Conditions available to patrons.

8.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.

(a) The Tournament Director may, at their 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 Tournament Terms and Conditions 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 Spins'.

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 addon, 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.

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 Tournament Terms and Conditions.
 - (ii) A statement to the effect that only persons who are not excluded or otherwise prohibited from entering the casino are eligible to register for the Tournament.
 - (iii) If Crown Sydney is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
- (b) In respect of the Terms and Conditions:
 - (i) A statement to the effect that all Tournament Players must abide by the Tournament Terms and Conditions or risk disqualification.
 - (ii) Information detailing how the Tournament Terms and Conditions will be made available to Tournament Players.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which a Tournament Player 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;

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- (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there are 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.
- (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.
- (d) If pass cards are to be made available, the number of pass cards in a session or Spin and details of how to use a pass card.
- (e) Any other additional wagers or features that are available to Tournament Players and how they may be utilised.

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 their 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 Tournament 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 Sic Bo shall 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 Tournament Players at the gaming table agree.
- (e) A statement to the effect that Tournament Players' personal information collected during the Tournament will be handled in accordance with Crown Sydney's Privacy Policy (available on request or on Crown Sydney's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to Tournament Players' permission, Crown Sydney reserves the right and license to use Tournament Players' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown Sydney.
- (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. Where a Tournament Player is not satisfied with a decision made or has a complaint relating to the conduct of gaming in the casino by Crown Sydney, the Tournament Player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Sic Bo.
- (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 *Competition and Consumer Act 2010* (Cth), Crown Sydney (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.

9. PLAYER REWARDS AND PROMOTIONAL PRIZES

- 9.1. Crown Sydney may offer Promotional Prizes in connection with gaming.
- 9.2. Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 9.3. The non-monetary prize rules in section 66(4) of the Act apply such that Promotional Prizes will not comprise or include any of the following:
 - 9.3.1. Tobacco in any form; or
 - 9.3.2. A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 9.3.3. A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 9.3.4. More than twenty (20) litres of liquor; or
 - 9.3.5. Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 9.4. Crown Sydney will document Terms and Conditions associated with a Promotional Prize promotion and refer to those Terms and Conditions in marketing material. The Terms and Conditions will be readily available within the casino boundary or through other appropriate means, including (but not limited to) being made available online, direct mail or brochures.
- 9.5. The Terms and Conditions for Promotional Prize promotions must include, but are not limited to, the following:
 - 9.5.1. The manner in which a Promotional Prize is to be awarded;
 - 9.5.2. When and where the Promotional Prize will be awarded;
 - 9.5.3. The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;
 - 9.5.4. If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotional Prize;
 - 9.5.5. The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;

- 9.5.6. The closing date and time for entries to be received into any Promotional Prize promotions;
- 9.5.7. The method for claiming a Promotional Prize (including any requirement for players to be physically present);
- 9.5.8. How the winners of a Promotional Prize promotion will be notified and published; and
- 9.5.9. Details of the prizes and their value including any conditions in relation to receiving, using or accepting prizes, including specifically:
- (a) For machinery or appliances:
 - (i) Make;
 - (ii) Model; and
 - (iii) Included accessories:
 - (b) For motor vehicles:
 - (i) Make;
 - (ii) Model;
 - (iii) Include accessories; and
 - (iv) What other on-road costs are included (for example, registration).
 - (c) For travel / holidays:
 - (i) How many guests the winner is entitled to bring on the travel Promotional Prize;
 - (ii) Airfares, accommodation, transfers, meals;
 - (iii) Any restrictions as to when travel must be taken; and
 - (iv) Any spending money included.

- (d) If the prize is real estate:
 - (i) The type of dwelling;
 - (ii) Floor plans;
 - (iii) Contract details;
 - (iv) Easement details;
 - (v) Address of other location; and
 - (vi) Any other inclusions – conveyancing, legal costs, fixtures and fittings.

- 9.6. Where a patron is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by Crown Sydney to notify the winner of any Promotional Prize within two (2) days of the draw by the following methods:
 - 9.6.1. In person; or
 - 9.6.2. Mail; or
 - 9.6.3. Telephone; or
 - 9.6.4. E-mail.

- 9.7. Crown Sydney will provide the NICC with a copy of the Terms and Conditions of a Promotional Prize promotion under these Rules on request.

- 9.8. If Crown Sydney refuses to offer a Promotional Prize to a patron for reasons including (but not limited to) self-exclusions, cheating matters or other unacceptable behaviour that result in that patron being excluded or otherwise prohibited from entering the casino before or during the Promotional Prize promotion, Crown Sydney will inform that patron as soon as practicable and must retain all details of claims of Promotion Prizes over \$100 which have been refused.

- 9.9. In the event of a dispute in relation to the Terms and Conditions of a Promotional Prize promotion, the decision of Crown Sydney management is final. Where a patron is not satisfied with a decision made by Crown Sydney in relation to a Promotional Prize promotion, the patron will be advised how to contact an

Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Sic Bo.

- 9.10. Should Crown Sydney determine that the integrity of the Promotional Prize promotion has been compromised, the promotion may be postponed until such time where the integrity is validated or otherwise, cancel the promotion. For cancellations, an Inspector must be notified as soon as practicable.

10. GENERAL PROVISIONS

- 10.1. A person will not, with respect to a game of Sic Bo, 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.
- 10.2. Where a player(s) has contravened any provision of these Rules, an Assistant Casino Manager (or above) may:
- 10.2.1. Declare that any wager made by the player(s) will be Void; or
- 10.2.2. Direct that player(s) will be excluded from further participation in the game; or
- 10.2.3. Exclude the player(s) from the casino in line with the provisions of section 79 of the Act; or
- 10.2.4. Immediately escalate a matter to an Inspector or a police officer as appropriate in the event a player(s) is found in possession of a prohibited device.
- 10.3. An Assistant Casino Manager (or above) may declare the outcome of a Spin or any wager Void if;
- 10.3.1. The game is disrupted by circumstances outside Crown Sydney'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; or
- 10.3.2. Any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 10.4. Where the outcome of a Spin or wager is declared Void, those wagers for that particular outcome will be refunded to the players.
- 10.5. A Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Spins' notice is given to the players.

- 10.6. A player will not be advised by an employee of Crown Sydney on how to play, except to ensure compliance with these Rules.
- 10.7. No onlooker or any player wagering at any table may, unless permitted by a player, influence another player's decisions of play.
- 10.8. Proxy betting is not permitted.
- 10.9. Players are not permitted to have side bets against each other.
- 10.10. A seated player who abstains from wagering for three (3) consecutive Spins whilst all other seats at that table are occupied may be directed to vacate that seat.
- 10.11. A Higher Duties Dealer (or above) may refuse, on reasonable grounds, any wager made by a player prior to the Dealer announcing or indicating that no more bets may be placed, and in doing so cause the wager(s) to be removed from the layout.
- 10.12. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the Area Manager (or above) will be final. Where a player is not satisfied with the decision of the Area Manager (or above) relating to the conduct of gaming, the player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Sic Bo.
- 10.13. A copy of these Rules will be made available on request.

DIAGRAM A

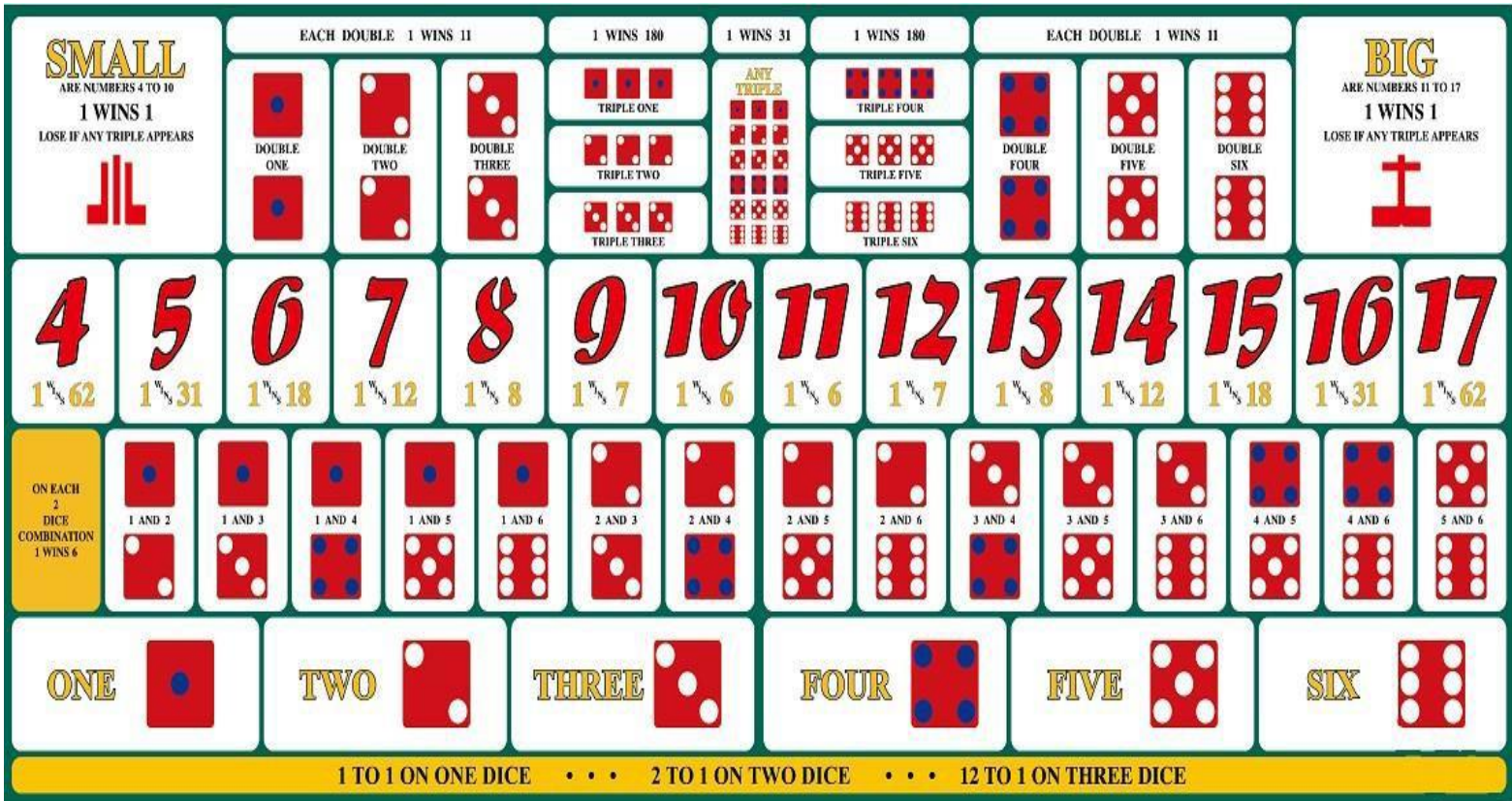




DIAGRAM B

BIG 1 WINS 1 一贏一 ARE NUMBERS 11 TO 17 11點至17點 LOSE IF ANY TRIPLE APPEARS 圖數通吃 大	SMALL 1 WINS 1 一贏一 ARE NUMBERS 4 TO 10 4點至10點 LOSE IF ANY TRIPLE APPEARS 圖數通吃 小	EACH DOUBLE 1 WINS 11 雙骰一贏十一 DOUBLE ONE 雙一 DOUBLE TWO 雙二 DOUBLE THREE 雙三			1 WINS 180 1 贏 180 TRIPLE ONE 圖一 TRIPLE TWO 圖二 TRIPLE THREE 圖三			1 WINS 31 1 贏 31 ANY TRIPLE 圖骰			1 WINS 180 1 贏 180 TRIPLE FOUR 圖四 TRIPLE FIVE 圖五 TRIPLE SIX 圖六			EACH DOUBLE 1 WINS 11 雙骰一贏十一 DOUBLE FOUR 雙四 DOUBLE FIVE 雙五 DOUBLE SIX 雙六			BIG 1 WINS 1 一贏一 ARE NUMBERS 11 TO 17 11點至17點 LOSE IF ANY TRIPLE APPEARS 圖數通吃 大	SMALL 1 WINS 1 一贏一 ARE NUMBERS 4 TO 10 4點至10點 LOSE IF ANY TRIPLE APPEARS 圖數通吃 小
		ON EACH 2 DICE COMBINATION 1 WINS 6 兩顆骰子組合一贏六 1 AND 2 1 AND 3 1 AND 4 1 AND 5 1 AND 6 2 AND 3 2 AND 4 2 AND 5 2 AND 6 3 AND 4 3 AND 5 3 AND 6 4 AND 5 4 AND 6 5 AND 6																
		4 1 贏 62 1 贏 62	5 1 贏 31 1 贏 31	6 1 贏 18 1 贏 18	7 1 贏 12 1 贏 12	8 1 贏 8 1 贏 8	9 1 贏 7 1 贏 7	10 1 贏 6 1 贏 6	11 1 贏 6 1 贏 6	12 1 贏 7 1 贏 7	13 1 贏 8 1 贏 8	14 1 贏 12 1 贏 12	15 1 贏 18 1 贏 18	16 1 贏 31 1 贏 31	17 1 贏 62 1 贏 62			
ONE 一 	TWO 二 		THREE 三 			FOUR 四 		FIVE 五 		SIX 六 								
1 TO 1 ON ONE DICE 一顆相同骰子一贏一 ●●● 2 TO 1 ON TWO DICE 二顆相同骰子一贏二 ●●● 12 TO 1 ON THREE DICE 三顆相同骰子一贏十二																		