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CASINO CONTROL AUTHORITY

Notification of Approval of Casino Games
and the Rules of those Games

Division 9—Tai-Sai

CASINO CONTROL AUTHORITY**Notification of Approval of
Casino Games and the Rules of those Games**

Pursuant to section 63 of the Casino Control Act 1990, the Casino Control Authority on 27 November 1997 resolved that, with effect from 1 February 1998, the rules set out in the schedule hereto be approved as the Tai-Sai Rules of Casino Table Games in substitution for the Rules of Casino Table Games set out in the Supplement dated 26 January 1996 to the *New Zealand Gazette* of 25 January 1996, as subsequently amended.

RM Irvine
Chairperson
Casino Control Authority

SCHEDULE**DIVISION 9 - TAI-SAI**

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1.0 Interpretation

In this division, unless the contrary intention appears, "**Total**" means the total of the values of the high or uppermost faces of the 3 dice after any given spin of the dice in the dice tumbler.

2.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of Tai-Sai.

3.0 Table Layout and Equipment

3.1 Tai-Sai shall be played at a table covered with a clear top having on 1 side places for the players and on the opposite side a place for the dealer. Each Tai-Sai table shall have a drop box attached to it.

3.2 The top of the table shall be marked, in a manner substantially similar to that shown in the appendix, with areas for the placement of the various wagers permitted in the game and their respective payout odds.

3.3 The table shall be fitted with electronic equipment which is:

(a) linked to an entry terminal which is attached to the top of the table and has:

(i) 6 buttons or switches numbered 1, 2, 3, 4, 5 and 6 respectively,

(ii) 1 entry button, and

(iii) 1 light-emitting diode, which gives visual verification of the last 3 numbered buttons or switches depressed, being the 3 numbers entered into the electronic equipment when the entry button is depressed; and

(b) programmed so that when the 3 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 areas of the layout representing the winning combination or combinations are illuminated.

3.4 The following equipment shall also be used in the game:

(a) when non-value chips are in use at the table, a display rack, which shall be used to indicate the colours and values of the non-value chips;

(b) when non-value chips are in use at the table, marker buttons of different colours, sufficient to indicate the values of the subsets of non-value chips in use;

- (c) a change block, which shall be used for the acceptance and exchange of chips;
- (d) a set of 3 dice, constructed of plastic;
- (e) a dice tumbler which shall:
 - (i) be mechanically, electrically or electronically activated,
 - (ii) be attached to the table,
 - (iii) contain the dice under seal in a transparent compartment,
 - (iv) have over the compartment securing the dice a dome-shaped, removable, non-transparent cover which conceals the dice while the tumbler is being shaken, and
 - (v) be used to tumble the dice; and
- (f) a bell.

4.0 **Wagers**

4.1 A player at the game may place the following wagers:

- (a) **“Small”**, which shall:
 - (i) win if any of the totals 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the 3 dice, except in the case of triple 2 or triple 3, and
 - (ii) lose if any other total appears, or if the totals of 6 or 9 are determined as a result of the combination of the dice showing triple 2 or triple 3 respectively;
- (b) **“Big”**, which shall:
 - (i) win if any of the totals 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the 3 dice, except in the case of triple 4 or triple 5, and

- (ii) lose if any other total appears, or if the totals 12 or 15 are determined as a result of the combination of the dice showing triple 4 or triple 5 respectively;
- (c) **“Triples”**, being a wager on any 1 of the specific triples 1, 2, 3, 4, 5 or 6, which shall:
 - (i) win if that triple appears, and
 - (ii) lose if any other combination appears;
- (d) **“Doubles”**, being a wager on any 1 of the specific doubles 1, 2, 3, 4, 5 or 6, which shall:
 - (i) win if that double appears, and
 - (ii) win if a triple of the same number appears, and
 - (iii) lose if any other combination appears;
- (e) **“Any Triple”**, being a wager on any triple 1, 2, 3, 4, 5 or 6, which shall:
 - (i) win if any of those triples appears, and
 - (ii) lose if any other combination appears;
- (f) **“3 Dice Totals”**, being a wager on any 1 of the following specific dice totals of the 3 dice - 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 - which shall:
 - (i) win if that total appears in any combination of the 3 dice, and
 - (ii) lose if any other total appears;
- (g) **“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, or
 - 5 and 6,

being a wager on any 1 of these specific combinations, which shall:

- (i) win if that combination appears, and
 - (ii) lose if any other combination appears;
- (h) **“Individual Die Face Values”** of 1, 2, 3, 4, 5 or 6, being a wager on any 1 of those specific numbers, which shall:
 - (i) win if that number appears on 1 or more of the dice, and
 - (ii) lose if that number does not appear.
- 4.2 Whether a wager wins or loses is determined by the values appearing on the *high or uppermost faces* of the dice. Only 1 face on each die shall be considered high or uppermost.
- 4.3 All wagers shall be made by placing either value chips, with the smaller denomination chips on top, or non-value chips in the appropriate wager area of the Tai-Sai layout. A wager must be placed completely within the wagering segment marked on the layout.
- 4.4 No wager shall be placed until all winning wagers on the previous spin have been paid.
- 4.5 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has enough time to place the wager on the layout before “No more bets” is called.
- 4.6 Each player shall be responsible for the correct placement of his/her wager on the layout whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.
- 4.7 Except as permitted by these rules, once the dealer has called “No more bets” no player shall:
 - (a) make any wager; or
 - (b) handle, alter or withdraw any wager until all winning wagers in that wagering area have been paid by the dealer.
- 4.8 No player shall handle, alter or withdraw a losing wager.

- 4.9 Each wager shall be settled in accordance with its position on the layout when the result of the spin has been established, provided however that the casino operator may modify the application of this rule if it is apparent in the circumstances that the strict application of the rule would be unfair to the player.
- 4.10 Winning wagers made pursuant to rule 4.1 shall be paid at the following odds:

Wager	Payout Odds
Small	1 to 1
Big	1 to 1
Triples triple 1, 2, 3, 4, 5 or 6	180 to 1
Doubles double 1, 2, 3, 4, 5 or 6	11 to 1
Any Triple	31 to 1
3 Dice Totals -	
total of 4 or 17	62 to 1
total of 5 or 16	31 to 1
total of 6 or 15	18 to 1
total of 7 or 14	12 to 1
total of 8 or 13	8 to 1
total of 9 or 12	7 to 1
total of 10 or 11	6 to 1
Dice Combinations -	
1 and 2, 3, 4, 5 or 6	6 to 1
2 and 3, 4, 5 or 6	6 to 1
3 and 4, 5 or 6	6 to 1
4 and 5 or 6	6 to 1
5 and 6	6 to 1
Individual Die Face Values	
1, 2, 3, 4, 5 or 6	
If number appears on:	
1 die	1 to 1
2 dice	2 to 1

3 dice

12 to 1.

5.0 Opening of Table for Gaming

Before the Tai-Sai table is opened for gaming a casino supervisor shall:

- (a) ensure that the electronic equipment referred to in rule 3.3 is connected to a power source and switched on;
- (b) ensure that the electronic equipment and the entry terminal linked to it are functioning correctly by carrying out test runs and verifying that all of the areas on the layout representing the winning combination or combinations are illuminated correctly;
- (c) inspect the dice tumbler and ensure that it is functioning correctly by activating it; and
- (d) ensure that the 3 dice in the dice tumbler are properly under seal and that the seal has not been interfered with in any way.

6.0 Dice Tumbler and Table Operation

- 6.1 At the beginning of each game the dealer shall activate the device that causes the dice to be spun within the covered dice tumbler so that the dice are spun at least 3 times. The dealer shall then call "Place your bets".
- 6.2 When the players have finished placing their wagers the dealer shall call "No more bets", at the same time ringing the bell.
- 6.3 The dealer shall then uncover the dice tumbler and, providing the dice are lying flat, he/she shall announce the result by calling the respective values of the high or uppermost faces of the dice in order from the lowest number to the highest, followed by the total (for example, "1, 3, 6, total 10"). Doubles and triples and the total shall be called in a similar fashion (for example, "double 3, 4, total 10" or "triple 5, total 15").
- 6.4 At the same time as announcing the winning combination the dealer shall enter the result into the electronic equipment programme by:
 - (a) depressing the relevant numbered button or buttons, or switch or switches, as the case may be on the entry terminal corresponding to the declared winning combination; and

(b) pressing the entry button on the terminal.

6.5 When the result of the game has been entered pursuant to rule 6.4 and all of the winning areas have been illuminated on the table, the dealer shall:

(a) first collect all losing wagers; and then

(b) pay all winning wagers.

6.6 Except as provided in these rules, no person shall interfere with or activate the dice tumbler, the electronic equipment or the entry terminal.

7.0 Irregularities

7.1 If:

(a) any of the 3 dice is not lying flat in the bottom section of the tumbler after the dice have been spun pursuant to rule 6.1; or

(b) the dice tumbler after being activated does not operate correctly; or

(c) the dice are exposed before the dealer calls "No more bets"; or

(d) the dealer fails to activate the tumbler for a game,

























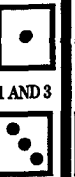


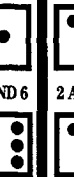
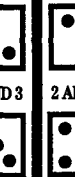
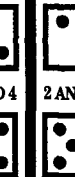
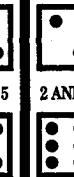
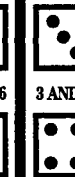

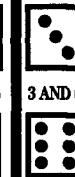
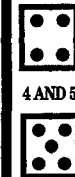

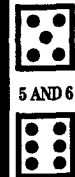

the dealer shall announce "No spin". The spin shall be void whether or not a "No spin" is announced.

7.2 If, after the entry button has been pressed pursuant to rule 6.4, it is found that the incorrect numbers have been entered into the electronic equipment, the result shall be amended under the supervision of the game supervisor before the wagers on the layout are settled.

7.3 If the electronic equipment fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be taken and paid according to the result shown on the dice and rule 7.4 shall apply.

7.4 In the event of an equipment malfunction, no further games shall be conducted until either the malfunction has been rectified or procedures that do not compromise the integrity of the game have been introduced.

Appendix
Tai-Sai Table Layout

SMALL ARE NUMBERS 4 TO 10 1 WINS 1 LOSE IF ANY TRIPLE APPEARS	EACH DOUBLE 1 WINS 11			1 WINS 180	1 WINS 31	1 WINS 180	EACH DOUBLE 1 WINS 11			BIG ARE NUMBERS 11 TO 17 1 WINS 1 LOSE IF ANY TRIPLE APPEARS					
	DOUBLE ONE  	DOUBLE TWO  	DOUBLE THREE  	TRIPLE ONE  TRIPLE TWO  TRIPLE THREE 	ANY TRIPLE     	TRIPLE FOUR  TRIPLE FIVE  TRIPLE SIX 	DOUBLE FOUR  	DOUBLE FIVE  	DOUBLE SIX  						
4	5	6	7	8	9	10	11	12	13	14	15	16	17		
W S 62	W S 31	W S 18	W S 12	W S 8	W S 7	W S 6	W S 6	W S 7	W S 8	W S 12	W S 18	W S 31	W S 62		
ON EACH 2 DICE COMBINATIONS 1 WINS 6	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
															
ONE	TWO	THREE	FOUR	FIVE	SIX										
1 TO 1 ON ONE DICE				2 TO 1 ON TWO DICE				12 TO 1 ON THREE DICE							



