

**3 CARD SIC BO  
(MBS)  
Game Rules**

***w.e.f. 15 November 2016***

- 1. Definitions**
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## 1. Definitions

1.1. In these rules:

- 1.1.1. “Colour chips” means chips not carrying a specified denomination that are issued to a Player.
- 1.1.2. “Round of play” means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.

## 2. Mode of Play

- 2.1. The game of 3 Card Sic Bo shall be played with two to six decks of cards, with each deck with backs of the same colour and design.
- 2.2. The face of each card will represent one face of a die. The full deck of 48 cards consists of 8 cards for each of the 6 faces of a die.
- 2.3. The layout for this game is as shown in Diagram “A” or “B” with designated betting areas for the placement of wagers.

Diagram “A”

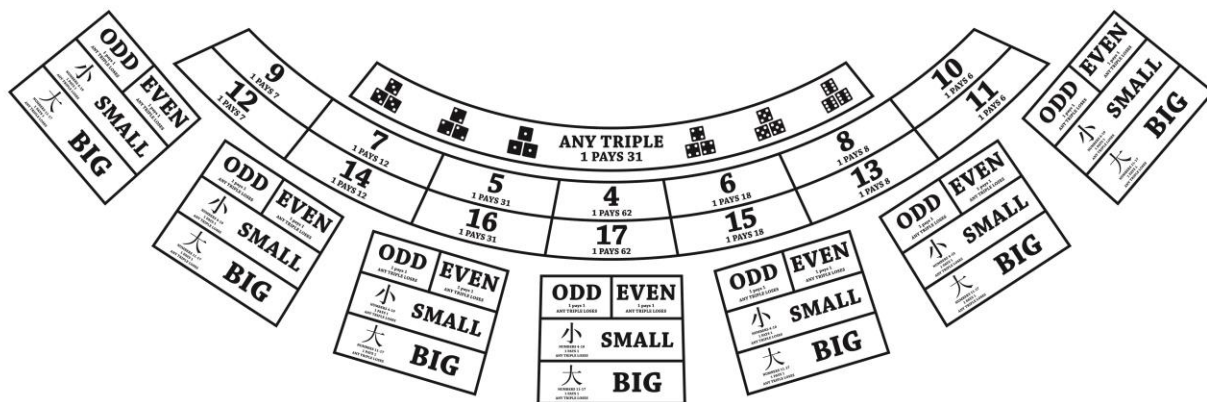
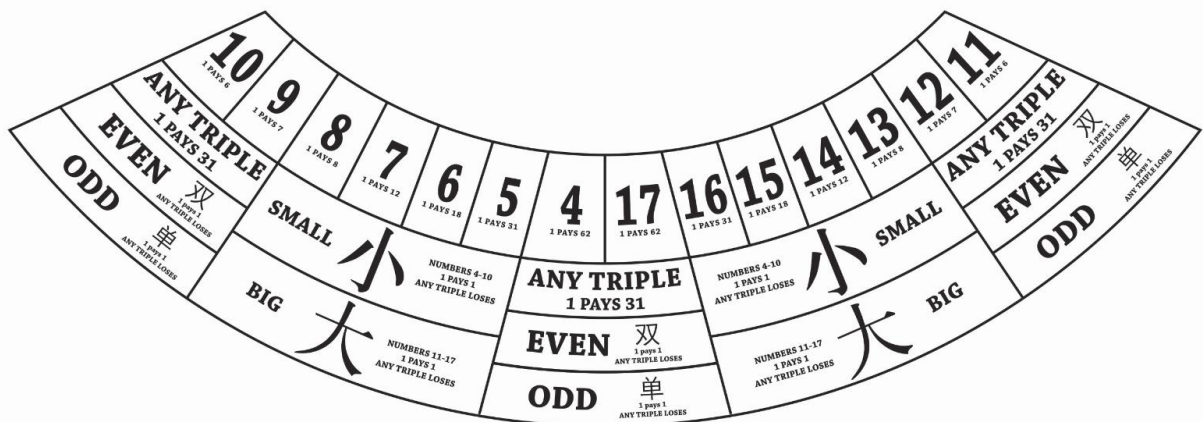


Diagram “B”



### 3. How To Play

- 3.1. Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2. Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3. The point value of a card shall be represented by the value appearing on the card.
- 3.4. A Player in the game of 3 Card Sic Bo places one or more wagers using cash chips or colour chips or both on any of the sections (listed under rule 3.6) on the layout.
- 3.5. A wager wins if the card result matches the section(s) on the layout chosen by the Player.
- 3.6. A Player may wager on any or all of the following sections:
  - 3.6.1. Small
  - 3.6.2. Big
  - 3.6.3. Odd
  - 3.6.4. Even
  - 3.6.5. Any Triple
  - 3.6.6. Three Card Totals
- 3.7. After all wagers have been placed, the Dealer shall announce “No more bets” to signify the closing of bets.
- 3.8. The Dealer shall then draw 3 cards face up on the layout.
- 3.9. The winning combination is determined by the face value of the 3 cards dealt.

#### 4. Settlement

4.1. Settlement of wagers shall be as follows:

4.1.1. Named sections:

Section	Pays
Small (Total of 4-10 except Triple)	1 to 1
Big (Total of 11-17 except Triple)	1 to 1
Odd (except Triple)	1 to 1
Even (except Triple)	1 to 1
Any Triple	31 to 1

4.1.2. Three Card Totals:

Section	Pays
4 or 17	62 to 1
5 or 16	31 to 1
6 or 15	18 to 1
7 or 14	12 to 1
8 or 13	8 to 1
9 or 12	7 to 1
10 or 11	6 to 1

#### 5. Irregularities

5.1. In the event that any of the three cards is exposed before the announcement of "No more bets", the round of play shall be void.

5.2. If a foreign card is found in the course of a game:

5.2.1. The current round of play shall be void; and

5.2.2. All results of the previous games will stand.

5.3. If there is any shortage or excess of cards in the deck, the round of play shall be void.

5.4. If there are insufficient cards in the shoe to complete a round of play, the round of play shall be void.

5.5. After the Dealer has announced "No more bets", no wager may be placed or increased and any bet so placed or to the extent increased will be refused and/or will not be honoured.

5.6. After the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.