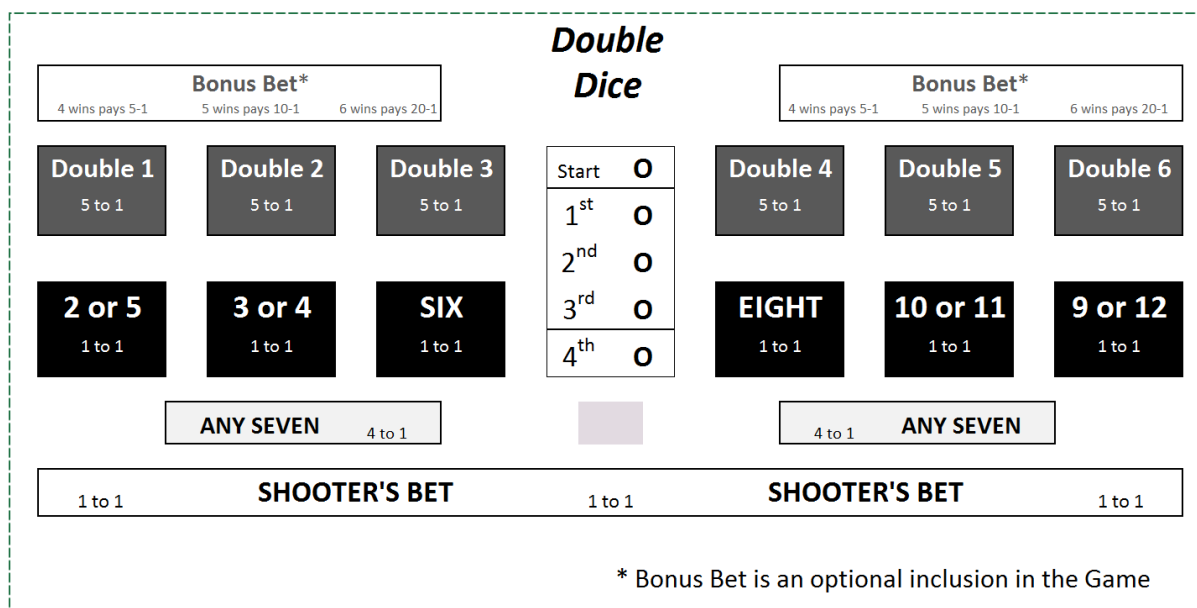


## RULES FOR PLAYING DOUBLE DICE

1. Double Dice shall be played on a layout mat which is marked in a similar manner to that shown in the diagram below.



2. The game shall be played with two identical dice with the faces marked with the numbers 1 to 6.
3. The game shall be controlled by a dealer or dealers, who are not permitted to wager.
4. Subject to Rule 4.1, if either of the dice fail to land on the base of the layout mat the dealer shall call "No Throw".
  - 4.1 If either of the dice does not come to rest completely flat to the base of the layout because of an obstacle such as a playing token or the wall of the table, then the result of that die is its uppermost face if the obstacle were to be removed.
  - 4.2 If it is not possible to determine the result according to Rule 4.1, then the result will be declared a "No Throw".
5. If the dealer calls "No Throw" all wagers shall be void on that throw.
  - 5.1 "No throws" are re-thrown. Bets can not be altered in the event of a "no throw".
6. The minimum and maximum wagers shall be prominently displayed on a sign at the table.
7. The dealer will offer players the opportunity to shoot the dice.
  - 7.1 The player who shoots the dice MUST place a wager on the shooter's bet. All other players have the opportunity to wager on the shooter's bet if they wish.
  - 7.2 Once the shooter's bet is placed their bet is locked in for the duration of the result (four throws) and CAN NOT BE REMOVED.
  - 7.3 The shooter wins if they throw a total other than seven (7) in each of their four throws.

## **RULES FOR PLAYING DOUBLE DICE (continued...)**

- 7.4 The shooter loses if they throw a total of seven (7) in any throws and the shooter's bet terminates.
  - 7.5 The shooter is paid at odds of 1 to 1 (even money) on the successful throw of four (4) throws that do not include a throw totalling seven (7). They will have the opportunity to continue as the shooter, providing they wish to place another Shooter's Bet.
  - 7.6 The shooter may also bet on any of the other bets as indicated on the layout mat.
  - 7.7 For a throw to be legal the shooter must throw both dice at the same time. If this does not occur the dealer shall call "No Throw".
  - 7.8 Upon the result of a total of seven (7), the shooter's turn is terminated and the opportunity to act as the shooter is offered to the next player in a clockwise direction.
  - 7.9 If the shooter is unable to complete their turn for some reason, then the permit holder should direct some other proper person to complete the roll on the shooter's behalf before offering the dice to the next shooter in turn.
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8. All players may place bets on the result of the throw by the shooter.
    - 8.1 The "Any Seven" bet is a one-roll bet which wins if the next roll results in a total of seven. Should the next roll not result in a total of seven (7) this bet is lost.
    - 8.2 Players may bet one or more boxes in the "1 to 1 Number line". These bets pay odds of 1 to 1 (even money) if the total is thrown, and lose only on the result of a seven. These bets do not win nor lose on any other result. Players are free to add, remove or adjust their bets on the "1 to 1 Number Line" before any throw takes place.
    - 8.3 Players may bet one or more boxes in the "5 to 1 Double line". These bets pay odds of 5 to 1 if the double wagered is thrown, and lose only on the result of a seven. These bets do not win nor lose on any other result. Players are free to add, remove or adjust their bets on the "5 to 1 Number Line" before any throw takes place.
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9. A bonus bet which pays out on the final amount of shooter's bet wins achieved by a shooter may be optionally included.
    - 9.1 The bonus bet (if included) is an optional wager to players. If wagered, it **MUST** be placed **BEFORE A SHOOTER HAS COMMENCED THEIR TURN** and **CAN NOT BE ADJUSTED OR REMOVED** once a shooter has commenced their turn.
    - 9.2 If a bonus bet is offered, then the amount of shooter's bet wins (i.e. sets of four consecutive non-seven throws) achieved by the shooter during their current roll should be prominently displayed in some manner.
    - 9.3 If the shooter rolls a seven before achieving four (4) shooter's bet wins (i.e. four consecutive sets of four non-seven throws) then the bonus bet shall lose.
    - 9.4 If the shooter rolls a seven after achieving four (4) shooter's bet wins (i.e. four consecutive sets of four non-seven throws), but before achieving five (5) shooter's bet wins (i.e. five consecutive sets of four non-seven throws), then the bonus bet shall be paid at odds of no less than 5 to 1.
    - 9.5 If the shooter rolls a seven after achieving five (5) shooter's bet wins (i.e. five consecutive sets of four non-seven throws), but before achieving six (6) shooter's bet wins (i.e. six consecutive sets of four non-seven throws), then the bonus bet shall be paid at odds of no less than 10 to 1.
    - 9.6 If a shooter achieves six (6) consecutive shooter's bet wins (i.e. six consecutive sets of four non-seven throws), then bonus bets should be paid at odds of no less than 20 to 1 and all bets are available to players for the next throw.

## RULES FOR PLAYING DOUBLE DICE (continued...)

10. A person under the age of 18 years shall not participate in the game nor be involved in the dealing or conduct of a game.

### DESCRIPTION OF WAGERS AND ODDS

WAGER	ODDS
<b>Shooter's Bet</b> (four consecutive throws without a total of seven)	<b>1 to 1</b>
<b>Number Line</b> (wins if total thrown, loses on a total of seven) 2 or 5; 3 or 4; SIX; EIGHT; 10 or 11; 9 or 12	<b>1 to 1</b>
<b>Double Line</b> (wins if result thrown, loses on a total of seven) Double 1, Double 2, Double 3, Double 4, Double 5, Double 6	<b>5 to 1</b>
<b>Any Seven</b> (wins on the result of a seven, loses on any other result)	<b>4 to 1</b>
<b>Bonus Bet (optional)</b> (If offered, Bonus Bets must be wagered before the shooter commences the first throw of their turn, and pays out based on the final consecutive number of shooter's bet wins achieved) <i>* Bonus bet does not win if shooter achieves final total of less than four wins on their turn</i>	<b>5 to 1 (4 wins)</b> <b>10 to 1 (5 wins)</b> <b>20 to 1 (6 wins)</b>