

CHAPTER 675a. HIGH ROLL DICE

Sec.

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Authority

The provisions of this Chapter 675a issued under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (4) and (7) and 13A23(a), unless otherwise noted.

Source

The provisions of this Chapter 675a adopted August 26, 2016, effective August 27, 2016, 46 Pa.B. 5540, unless otherwise noted.

§ 675a.1. High Roll Dice table; physical characteristics.

(a) High Roll Dice shall be played at a table having betting positions for up to six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a High Roll Dice table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) At each betting position:
 - (i) For the Like Kind Boulevard Wagers, seven circles containing the numbers two of a kind through eight of a kind.
 - (ii) For the Millionaire Row Wagers, two circles containing the numbers nine of a kind and ten of a kind and the inscription “First Roll Side Bet.”
 - (iii) For the Pip Street Wagers, a depiction of six dice displaying a value of one through six with the two-spot die farthest to the player’s left and the one-spot die farthest to the player’s right.
 - (iv) An inscription advising players that all Pip Street and Like Kind Boulevard Wagers and the purchase of an Extra Roll must be of equal value.
 - (v) An extra-roll sensor for the placement of an Extra Roll purchased by the player.
- (3) The payout odds, in accordance with § 675a.5 (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 High Roll Dice table.
- (4) If the certificate holder establishes a payout limit per player per round of play, as authorized under § 675a.5(1) (relating to payout odds), inscriptions

that advise patrons of the payout limit. If the limit is not inscribed on the layout, a sign identifying the payout limit shall be posted at each high roll dice table.

(5) A throw box set into the surface of the High Roll Dice table. The throw box layout must contain an area for the placement of dice labeled “Ace” through “Six” with the “Ace” box farthest to the left of the dealer and the “Two” box farthest to the right of the dealer.

(c) The High Roll Dice table must have an electronic system for the placement of an Extra Roll purchased by the player. The electronic system must include:

(1) A wagering device at each betting position that acknowledges or accepts the placement of the Extra Roll purchased by the player.

(2) A device that controls or monitors the placement of an Extra Roll purchased at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of an Extra Roll that a player attempts to purchase after the dealer has announced “no more bets.”

(d) Each High Roll Dice table must have a drop box with a 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).

Cross References

This section cited in 58 Pa. Code § 675a.6 (relating to High Roll Dice variation).

§ 675a.2. Wagers; die ranking.

(a) All wagers and the purchase of an extra roll shall be made before the dice are shaken by the dealer.

(b) Wagers and the purchase of an extra roll shall be made by placing value chips or plaques on the appropriate areas of the layout. Verbal wagers and the purchase of an extra roll accompanied by cash may not be accepted.

(c) Only players who are seated at a High Roll Dice table may place a wager at the game. Once a player has placed a wager, that player shall remain seated until the completion of the round of play.

(d) For High Roll Dice, a die with a value of 1, or ace, is the highest in rank followed by a 6, 5, 4 and 3, with a 2 being the lowest value die.

(e) The following wagers are authorized in High Roll Dice:

(1) To participate in a round of play, each player shall place a Pip Street Wager on any or all of the depictions of six dice contained at the top of the player’s wagering area. For purposes of the Pip Street Wager, the player is wagering on which die face will occur the greatest number of times in the first roll. For example, if a dealer throws:

(i) Three 6s and four 4s, the 4s occurred the most during the first roll.

(ii) Three 6s and three 1s, the 1s occurred the most as an ace has a higher value than a 6 for purposes of High Roll Dice.

(2) After placing a Pip Street Wager, a player may place a Like Kind Boulevard Wager equal to the player's Pip Street Wager on any or all of the numbered circles two through eight. For purposes of the Like Kind Wager, the player is wagering on how many of the most matching dice will be rolled on the first roll. For example, if a dealer throws:

(i) Three 6s and four 1s, the result would be four matching dice, or a four-of-a-kind.

(ii) Five 2s and three 1s, the result would be five matching dice, or a five-of-a-kind.

(3) If a player placed a Like Kind Boulevard Wager, the player may also purchase an extra roll by placing an amount equal to the player's Like Kind Boulevard Wager on the extra-roll sensor. The purchase of an Extra Roll will entitle the player to an additional throw of nonmatching dice. For example, if a dealer threw two 6s and four 1s on the first throw and two additional 1s on the second roll, there would be a total of six matching dice, or a six-of-a-kind.

(4) A player may place a Millionaire Row Wager on either or both of the numbered nine or ten circles. For purposes of the Millionaire Row Wager, the player is wagering that all nine or ten dice will match on the first roll. The Millionaire Row Wager may not be more than \$1.

Cross References

This section cited in 58 Pa. Code § 675a.6 (relating to High Roll Dice variation).

§ 675a.3. Dice; shaker.

(a) High Roll Dice shall be played with ten 19 mm dice. Dice used in the play of the game shall comply with § 603a.12(a)(2)—(10) and (d) (relating to dice; physical characteristics) and the receipt and inspection requirements in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(b) High Roll Dice shall be played with a dice shaker, approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), which shall be used to shake the ten dice to arrive at the winning combinations. The dice shaker shall be designed and constructed to maintain the integrity of the game and must:

(1) Be capable of effectively shaking ten dice. Dice that have been placed in a dice shaker for use in gaming may not remain on a table for more than 24 hours.

(2) Have the name or logo of the certificate holder imprinted or impressed thereon.

(c) The dice shaker is the responsibility of the dealer and may not be left unattended while at the table.

(d) A shaker and ten dice shall be present at the High Roll Dice table for gaming.

Cross References

This section cited in 58 Pa. Code § 675a.6 (relating to High Roll Dice variation).

§ 675a.4. Procedure for completion of each round of play.

(a) After all players have placed their wagers, the dealer shall announce “no more bets” and if any player placed an Extra Roll Wager use the electronic device to prevent the placement of additional Extra Roll Wagers. If any Extra Roll Wagers have been made, the dealer shall collect the wagers and place them in the table inventory container.

(b) The dealer shall cover and shake the shaker containing the dice at least three times to cause a random mixture of the dice. The dealer shall then simultaneously throw the dice into the throw box. A roll of the dice shall be invalid if any of the dice go off the table or if one die comes to rest on top of the other.

(c) In the event any of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost or skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be placed back in the throw cup, shaken and rethrown.

(d) When the dice come to rest from a valid throw, the dealer shall call out which die of the highest value occurs the most.

(e) After the first roll, the dealer shall announce to the players the matching dice of the highest value. After announcing the winning combination, the dealer shall move all matching dice of the highest value into the corresponding box on the throw box layout. For example, if there were four 5s, three 6s and two 1s and one 4, the dealer shall move the four 5s into the box on the throw layout labeled “Five.” To move the dice to the designated area on the throw box layout, the dealer shall leave the dice exposed and may not cover the dice or impede surveillance’s ability to view the dice at any time the dice are on the throw box layout.

(f) The dealer shall then settle each player’s first roll wagers as follows:

(1) The dealer shall collect the player’s losing Pip Street Wagers and pay out all winning Pip Street Wagers in accordance with § 675a.5(a) (relating to payout odds). For example, if a player placed a Pip Street Wager on the 5 die and the 2 die and the dealer threw four 5s, three 6s and two 1s and one 4, the dealer shall collect the losing Pip Street Wager placed on the 2 die and pay out the winning Pip Street Wager placed on the 5 die.

(2) For the Like Kind Wager, if a player:

(i) Did not purchase an Extra Roll, the dealer shall collect the player’s losing Like Kind Boulevard Wagers and pay out any Like Kind Boulevard Wagers in accordance with § 675a.5(b). For example, if the dealer threw four 5s, three 6s and two 1s and one 4, the dealer shall collect all Like Kind Wagers that were not placed on the four-of-a-kind circle and pay out any winning wagers that were placed on the four-of-a-kind circle.

(ii) Also purchased an Extra Roll, the dealer shall pay out any winning Like Kind Boulevard Wagers in accordance with § 675a.5(b) and collect a player's losing Like Kind Boulevard Wagers that have no possibility of winning with an extra roll. For example, if a player wagered on the three-of-a-kind, a four-of-a-kind and a five-of-a-kind and a four-of-a-kind was thrown on the first throw, the dealer shall pay the winning four-of-a-kind, collect the Like Kind Wager placed on the three-of-a-kind and leave the player's wager on the five-of-a-kind on the table layout until it is resolved in accordance with subsection (g).

(3) The dealer shall then settle the player's Millionaire Row Wagers by collecting any losing wagers and paying out any winning wagers in accordance with § 675a.5(c). For example, if nine matching dice were thrown on the first throw, the dealer shall collect all Millionaire Row Wagers that were not placed on the nine-of-a-kind and pay out any winning Millionaire Row Wagers that were placed on the nine-of-a-kind circle.

(g) If any player purchased an Extra Roll, the dealer shall then collect all dice except those of the highest value that were placed on a designated number on the throw box layout and place them in the shaker. For example, if the dealer threw three 6s, three 4s, two 2s and two 1s in the first throw, the three 6s would be placed on the "Six" in the throw box layout. The dealer would collect the three 4s, two 2s and the two 1s, place them in the shaker, shake and throw the remaining dice in accordance with subsections (b) and (c).

(h) When the dice come to rest from a valid throw, the dealer shall call out the number of additional dice that match the highest number of matched dice thrown in the first throw. For example, if after the first throw three 6s were placed on the "Six" in the throw box layout and on the second throw an additional two 6s were thrown, the extra roll would result in a total of a five-of-a-kind. The dealer shall collect any losing Like Kind Boulevard Wager and pay out any winning Like Kind Boulevard Wagers on the Extra Roll in accordance with § 675a.5(d), provided that if a player was paid out on a winning Like Kind Wager after the first roll, the player may not be paid out on the second roll for the same number. For example, if a player placed a winning Like Kind Wager on the four-of-a-kind and if no additional matching dice were thrown on the second roll, the player may not be paid out for the four-of-a-kind for the Extra Roll.

Cross References

This section cited in 58 Pa. Code § 675a.6 (relating to High Roll Dice variation).

§ 675a.5. Payout odds.

(a) The certificate holder shall pay out winning Pip Street Wagers at the following odds:

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<i>Die Value with Most Matches</i>	<i>Payout Odds</i>
Two	6 to 1
Three	6 to 1
Four	5 to 1
Five	4 to 1
Six	4 to 1
One/ace	3 to 1

(b) The certificate holder shall pay out winning Like Kind Wager at the following odds:

	<i>Payout Odds</i>
Eight-of-a-kind	5,000 to 1
Seven-of-a-kind	400 to 1
Six-of-a-kind	30 to 1
Five-of-a-kind	4 to 1
Four-of-a-kind	1 to 1
Three-of-a-kind	3 to 5
Two-of-a-kind	12 to 1

(c) The certificate holder shall pay out winning Millionaire Row Wagers at the following odds:

	<i>Payout</i>
Ten-of-a-kind	\$1,000,000
Nine-of-a-kind	\$50,000

(d) The certificate holder shall pay out winning Like Kind Boulevard Wagers on the Extra Roll at the following odds:

	<i>Payout Odds</i>
Eight-of-a-kind	50 to 1
Seven-of-a-kind	10 to 1
Six-of-a-kind	4 to 1
Five-of-a-kind	2 to 1
Four-of-a-kind	1 to 1
Three-of-a-kind	6 to 1

(e) Notwithstanding the payout odds in subsections (a), (b) and (d), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table game Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater. The aggregate payout limit established may not include winning Millionaire Row Wagers as provided in subsection (c).

Cross References

This section cited in 58 Pa. Code § 675a.1 (relating to High Roll Dice table; physical characteristics); and 58 Pa. Code § 675a.4 (relating to procedure for completion of each round of play).

§ 675a.6. High Roll Dice variation.

(a) If selected in its Rules Submission, a certificate holder may offer a variation of High Roll Dice in which only six dice instead of ten dice are used in the play of the game.

(b) The High Roll Dice table must comply with the requirements in § 675a.1(a), (b) and (d) (relating to High Roll Dice table; physical characteristics) provided that each betting position on the layout contains:

(1) For Like Kind Boulevard Wagers, five circles with the numbers two of a kind through six of a kind and one circle for no matches.

(2) For Pip Street Wagers, a depiction of six dice displaying a value of one through six with the two-spot die farthest to the player's left and the one-spot die farthest to the player's right.

(3) An inscription advising players that all wagers must be of equal value.

(c) The dice used in the play of the game must be ranked as provided in § 675a.2(d) (relating to wagers; die ranking).

(d) Wagers shall be made in accordance with § 675a.2(a)—(c) and (e)(1). Instead of the optional wagers in § 675a.2(e)(2)—(4), after placing a Pip Street Wager, a player may place a Like Kind Boulevard Wager equal to the player's Pip Street Wager on any or all of the numbered circles two through six or the circle marked no match. For purposes of the Like Kind Wager, the player is wagering on how many of the most matching dice will be rolled on the first roll. For example, if a dealer throws:

(1) Two 6s and four 1s, the result would be four matching dice, or a four-of-a-kind.

(2) All numbers 1—6, the result would be a no match.

(e) High Roll Dice shall be played with six 19 mm dice. Dice used in the play of the game shall comply with § 603a.12(a)(2)—(10) and (d) (relating to dice; physical characteristics) and the receipt and inspection requirements in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(f) High Roll Dice shall be played with a dice shaker that complies with the requirements in § 675a.3(c) and (d) (relating to dice; shaker).

(g) After all players have placed their wagers, the dealer shall announce "no more bets" and complete the dealing procedures in § 675a.4(b) and (c) (relating to procedure for completion of each round of play).

(h) After the roll, the dealer shall call out which die of the highest value occurs the most then the matching dice of the highest value. After announcing the winning combination, the dealer shall move all matching dice of the highest value into the corresponding box on the throw box layout. For example, if there were three 5s, two 6s and one 4, the dealer shall move the three 5s into the box on the

throw layout labeled “five.” To move the dice to the designated area on the throw box layout, the dealer shall leave the dice exposed and may not cover the dice or impede surveillance’s ability to view the dice at any time the dice are on the throw box layout.

(i) The dealer shall collect any losing Pip Street and Like Kind Boulevard Wagers and pay out any winning wagers in accordance with subsections (j) and (k).

(j) The certificate holder shall pay out winning Pip Street Wagers at the following odds:

<i>Die Value with Most Matches</i>	<i>Payout Odds</i>
Two	8 to 1
Three	6 to 1
Four	5 to 1
Five	4 to 1
Six	3 to 1
One/ace	2 to 1

(k) The certificate holder shall pay out winning Like Kind Wagers at the following odds:

	<i>Payout Odds</i>
Six-of-a-kind	6,000 to 1
Five-of-a-kind	200 to 1
Four-of-a-kind	15 to 1
Three-of-a-kind	2 to 1
Two-of-a-kind	1 to 2
No matches	60 to 1

(l) Notwithstanding the payout odds in subsections (j) and (k), if specified in its Rules Submission form filed in accordance with § 601a.2 (relating to table games Rules Submissions), the certificate holder may establish an aggregate payout limit per player per round of play which may not be less than \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

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