

TASMANIAN LIQUOR AND GAMING  
COMMISSION

# Mini Dice Rules

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# Mini Dice Rules

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## I DEFINITIONS

In these rules and conditions, unless the contrary appears:

**“Dealer”** means a Special Employee with the relevant competency to operate the game in accordance with the approved rules of the game.

**“Dice tumbler”** means an electronic device used to tumble the dice.

**“Field Bet”** means a wager on the sum total of the uppermost side of the three dice equal to 5, 6, 7, 8, 13, 14, 15 or 16.

**“Management Representative”** means a Special Employee with the relevant competencies to manage gambling operations.

**“Round of play”** means the period of play commencing with the commencement of play and concluding when the dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.

**“Single Dice Bet”** means a wager placed on any one of the numbers 1, 2, 3, 4, 5 or 6.

**“Spin”** means an activation of the dice tumbler that causes the dice to be tumbled.

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

**“Void”** means invalid spin with no result.

**“Wheel check”** means a colour chip.

## 2 THE TABLE

1. The Mini Dice table will, on one side, have places for players and on the opposite side, a place for the Dealer.
2. The table will be marked in a manner similar to that shown in Diagram A, with:
  - a) rectangular areas to indicate the boxes for the numbers 1, 2, 3, 4, 5 and 6; and
  - b) one large rectangular area with the numbers 5, 6, 7, 8, 13, 14, 15 and 16 marked, and the inscription 'FIELD PAYS 1 TO 1'.

## 3 THE DICE

1. The dice will be sealed in the dice tumbler.
2. The sides of the dice will be marked with values from 1 to 6, so arranged that the sum of the values of any pair of opposite sides is 7.

## **4 CONDUCT OF PLAY**

1. Commencement of play shall begin when the Dealer announces “Place your bets”.
2. Closing of bets shall take effect when the Dealer announces “No more bets.”
3. Each player shall play the game of Mini Dice by placing the cash chips or wheel checks in accordance with Diagram “A”.
4. After all wagers have been placed; the Dealer shall announce “No more bets” to signify the closing of bets.
5. The Dealer shall activate the dice tumbler that causes the dice to tumble at least two times.
6. Providing the three dice are lying flat on the dice tumbler surface, the Dealer will announce the result by calling the number of the uppermost face of each dice in order from the lowest number to the highest, along with the total of the three dice.
7. If the dice are not lying flat in the dice tumbler when revealed, a void game will be called by the Dealer to allow new bets to be added, removed or changed, before activating the dice tumbler for a new game.
8. A wager wins if the dice result in the dice tumbler matches the wagers placed by the player on the Mini Dice layout, similar to that shown in Diagram “A”.

## **5 THE BANK**

No person, other than the holder of the casino licence, will have any share or interest in the bank, which will be held by the licensee or a person acting in pursuance of a service agreement on behalf of the licensee.

## **6 INSPECTION**

An Inspector must be present while the game is in progress. The Inspector is responsible for the conduct of the game in accordance with these rules.

## **7 WAGERS**

1. Wagers may be represented either by cash chips or wheel checks.
2. The wheel checks of a set will each bear the same distinguishing emblem or mark to differentiate them from wheel checks of other sets in use at other tables. Each set will be subdivided into various colours.
3. No person will be issued with wheel checks which are identical in colour and design to wheel checks which have been issued to another person at the same table.
4. Where a person purchases wheel checks, the specific value to be assigned to each will be declared by that person and denoted by a marker bearing a number on it to designate the

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value set by that person. The wheel check and related marker will be placed together in a designated area.

5. A player may place a wager in any of the squares marked 1 to 6 (hereinafter referred to as a wager on a number) and/or in the area marked "FIELD".
6. All wagers must be placed completely within the lined boxes.
7. Wagers orally declared will be accepted only if accompanied by the placing of wheel checks, cash chips, or cash on the table and confirmed orally by the Dealer and Inspector. Cash placed on the table for any wager must be immediately converted into chips of an equivalent value. All wagers must be placed before the dice tumbler has commenced spinning.
8. No wager may be made, withdrawn or increased after the dice tumbler has commenced spinning. No wagers will be paid until the dice have finally come to rest.
9. The basis of a wager on a number will be that one or more of the three dice in the dice tumbler will show that number on the uppermost surface.
10. The basis of a field wager will be that the cumulative total of the uppermost surface of the three dice give a number corresponding to one of the numbers shown in the rectangular area marked "FIELD".

## **8 LIMITS**

1. The minimum and maximum wagers permitted will be shown on a notice at the table. Unless stated on that notice, wagers are not required to be made in multiples of the minimum.
2. Minimum and maximum wagers which differ from those displayed on the table notice may be agreed between individual players and a Management Representative. In such a case, the position occupied by the player will be denoted by a distinctive marker which signifies the limits so agreed.
3. Partnerships with a view to exceeding the maximum stake will not be permitted.
4. After a result, if certain wagers are found to be below the minimum or above the maximum, then according to that result, a wager below the minimum will be paid or collected by the dealer in accordance with paragraph 5, and a wager above the maximum will be paid or collected by the dealer, up to the permitted maximum only.
5. The owner of a wager below the minimum which is paid or collected, will be advised that the wager made was below the table minimum and that any further under minimum wagers that the person may place will be returned, regardless of the result.
6. A Management Representative may alter the limits on a gaming table at any time except that the minimum or maximum wager cannot be changed unless:
  - a) all players at the table consent; or
  - b) a notice is displayed at the table at least half an hour prior to the setting of a new minimum or maximum wager.

## 9 SETTLEMENT

1. In the case of a wager on a number:
  - (a) if all three dice show the same number, then the wager on that number will be paid at odds of 10 to 1;
  - (b) if two dice show the same number then the wager on that number will be paid at odds of 2 to 1; and
  - (c) If one dice shows that number then the wager will be paid at even money.
2. All winning wagers on a field wager will be paid at even money.

Single Dice Bet	Pays
One number appearing on one dice	1 to 1
One number appearing on two dice	2 to 1
One number appearing on three dice	10 to 1

Field Bet	Pays
Total sum of three dice equal to: 5, 6, 7, 8, 13, 14, 15 or 16	1 to 1

## 10 IRREGULARITIES

1. If the dice do not tumble at least two times after the dice tumbler has been activated, the round of play shall be void.
2. If any of the three dice fail to come to rest with one surface flat to the base of the dice tumbler, the round of play shall be void.
3. In the event that one or more dice are damaged, the round of play shall be void.
4. After the Dealer has announced “No more bets”, no wager may be placed or increased and any bet so placed or to the extent increased will be refused and/or will not be honoured.
5. After the Dealer has announced “No more bets”, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.

# I I Diagram "A"

