TAI SAI

(RWS)
Game Rules
(Version 3)

w.e.f. 22 October 2013

Table of Contents		Page Number
1.	Definitions	3
2.	Mode of Play	4
3.	How to Play	5
4.	Settlement	6
5.	Irregularities	7
6.	Appendix "A"	8

1. Definitions

In these rules:

Colour Chips are chips of a particular set, bearing the same emblem or mark to distinguish them from colour chips used at other tables.

2. Mode of Play

- 2.1 The Layout
 - 2.1.1 Tai Sai may be played only on tables displaying the layout as shown in Appendix "A".

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 Each Player shall play the game of Tai Sai by placing the cash chips and/or Colour Chips in accordance to Appendix "A".
- 3.4 The Dealer shall cover and activate the dice tumbler causing the dice to tumble three (3) times inside the dice tumbler.
- 3.5 The winning combination is determined by the numeric value of the uppermost surface of the three dice when the dice tumbler is uncovered. The dice must rest flat on the bottom section of the dice tumbler.

4. Settlement

4.1 Odds of Each Winning Wager

Tai Sai Pay Table			
Bet/Rules	Pays		
Small (Total of 4-10 except Triple)	1 to 1		
Big (Total of 11-17 except Triple)	1 to 1		
Single Dice Bet - Number Bet appearing on 1 dice	1 to 1		
Single Dice Bet - Number Bet appearing on 2 dice	2 to 1		
Single Dice Bet - Number Bet appearing on 3 dice	12 to 1		
Overall Single Dice Bet	N/A		
Total Sum Combination (No 4 or 17) Bet	62 to 1		
Total Sum Combination (No 5 or 16) Bet	31 to 1		
Total Sum Combination (No 6 or 15) Bet	18 to 1		
Total Sum Combination (No 7 or 14) Bet	12 to 1		
Total Sum Combination (No 8 or 13) Bet	8 to 1		
Total Sum Combination (No 9 or 12) Bet	7 to 1		
Total Sum Combination (No 10 or 11) Bet	6 to 1		
Domino Combination Bet	6 to 1		
Double Dice Bet	11 to 1		
Any Triple Bet	31 to 1		
Specific Straight Triple Bet	180 to 1		

5. Irregularities

- 5.1 In the event that any of the following situations occur, the game shall be considered void:
 - 5.1.1 One or more dice are damaged;
 - 5.1.2 The dice do not tumble at least three times after the dice tumbler has been activated;
 - 5.1.3 Any of the three dice fail to come to rest with one surface flat to the base of the tumbler; or
 - 5.1.4 The concealed dice are exposed before the announcement of "No more bets".
- 5.2 After the Dealer announces "No more bets", no wager may be placed, increased or withdrawn and the Dealer will refuse all such wagers.



Appendix "A"

