

Sic Bo

Contents

1. Definitions2

2. Table Layout and Equipment.....3

3. Wagers.....4

4. Minimum and Maximum Wagers6

5. Play of the Game.....7

6. Super Streak7

7. Settlement.....8

8. Irregularities.....10

9. General Provisions12

10. Player Rewards and Promotional Prizes.....14

DIAGRAM A.....18

DIAGRAM B.....19

DIAGRAM C.....19

DIAGRAM D.....20

1. Definitions

1.1 In these rules, unless the contrary intention appears:

"Cash Change" means the purchasing of chips with cash or by any other means at the table;

"Cashless" means a table where chips can be purchased through a cashless terminal at table (CTT);

"casino promotional voucher" means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"casino supervisor" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

"Colour Change" means the exchanging of chips for other chips;

"colour checks" means chips without denomination markings;

"dealer" means a person responsible for the operation of the game;

"Deposit Limit" means the maximum amount an Account Holder can deposit into their Star Account in a calendar day via cash at cashier, Debit Card, EFTPOS, or Direct Bank Transfer for the purposes of gaming at The Star Sydney. Only external funds deposited into the Account Holder's Star Account are tracked against their Deposit Limit;

"float tray" means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

"games supervisor" means a person responsible for the immediate supervision of the operation of the game;

"Gaming Limit" means Deposit Limit and Loss Limits;

"Invalid Wager" means a wager that was made by an ineligible player or a wager that doesn't meet the rules of the game. Any wager deemed invalid is void;

"inspector" means a person appointed under section 20 of the *Gaming and Liquor Administration Act 2007*;

"Loss Limit" means the maximum net loss over a period that a player sets for gaming at The Star Sydney;

"marker button" means a button used to denote the value of colour checks;

"NICC" means the NSW Independent Casino Commission;

“player card” a digital or physical card issued by a casino to a patron to use when gaming at the casino, as referred to in section 71A of the *Casino Control Act 1992* (NSW). A player card includes a The Star Club membership card, or a social member that has been issued with a Player Card.

“promotional prize(s)” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“Proxy Betting” means a prohibited form of betting where one person places a wager on behalf of another. Placing a wager on someone else’s behalf is only permitted when the player is physically present at the same table, and the action is solely to provide physical assistance to the player, without any form of economic benefit;

“round of play” begins when the dome is placed over the dice and the tumbler is activated. It ends when the dealer reveals the result and, collects losing wagers and paying out the winning ones;

“Super Streak” is an optional additional wager which may be made by a player in accordance with rule 6;

“total” means the sum of the numbers shown on the uppermost sides of the three dice;

“triple” is a result consisting of three dice of the same value;

“value chips” means chips marked with denominations of value;

“void” means invalid with no result;

“WND” (Winning Number Display) means an electronic display and sensor that may, at the discretion of the casino operator, be attached to a table for the purpose of recording and displaying the present and most recent winning results at the table.

2. Table Layout and Equipment

- 2.1 The game of Sic-Bo shall be played at a table having on one side places for the players and on the opposite side a place for the dealer(s).
- 2.2 The layout of the table shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram ‘A’, ‘B’, ‘C’, or ‘D’.
- 2.3 The table shall be fitted with electronic equipment which shall be programmed so that when the three winning numbers corresponding to a declared result of a game are entered into the equipment by the activation of the relevant numbered buttons or switches, all the winning areas of the layout shall be illuminated.
- 2.4 A dice tumbler, either mechanically or electronically activated, shall be affixed to the table, have a dome-shaped, removable, non-transparent cover and be used to tumble the dice.

- 2.5 A set of three dice shall be sealed in the dice tumbler. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.6 An entry terminal, linked to the electronic equipment referred to in rule 2.3, shall be attached to the top of the table and have switches or buttons numbered 1, 2, 3, 4, 5 and 6. Alternately, a touch screen may be used which offers the following options : Shake Dice, No More Bets, Cocked Dice and Enter Results, as well as the numbers 1, 2, 3, 4, 5, and 6.
- 2.7 The following equipment shall also be used:
- 2.7.1 marker buttons, constructed of plastic in different colours, sufficient to indicate the values of the colour checks in use at the table; and
- 2.7.2 a float tray.
- 2.7.3 The table shall have a drop box attached for when cash is accepted.
- 2.7.3.1 The drop box may be removed for when a table is operating as cashless.

3. Wagers

- 3.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play.
- 3.2 The wagers defined in this rule shall be the permissible wagers by a player at the game of Sic-Bo:
- 3.2.1 "Small" means a wager which shall:
- 3.2.1.1 win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the three dice, with the exception of triple 2 or triple 3;
- 3.2.1.2 lose if any other total or a triple appears.
- 3.2.2 "Big" means a wager which shall:
- 3.2.2.1 win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the three dice, with the exception of triple 4 or triple 5;
- 3.2.2.2 lose if any other total or a triple appears.
- 3.2.3 "Specific Triples" means a wager on any one of the specific triples 1, 2, 3, 4, 5, or 6, which shall win if that triple appears and shall lose if any other combination appears.
- 3.2.4 "Specific Doubles" means a wager on any one of the specific doubles 1, 2, 3, 4, 5 or 6, which shall win if that double or win once only if a triple of the same number appears, and shall lose if any other combination appears.
- 3.2.5 "Any Triple" means a wager on any triple 1, 2, 3, 4, 5 or 6 which shall

win if a triple appears and shall lose if any other combination appears.

3.2.6 "Three Dice Totals" means a wager on any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which shall win if that total appears in any combination of the three dice and shall lose if any other total appears.

3.2.7 "Dice Combinations" of

1 and 2, 3, 4, 5 or 6
2 and 3, 4, 5 or 6
3 and 4, 5 or 6
4 and 5 or 6
5 and 6

means a wager on any one of these specific combinations which shall win once only if that combination appears on two or more of the dice and shall lose if any other combination appears;

3.2.8 "Single Die Bet" means a wager on any one of the numbers 1, 2, 3, 4, 5, or 6, which shall win if that number appears on one or more of the dice and shall lose if that number does not appear.

3.3 The wagers defined in this rule are additional optional wagers that the casino operator may offer at the game of Sic-Bo:

3.3.1 "Odd" means a wager which shall:

3.3.1.1 win if any of the totals of 5, 7, 9, 11, 13, 15 or 17 appears in any combination of the three dice, with the exception of triple 3 or triple 5;

3.3.1.2 lose if any other total or triple appears.

3.3.2 "Even" means a wager which shall:

3.3.2.1 win if any of the totals of 4, 6, 8, 12, 14, 16 or 18 appears in any combination of the three dice, with the exception of triple 2 or triple 4;

3.3.2.2 lose if any other total or triple appears.

3.3.3 "Four Number Combinations" of

1, 2, 3 and 4
2, 3, 4 and 5
2, 3, 5, and 6
3, 4, 5 and 6

Means a wager on any of these specific combinations which shall win once and only if any three of the four numbers appear on the dice and shall lose if any other combination appears.

3.4 All wagers shall be made by placing value chips or colour checks and/or casino promotional tokens on the appropriate wagering areas of the layout.

3.5 The colour checks of a set shall each bear the same distinguishing emblem or

mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.

- 3.6 Colour checks issued at a Sic-Bo table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.7 Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino unless that table is closed at the time of the redemption request.
- 3.8 No player shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another person at the same table unless the player(s) issued with the chips agree to the issue.
- 3.9 Where a player purchases colour checks, the specific value to be assigned to each shall be ascertained by the dealer and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that player.
- 3.10 At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table, provided that as a result, no other player is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.11 A wager cannot be withdrawn, placed or changed after the dealer has called "no more bets" and/or indicated by hand movements above the layout that betting is to cease. On completion of the hand movement no more bets will be allowed.
- 3.12 Wagers orally declared shall be accepted only when accompanied by chips or colour checks or casino promotional tokens and the dealer has sufficient time to place the wager on the layout prior to "no more bets" being called.
- 3.13 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of wagers is correctly carried out.
- 3.14 Wagers shall be settled strictly in accordance with the position of chips or colour checks or casino promotional tokens on the layout when the cover of the dice tumbler is removed.
- 3.15 The Casino Supervisor may limit the number of players permitted to play at the table, or limit one player per dedicated player area.

4. Minimum and Maximum Wagers

- 4.1 The minimum and maximum permitted to be played by a player and/or for each playing area and/or for each bet type shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 4.2 A wager found to be below the stated minimum, after the call of no more bets, shall be valid.

- 4.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous game(s) the wagers and results of the previous game(s) shall stand.
- 4.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 4.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 4.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

5. Play of the Game

- 5.1 At the commencement of each game a dealer or a casino supervisor shall activate a mechanical or electrical device that causes the dice to tumble within the covered dice tumbler at least three times. The dealer shall then call "place your bets".
- 5.2 The dealer shall call and / or signal "no more bets" and then uncover the tumbler. Where a touch screen is used, the dealer shall, after calling and / or signaling "no more bets", press the "no more bets" area indicated on the console and then uncover the tumbler.
- 5.3 Providing the dice are lying flat, a dealer or the casino supervisor shall announce the result by calling the number on the uppermost face of each dice, in order, from the lowest number to the highest and the total of the three dice.
- 5.4 A dealer or the casino supervisor shall enter the result by activating the three switches or buttons of the entry terminal, which correspond with the three winning numbers.
- 5.5 When the sequence referred to in rule 5.4 is complete and the winning areas have been illuminated on the layout, the dealer(s) shall collect all losing wagers and proceed to pay all winning wagers.
- 5.6 No person other than a dealer or casino supervisor responsible for the operation and integrity of the game, shall, at any time during play interfere with the dice tumbler or the action of the dice tumbler.

6. Super Streak

- 6.1 Where Super Streak is offered, and the game of Sic Bo is played at a table incorporating a plasma or LCD screen with a layout marked in a manner substantially similar to that shown in diagram 'C' or 'D', any player may elect to place a Super Streak wager when the Super Streak betting area is flashing alternate colours before the round of play commences.

- 6.2 A Super Streak wager can only be made after the first result of the gaming day (with the exception of a triple), or when a winning streak (continuous run) of Small or Big, or Odd or Even has been terminated. A Super Streak wager is unable to be placed while a winning streak is in progress. A Super Streak wager must remain in play until the termination of the streak.
- 6.3 A 'Super Streak' consists of a continuous number of four or more results to a maximum of 12, where the dice totals, in accordance with rules 3.2.1, 3.2.2, 3.3.1 or 3.3.2 with the exception of a triple, are:
- 6.3.1 All Small results, or
 - 6.3.2 All Big results, or
 - 6.3.3 All Odd results, or
 - 6.3.4 All Even results.
- 6.4 Where a Super Streak wager is made and:
- 6.4.1 If the winning streak is a Small or Big, Odd or Even result for three or less continuous results, the wager shall lose. If a result is a triple the Super Streak wager shall neither win, lose, or progress.
 - 6.4.2 If the winning streak is a Small or Big, Odd or Even result for four or more continuous results to a maximum of 12 continuous results, the wager shall win according to the table in rule 7.2. If a result is a triple the Super Streak wager shall neither win, lose, or progress.
- 6.5 The Super Streak wagers of Small or Big, Odd or Even are independent of each other. A changeover from Small to Big (or vice versa) can occur in the middle of an Odd or Even streak, and vice versa. Under some circumstances, both Super Streak wagers will terminate (and therefore changeover) simultaneously.
- 6.6 When a Super Streak bet option is offered and there is a game in progress, a sign showing the proposed time of closure shall be displayed on the table at least 20 minutes before the closure. Once the clock is placed on the table the dealer shall announce final call for Super Streak wagers. At this time, all wagers placed on the bet, including those on a current streak, will remain in play until a result has been determined. No further Super Streak wagers will be accepted until the table is re-opened.
- 6.7 The amount required to make a Super Streak wager will be shown on a sign at the table.

7. Settlement

- 7.1 Winning wagers at the game of Sic-Bo shall be paid at the odds listed below:

Wager	Odds
Small	1 to 1
Big	1 to 1
Odd	1 to 1
Even	1 to 1
Specific Triples	180 to 1
Specific Doubles	11 to 1
Any Triple	31 to 1
Three Dice Totals	

4 or 17 5 or 16 6 or 15 7 or 14 8 or 13 9 or 12 10 or 11	62 to 1 31 to 1 18 to 1 12 to 1 8 to 1 7 to 1 6 to 1
Four Number Combinations 1, 2, 3, and 4 2, 3, 4 and 5 2, 3, 5 and 6 3, 4, 5 and 6	7 to 1 7 to 1 7 to 1 7 to 1
Dice Combinations 1 and 2, 3, 4, 5 or 6 2 and 3, 4, 5 or 6 3 and 4, 5 or 6 4 and 5 or 6 5 and 6	6 to 1 6 to 1 6 to 1 6 to 1 6 to 1
Single Die Bet Number on one Die Number on two Dice Number on three Dice	1 to 1 2 to 1 12 to 1

7.2 Winning wagers for Super Streak shall be paid at the odds listed below:

1	-
2 in a row	-
3 in a row	-
4 in a row	6 to 1
5 in a row	10 to 1
6 in a row	15 to 1
7 in a row	20 to 1
8 in a row	35 to 1
9 in a row	50 to 1
10 in a row	75 to 1
11 in a row	100 to 1
12 in a row	500 to 1

8. Irregularities

- 8.1 If any of the three dice fail to come to rest with one surface flat to the base of the tumbler, a dealer or the casino supervisor shall announce "no result".
- 8.2 If the dice tumbler after being activated does not operate correctly, a dealer or the casino supervisor shall announce "no result".
- 8.3 In the event of the dice tumbler not being activated in accordance with these rules or the concealed dice being exposed before the announcement of "no more bets", a dealer or casino supervisor shall announce "no result".

- 8.4 If the “no more bets” button has not been activated in accordance with rule 5.2, a dealer or casino supervisor shall announce “no result”.
- 8.5 In the event that one or more dice, or the dice tumbler are broken, a dealer or the casino supervisor shall announce “no result”.
- 8.6 If a dealer or the casino supervisor announces “no result”, all wagers with the exception of Super Streak wagers shall be void. Super Streak wagers shall neither win, lose or progress.
- 8.7 If the electronic equipment referred to in rule 2.3 fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be collected and paid according to the result shown on the dice and rule 8.8 shall apply; and
- 8.7.1 all Super Streak wagers in play shall be collected and paid according to the result shown on the dice and the Super Streak wager shall be deemed to be terminated.
- 8.8 In the event of an equipment malfunction as referred to in rule 8.7, an inspector shall be notified immediately and no further play shall be permitted until the fault has been rectified.
- 8.9 The WND unit must be disregarded if the WND unit displays a number other than the actual outcome.
- 8.10 In the event that a wager or Cash Change or Colour Change has not been correctly settled by reason of an overpayment or underpayment, then provided:
- 8.10.1 The overpayment or underpayment was not made intentionally, and The Star does not suspect that it was made intentionally (which, for the purposes of this rule, is to be determined in each case by The Star making reasonable enquiries); and
- 8.10.2 Within a reasonable time, the overpayment or underpayment is either rectified or a reasonable attempt has been made by The Star to rectify the overpayment or underpayment upon becoming aware of the overpayment or underpayment or The Star has otherwise brought the overpayment or underpayment to the attention of the NICC,
- Then the overpayment or underpayment will not be taken to constitute a breach of these rules.
- 8.11 In the event that a wager or Cash Change or Colour Change has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:
- 8.11.1 Within a reasonable time, rectify the incorrect settlement; and
- 8.11.2 Make a reasonable attempt to identify the patron involved.
- 8.12 For the avoidance of doubt:

8.12.1 For the purposes of rule 8.10.2 and 8.11.2 a reasonable attempt to rectify would be satisfied by The Star making a reasonable attempt to identify, contact or liaise with an affected patron and if practical, in the case of an affected patron having been identified:

8.12.1.1 Where an underpayment has been made, an attempt to reimburse that patron; or

8.12.1.2 Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;

8.13 An unintentional overpayment of moneys to a patron by The Star will be not taken as a breach of any obligation The Star has regarding the provision or extension of credit under section 74 of the *Casino Control Act 1992*; and notwithstanding rule 8.10, at the end of each month The Star must inform the NICC of any individual overpayment or underpayment of which it becomes aware that is over \$1,000 in value.

8.14 In the event a wager is found to be invalid pursuant to rule 9.1:

8.14.1 before the commencement of the round of play, The Star will return the Invalid Wager to the person;

8.14.2 In the course of the round of play, The Star will make a reasonable attempt to return winning Invalid Wagers to the person and the person will not be entitled to any winnings arising out of the Invalid Wager.

8.14.3 If an Invalid Wager applies to any previous rounds of play that have already been settled, the wagers and results of the previous rounds of play shall stand.

8.15 If the Star determines that a player, who has set a Loss Limit and exceeded their Loss Limit during a round of play, only the amount of the wager within the Loss Limit will be considered valid and settled according to the game result.

8.15.1 If a player fails to comply with rule 9.2 and their wager exceeds the Loss Limit, the amount exceeding the Loss Limit shall be deemed invalid and returned to the guest in reverse order of the bets placed. The dealer and/or supervisor must advise the player of their obligations when playing on a Loss Limit as per clause 9.2;

8.15.2 The wagers and results of previous round(s) of play shall stand.

9. General Provisions

9.1 From 19 August 2024, a player must have a valid Player Card at the commencement of play and must only participate in the game with the use of their own Player Card. If a player does not comply with this requirement, including by presenting a Player Card to a dealer that was issued to another person or by placing a wager for or on behalf of another person, any wager placed by the player will be considered invalid irrespective of:

9.1.1 any claim of agency, representative, power of attorney or otherwise;
or

9.1.2 the person with the economic stake in the wager.

- 9.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:
- 9.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;
 - 9.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;
 - 9.2.3 declare any remaining chips to a dealer when leaving a table game; and
 - 9.2.4 comply with all other reasonable guidance and directions notified by The Star from time to time relevant to the monitoring of their gaming activity.
- 9.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.
- 9.4 The Casino Supervisor may restrict a player from wagering for the purposes of allowing the player's Loss Limit to calculate and reset for the new Loss Limit period. This may include requiring the player to take a short break from play prior to the new Loss Limit period.
- 9.5 To the maximum extent permitted by law, The Star is not liable for any loss, damages, cost or expense that a player may suffer or incur either directly or indirectly arising out of or in connection with a player intentionally, recklessly or by any dishonest means exceeding a Gaming Limit or in circumstances where a Gaming Limit is exceeded because the player fails to comply with their obligations set out in rule 9.2.
- 9.6 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 9.7 Rule 9.6 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 9.8 Where a casino supervisor is satisfied that a person has contravened any provision of rule 9.6, he/she may:
- 9.8.1 declare that any wager made by the person is void;
 - 9.8.2 direct that the person shall be excluded from further participation in the game;
 - 9.8.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*.
- 9.9 A casino supervisor may invalidate the outcome of a game if:
- 9.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

- 9.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.10 Where the outcome of a game is invalidated under rule 9.9, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 9.8 be forfeited.
- 9.11 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.12 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 9.13 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.14 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 9.15 Players and spectators are not permitted to have bets with or against each other.
- 9.16 A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the call of no more bets, and in so doing may cause the wager(s) to be removed from the layout.
- 9.17 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a games supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter must be referred in the first instance to a casino supervisor.
- 9.18 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 9.19 A copy of these rules shall be made available for inspection upon request.
- 9.20 Proxy Betting is not permitted.

10. Player Rewards and Promotional Prizes

- 10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 10.3 When offering a non-monetary Promotional Prize, with the exception of prizes

consisting of casino dollars, the casino operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead.

10.4 Promotional Prizes must not be awarded in the form of cash. The method of prize disbursement will be outlined in the promotional terms and conditions.

10.5 The non-monetary prize rules as set out in section 66(4)(b) of the *Casino Control Act 1992* apply and Promotional Prizes will not consist of or include any of the following:

10.5.1 tobacco in any form;

10.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;

10.5.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;

10.5.4 more than 20 litres of liquor; or

10.5.5 any item or service prescribed by the regulations.

10.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

10.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

10.7.1 the manner in which a Promotional Prize is to be awarded;

10.7.2 when and where the Promotional Prize will be awarded;

10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;

10.7.7 the place, date and time of any Promotional Prize promotion;

10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

10.7.9 how the winner of a Promotional Prize will be notified;

10.7.10 how the results of a Promotional Prize will be published;

10.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

10.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make;
- ii) Model;
- ii) Accessories.

10.7.11.2 If the prize is a motor vehicle, details shall also include:

- i) Make;
- ii) Model;
- iii) Accessories; and
- iv) whether registration and other on-road costs are included.

10.7.11.3 If the prize is travel, details shall also include:

- i) number of persons entitled to take advantage of the travel prize;
- ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
- iii) restrictions on when the travel must be taken;
- iv) if spending money is included.

10.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

10.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify

the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 10.8.1 face-to-face; or
- 10.8.2 mail; or
- 10.8.3 telephone; or
- 10.8.4 email.

10.9 The casino operator shall provide the NICC with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

10.9.1 NICC approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

10.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

10.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

10.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.

10.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur, the Inspector is to be notified within 48 hours.

10.13 The casino operator shall provide the NICC with full details of the terms and conditions of any promotion conducted by the casino operator in accordance with these rules at least 24 hours prior to the commencement of any promotion.

10.13.1 In the event the casino operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the casino operator must re-submit the amended terms and conditions to the NICC as soon as possible.

DIAGRAM A
Sic Bo Layout

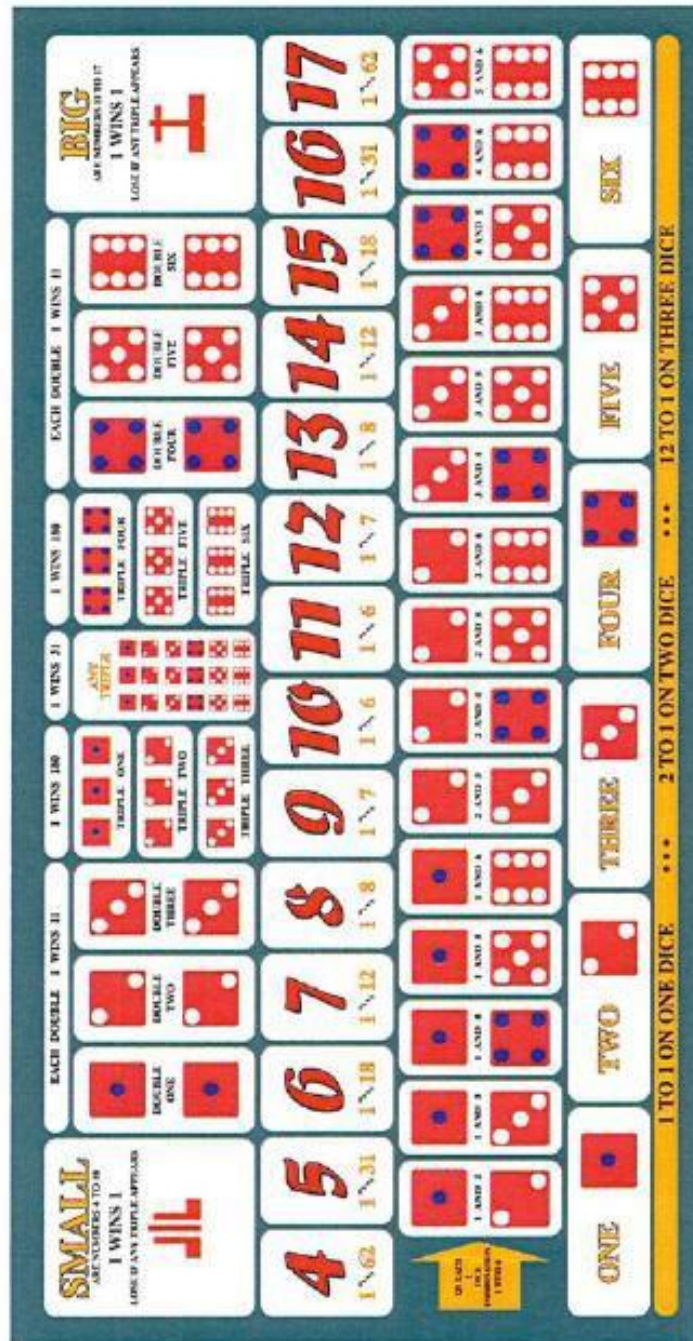


DIAGRAM B
Sic Bo Layout

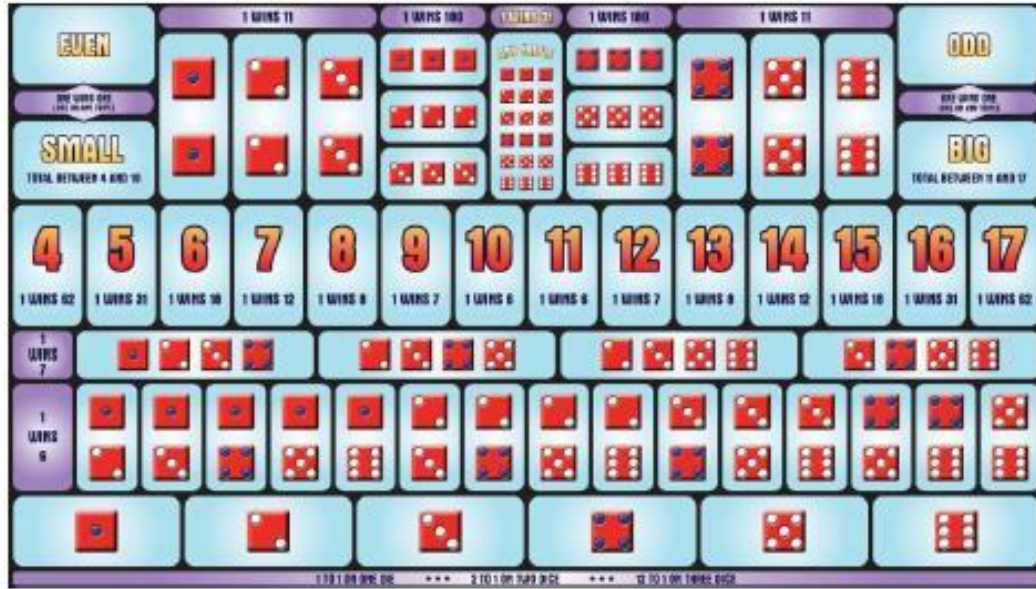


DIAGRAM C
Super Streak Layout

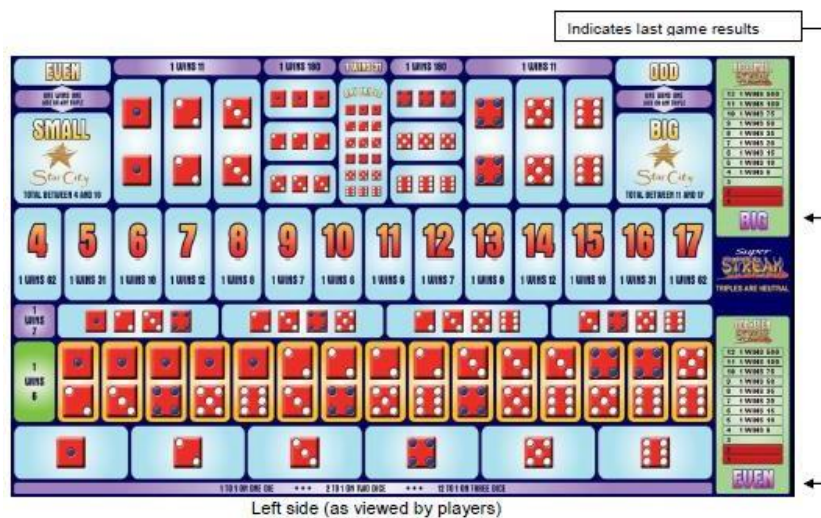


DIAGRAM D Super Streak Layout

