

# 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.*

## UNDERS AND OVERS

The Unders and Overs is a dice game. The object of the game is to predict whether the dice will roll to a total of under 7, or over 7, or at 7.

Unders and Overs shall be played on a layout mat which is marked in a manner similar to that shown in the Diagram A.

### Commencing

1. 'Play Money' is exchanged for chips  
i.e. \$1 funny money equals \$2000 worth of play chips.
2. Each player may be given a different colour chip to differentiate bets.

### Dealing the game

1. At the completion of all previous payouts from the previous game being paid, the dealer will announce 'players may place your bets'.
2. Players may place their bets on one or more of the three betting options Under 7, 7 or Over 7.
3. The dealer will throw two dice up into the air and let them land on a flat surface. A player may be invited to throw the dice.
4. If any of the two dice fail to come to rest with one surface flat to the base of the dice cage or flat on the layout mat the dealer shall call "No Spin/Throw".
5. If the dealer calls "No Spin/Throw" all bets shall be void on that spin/throw.

**Note:** Disputes regarding the rules of play will be resolved at the discretion of the event organiser.

### Rules and definitions

1. 'Play Money' has no monetary value and is used as the prop in place of real currency.
2. 'Bet' means a wager that is made under the course of play which contains no real or legal monetary value.
3. 'Chips' means a token that is used to place bets on the table. Chips are given a value and can not be converted into legal tender.
4. 'Dealer' means a person who operates and supervises the games.

### Settlement

Bets will be paid in accordance to the odds indicated below:

- if the cumulative total of the uppermost surfaces of the 2 dice is 7: **4 to 1**
- if the cumulative total of the uppermost surfaces of the 2 dice is either 2, 3, 4, 5 or 6: **1 to 1**
- if the cumulative total of the uppermost surfaces of the 2 dice is 8, 9, 10, 11 or 12: **1 to 1**

### Equipment

1. Dice: 2 identical dice the faces of each dice being number 1, 2, 3, 4, 5 and 6.

### Diagram A:

under		over
<b>7</b>	<b>7</b>	<b>7</b>
1 to 1	4 to 1	1 to 1