

Guidelines for fundraising event games

These guidelines are designed to assist you with the conduct of fundraising event games but should not be relied upon to provide authoritative information on all aspects of the game. The guidelines provide general summarised statements only and should not be relied upon as a substitute for professional advice on the matter.

CROWN AND ANCHOR

Three special dice are used in Crown and Anchor. The dice are equal in size and shape to standard dice, marked with six symbols: crown, anchor, diamond, spade, club and heart.

A canvas or felt mat marked with the six symbols is used for play. The layout mat will be marked similar to the diagram shown below.

Dealing the game

1. Crown and Anchor is played between a player and a banker. The house will be banker.
2. The player places bets on one or more symbols.
3. The banker then throws the three dice.
4. A bet on a particular symbol shall win if the symbol appears on one or more of the uppermost face of the three dice and shall lose if the symbol does not appear.

Settlement

Winning bets shall be paid at the following odds:

- if the symbol appears on 3 dice: **3 to 1**
- if the symbol appears on 2 dice: **2 to 1**
- if the symbol appears on 1 dice: **1 to 1**

If the symbol doesn't come up, the player loses his or her bet.

