

**CHAPTER 625a. SIC BO**

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**Authority**

The provisions of this Chapter 625a issued under 4 Pa.C.S. § 13A02(1)—(4), unless otherwise noted.

**Source**

The provisions of this Chapter 625a adopted May 18, 2012, effective May 19, 2012, 42 Pa.B.2886, unless otherwise noted.

**§ 625a.1. Sic Bo table; Sic Bo shaker; physical characteristics.**

(a) Each Sic Bo table must have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(b) Each Sic Bo table must have an area that depicts all wagers authorized under § 625a.3 (relating to wagers) and an electrical device, approved by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4 (relating to submission for testing and approval), which illuminates the winning combinations on the Sic Bo table after the numeric value of each die has been entered by the dealer.

(c) The layout for a Sic Bo table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a), and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Specific areas designated for the placement of the wagers authorized under § 625a.3.
- (3) The payout odds, in accordance with § 625a.6 (relating to payout odds), for all permissible wagers offered by the certificate holder. If the payout odds are not on the layout, a sign identifying the payout odds shall be posted at each Sic Bo table.

(d) Sic Bo shall be played with a Sic Bo shaker approved in accordance with § 601a.10(a), which shall be used to shake the dice to arrive at the winning combinations.

- (1) A manual Sic Bo shaker shall be designed and constructed to maintain the integrity of the game and must, at a minimum, adhere to the following specifications:
  - (i) The Sic Bo shaker must have a compartment to secure the three dice and a separate cover which conceals the dice while the dealer is shaking the Sic Bo shaker. The compartment to secure the three dice must be transparent and the cover which conceals the dice must be opaque.
  - (ii) The Sic Bo shaker must have the capability of being sealed or locked to ensure the integrity of the dice contained inside the Sic Bo shaker.
  - (iii) The Sic Bo shaker must have the name or logo of the certificate holder thereon.
- (2) An automated Sic Bo shaker, approved by the Bureau of Gaming Laboratory Operations in accordance with § 461a.4, may be used in the game of Sic Bo, provided that:
  - (i) The shaker meets the requirements in paragraph (1)(i) and (ii).
  - (ii) The procedures for shaking the dice are submitted to the Bureau of Gaming Operations and approved in accordance with § 465a.2 (relating to internal control systems and audit protocols).
  - (iii) The shaker's location on the Sic Bo table is approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).
- (e) The manual Sic Bo shaker shall be the responsibility of the dealer and may not be left unattended while at the table.

**§ 625a.2. Dice; number of dice.**

- (a) Sic Bo shall be played with three dice, which shall be kept inside the Sic Bo shaker while at the Sic Bo table.
- (b) The dice that have been placed in a manual Sic Bo shaker may not be used for the play of the game for more than 24 hours. Dice that have been locked in an automated Sic Bo shaker and comply with the requirements of § 603a.12(c) (relating to dice; physical characteristics) may not be used for the play of the game for more than 1 month.

**§ 625a.3. Wagers.**

A player may place the following wagers in the game of Sic Bo:

- (1) Three of a Kind which wins if the same number is showing on all three dice and the player selected that number to appear on all three dice.
- (2) Two of a Kind which wins if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
- (3) Any Three of a Kind which wins if the numeric value on all three dice is the same and the player wagered that any of the numbers 1 through 6 would appear on all of the three dice.

(4) Total Value Bet which wins if the numeric total of all three dice equals the total of the number wagered.

(5) Two Dice Combination which wins when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.

(6) Small Bet which wins if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9 or 10 and loses if any other numeric total is shown or if a Three of a Kind appears.

(7) Big Bet which wins if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16 or 17 and loses if any other numeric total is shown or if a Three of a Kind appears.

(8) One of a Kind which wins if one or more of the three dice shows a numeric value equal to the number wagered.

#### Cross References

This section cited in 58 Pa. Code § 625a.1 (relating to Sic Bo table; Sic Bo shaker; physical characteristics); and 58 Pa. Code § 625a.7 (relating to irregularities).

#### § 625a.4. Placement of wagers.

(a) Wagers at Sic Bo shall be made by placing value chips or plaques on the appropriate areas of the Sic Bo layout. Verbal wagers accompanied by cash may not be accepted at the game of Sic Bo.

(b) Each player shall be responsible for the correct positioning of his wagers on the Sic Bo layout regardless of whether the player is assisted by the dealer. Each player shall ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

(c) Each wager shall be settled in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been entered into the electrical device and illuminated at the table.

#### § 625a.5. Procedures for opening and dealing the game.

(a) Prior to opening the Sic Bo table for gaming activity, the floorperson assigned to the Sic Bo table shall inspect the following items to insure that each is in proper working order:

(1) The electrical device which causes the winning combinations on the Sic Bo table to be illuminated when the numeric value of each die has been entered by the dealer. At a minimum, the inspection shall be completed by entering three numeric values into the electrical device and verifying that all winning combinations are properly illuminated.

(2) The automated dice shaker, if one is in use. At a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being properly tossed.

(b) At the commencement of each round of play, the dealer shall either:

- (1) Place the cover on the manual Sic Bo shaker and shake the Sic Bo shaker at least three times to cause a random mixture of the dice.
- (2) Activate the automated dice shaker to cause a random mixture of the dice.
- (c) Prior to revealing the dice in the Sic Bo shaker, the dealer shall announce “no more bets.”
- (d) The dealer shall then remove the cover from the Sic Bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table. The electrical device must illuminate the winning combinations on the Sic Bo layout.
- (e) After the winning combinations have been illuminated, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds in § 625a.6 (relating to payout odds). A manual Sic Bo shaker shall remain uncovered until all winning wagers have been paid.
- (f) After all losing wagers have been collected and all winning wagers have been paid, the dealer shall clear the previously illuminated winning combinations from the table.

**§ 625a.6. Payout odds.**

- (a) The certificate holder shall pay out winning Sic Bo wagers at the odds in the following payable:

<i>Wager</i>	<i>Payout Odds</i>
Three of a Kind	150 to 1
Two of a Kind	8 to 1
Any Three of a Kind	24 to 1
Total Value Bet of 4	50 to 1
Total Value Bet of 5	18 to 1
Total Value Bet of 6	14 to 1
Total Value Bet of 7	12 to 1
Total Value Bet of 8	8 to 1
Total Value Bet of 9	6 to 1
Total Value Bet of 10	6 to 1
Total Value Bet of 11	6 to 1
Total Value Bet of 12	6 to 1
Total Value of Bet 13	8 to 1
Total Value of Bet 14	12 to 1
Total Value of Bet 15	14 to 1
Total Value Bet of 16	18 to 1
Total Value Bet of 17	50 to 1
Any Two Dice Combination	5 to 1
Small Bet	1 to 1

<i>Wager</i>	<i>Payout Odds</i>
Big Bet	1 to 1

(b) One of a Kind shall be paid at:

- (1) 1 to 1, if only one of the dice show the numeric value upon which the wager was placed.
- (2) 2 to 1, if two of the dice show the numeric value upon which the wager was placed.
- (3) 3 to 1, if all three dice show the numeric value upon which the wager was placed.

#### **Cross References**

This section cited in 58 Pa. Code § 625a.1 (relating to Sic Bo table; Sic Bo shaker; physical characteristics); and 58 Pa. Code § 625a.5 (relating to procedures for opening and dealing the game).

### **§ 625a.7. Irregularities.**

(a) If all three dice do not land flat on the bottom of the Sic Bo shaker after being tossed, the dealer shall call a “no roll” and all wagers placed shall be returned to the players.

(b) If the electrical device which causes the winning combinations to be illuminated when the numeric value of each die has been entered by the dealer or the area of the Sic Bo table which depicts all permissible wagers under § 625a.3 (relating to wagers) malfunctions after the manual Sic Bo shaker has been uncovered or the automated Sic Bo dice shaker has tossed the dice, the dealer shall, in the presence of a floorperson or above, collect losing wagers and pay winning wagers. Once the wagers on the layout have been settled, all gaming at the Sic Bo table shall cease until the electrical device which causes the winning combinations on the Sic Bo table to be illuminated when the numeric value of each die has been entered by the dealer has been fixed.

(c) If the automated Sic Bo shaker fails to operate or malfunctions when activated, the round of play shall be void and wagers placed shall be returned to the players.

(d) If an automated Sic Bo shaker malfunctions or cannot be used, the dice must be removed and the automated Sic Bo shaker must be covered or have a sign placed on the device indicating that the automated Sic Bo shaker is out of order before a manual Sic Bo shaker may be utilized.

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(362426) No. 454 Sep. 12

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