





**BIG AND SMALL MINI LAYOUT**  
**Diagram 2**

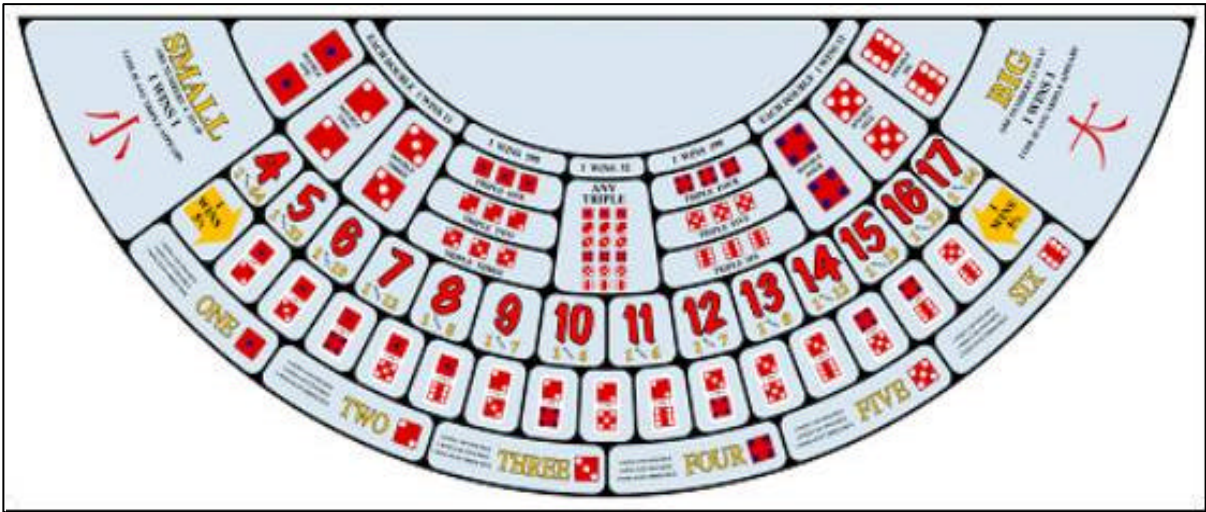
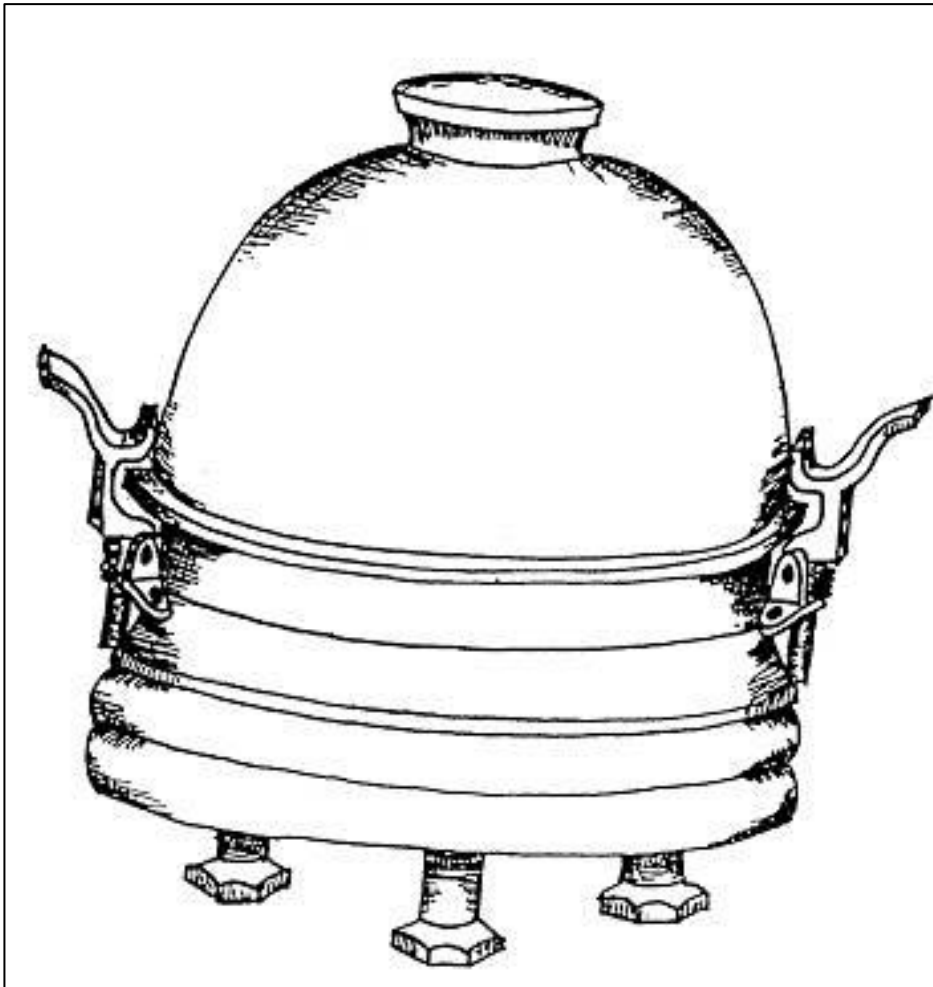


Diagram 3  
BIG AND SMALL DICE CAGE



**1. TABLE OF PLAY**

- a. Big and Small shall be played on a table similar in shape and layout to that shown in diagram 1 and 2 of these Rules.
- b. The layout of the table shall be marked to indicate spaces on which wagers may be made and the odds which shall be paid in the event of a winning wager as specified in Rule 5.
- c. Directly below the printed lay-out of the table, electronic equipment shall be located. This equipment shall be programmed so that when three numbers corresponding to a declared result of a game are entered into it, all winning areas of the lay-out shall be illuminated.

**2. DICE CAGE**

The dice cage shall be a tumbler device similar in shape to that shown in diagram 3 of these Rules and shall contain 3 identical dice of approved type and dimensions.

### **3. WAGERS**

- a. All wagers on Big and Small shall be made by placing gaming chips on the appropriate areas of the Big and Small lay-out.
- b. No cash wagers shall be accepted.
- c. Wagers may be represented either by chips marked with denominations of value or by non-value chips (i.e. chips without denomination markings). The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from non-value chips of other sets in use at other tables. Each set shall be subdivided into various colours. A player wishing to use non-value chips shall be allocated such chips and shall be required, before play, to declare the denomination of value (one only) he wishes each of those non-value chips to represent. The value shall be clearly indicated by a corresponding marker at the table, where the value of those chips is greater than the table minimum.
- d. Unless otherwise specified, the value of all non-value chips will be the table minimum. The allocation of more than one colour to a player will be subject to the approval of an Authorised Officer, under which circumstances the values allocated to the colours shall be the same.

Non-value chips issued at a Big and Small table shall only be used for gaming at that table and shall not be used for gaming at any other table in Sky City Adelaide. Non-value chips shall only be presented for redemption, in the form of exchange for value chips of the appropriate sum, at the table from which they were issued and shall not be redeemed or exchanged at any other location in Sky City Adelaide.

- e. Each player shall be responsible for the positioning of his wager or wagers on the layout, whether or not he is assisted by the Dealer. The player must ensure that any instructions he gives are correctly carried out. Wagers shall be settled strictly in accordance with the position of the chips when the Dealer removes the cover and the result of the tumble is established. All wagers must be placed completely within the lined boxes.
- f. When any treble (i.e. three dice with the same number of spots) appears, all wagers placed on Big/Small/Odd/Even shall lose.
- g. Verbal wagers shall only be accepted when accompanied by chips and the Dealer has sufficient time to place them prior to calling "NO MORE BETS."
- h. The maximum and minimum wagers permitted per player per box shall be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum. The odds payable on bets shall be shown on the table lay-out.
- i. All wagers shall be against the House and no side wagers will be permitted.

**4. PROCEDURE OF PLAY**

- a. At the commencement of each game the Dealer or Inspector shall activate the tumbling device (which shall be under cover) by operating the trigger button at least 3 times.
- b. The Dealer shall then call "Place your Bets". When it appears that all wagers have been placed, the Dealer shall ring a bell and announce "No More Bets." After the bell, no further wagers shall be accepted, altered or removed. The Dealer shall then remove the cover from the tumbler.
- c. The table shall be electronically controlled and operated by the Dealer or inspector who activates the tumbler device. After removing the tumbler device cover and calling the result of the three dice, he shall activate the switches relevant to the winning numbers as situated on a control panel to the side of the tumbler device. When this procedure has been completed all the winning combinations shall be illuminated on the table and all wagers taken and paid accordingly.
- d. The result of any wager shall be decided by the uppermost face of any or all three dice shown after the Dealer has removed the cover from the tumbler.
- e. The Dealer shall first collect all losing wagers and then pay the winning wagers.

## 5. TYPES OF BETS

- a. EVEN: (WHERE AVAILABLE) If the total of the 3 dice is even, the wager wins (with the exception of a triple).
- b. ODD: (WHERE AVAILABLE) If the total of the 3 dice is odd, the wager wins (with the exception of a triple).
- c. BIG: If the 3 dice total between 11 and 17 inclusive, the wager wins (with the exception of a triple).
- d. SMALL: If the 3 dice total between 4 and 10 inclusive, the wager wins (with the exception of a triple).
- e. SPECIFIC TRIPLE: When all 3 dice show the same specified numbers, that wager shall win.
- f. ANY TRIPLE: When all 3 dice show the same number, that wager shall win.
- g. FOUR NO'S COMBINATION BET: correspond (WHERE AVAILABLE) betting position, When the 3 numbers on the dice to 3 out of 4 numbers on the the wager shall win.
- h. SINGLE DICE BET: Any single dice wager which corresponds with the numbers on the 3 dice drawn shall win.
- i. SPECIFIC DOUBLE DICE BET: When 2 or all of the 3 dice show the same specific number, the wager shall win.
- j. DOMINO COMBINATION BET: When two of the 3 dice show the specific numbers on the betting position, the wager shall win.

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**5. TYPES OF BETS (Cont)****k. TOTAL SUM COMBINATION BET**

(1) Total of 4		The total of the numbers on the three dice drawn is 4.
(2) Total of 5		The total of the numbers on the three dice drawn is 5.
(3) Total of 6		The total of the numbers on the three dice drawn is 6.
(4) Total of 7	T	The total of the numbers on the three dice drawn is 7.
(5) Total of 8		The total of the numbers on the three dice drawn is 8.
(6) Total of 9		The total of the numbers on the three dice drawn is 9.
(7) Total of 10		The total of the numbers on the three dice drawn is 10.
(8) Total of 11		The total of the numbers on the three dice drawn is 11.
(9) Total of 12		The total of the numbers on the three dice drawn is 12.
(10) Total of 13		The total of the numbers on the three dice drawn is 13.
(11) Total of 14		The total of the numbers on the three dice drawn is 14.
(12) Total of 15		The total of the numbers on the three dice drawn is 15.
(13) Total of 16		The total of the numbers on the three dice drawn is 16
(14) Total of 17		The total of the numbers on the three dice drawn is 17

**l. FIELD BET (WHERE AVAILABLE)**

The total of the numbers on the three dice drawn is either 5,6,7,8,13,14,15 or 16.

**6. ODDS PAYABLE**

The odds shall be as follows:

a.	Big/Small/Odd/Even Type Bet: (Big Points 11 to 17 inclusive)	ODDS	1 to 1
b.	Specific Triple	ODDS	190 to 1
c.	Any Triple	ODDS	32 to 1
d.	4 - Numbers Combination Bet	ODDS	7 to 1
e.	Single Dice Bet:		
	The Bet Number appearing on 1 Dice	ODDS	1 to 1
	The Bet Number appearing on 2 Dice	ODDS	2 to 1
	The Bet Number appearing on 3 Dice	ODDS	10 to 1
f.	Double Dice Bet	ODDS	11 to 1
g.	Domino Combination Bet	ODDS	5 ½ to 1
h.	Total Sum combination (Nos 4 & 17)	ODDS	64 to 1
i.	Total Sum combination (Nos 5 & 16)	ODDS	32 to 1
j.	Total Sum combination (Nos 6 & 15)	ODDS	19 to 1
k.	Total Sum combination (Nos 7 & 14)	ODDS	12 to 1
l.	Total Sum combination (Nos 8 & 13)	ODDS	8 to 1
m.	Total Sum combination (Nos 9 & 12)	ODDS	7 to 1
n.	Total Sum combination (Nos 10 & 11)	ODDS	6 to 1
o.	Field Bet	ODDS	1 to 1

## **7. IRREGULARITIES**

- a. All three dice must come to rest with one surface flat to the base of the cage. Should any of the dice fail to do this, a no-spin will be called.
- b. Should the trigger button on the tumbler not be operated at least three times, that particular spin shall be void.
- c. If the concealed dice are exposed to sight before the close of betting, the spin shall be void.
- d. If the dice come to rest on top of each other, a no-spin will be called.
- e. Should any winning combination fail to illuminate, or if an incorrect winning combination is illuminated, then wagers shall be paid and taken in accordance with these rules based on the winning combinations derived from the result called by the Dealer or inspector.

## **8. GENERAL PROVISIONS**

- a. The House reserves the right to invalidate an outcome of the game under the following circumstances:
  - (i) if the game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God;
  - (ii) if there is any fraudulent act by any player or Dealer.
- b. Wagers shall not be touched by players until full settlement of all wagers within a winning segment is made. Repeated instances of failure to comply may result in the offending players future wagers on the game of Big and Small being refused.
- c. Partnerships with a view to exceed the maximum wagers shall not be allowed.
- d. Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the results.
- e. Wagers above the maximum shall be paid or collected up to the permitted maximum only.

**8. GENERAL PROVISIONS (con't)**

- f. When a notice at the table requires wagers to be in multiples of the minimum, winning wagers, which are not in multiples of the minimum and cannot be paid in full from the table float, shall be paid to the lower multiples only. If there is no notice at the table requiring wagers to be multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- g. The House reserves the right to close any gaming table at its own discretion, subject to the prior notification to an Authorised Officer.
- h. In any disputes not covered by the provisions of these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
- i. In any dispute arising from these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
- j. Complainants in all unresolved disputes under Rules 8(h) or 8(i) shall be advised of the presence of, and their right to consult an Authorised Officer.
- k. No player shall possess with the intent to use or actually use at the game, or communicate during the game with any other person or persons possessing with the intent to use or actually using at the game or elsewhere, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting or affecting an outcome at the game, the changing probabilities of the game or the playing strategies to be utilised at the game.
- l. A copy of these Rules shall be available on request to customers for their perusal in the Casino, and/or purchase thereof.