

Regulations and Other Acts

Gouvernement du Québec

O.C. 928-2000, 26 July 2000

An Act respecting the Société des loteries du Québec (R.S.Q., c. S-13.1)

Casino games — Amendments

By-law amending the By-law respecting casino games

WHEREAS under section 13 of the Act respecting the Société des loteries du Québec (R.S.Q., c. S-13.1), the company determines by by-law the general standards and conditions relating to the nature and holding of the lottery schemes it conducts and administers, and such by-law shall be submitted to the Government for approval;

WHEREAS in accordance with the second paragraph of that section, if it relates to State casino lottery schemes, the Régie des alcools, des courses et des jeux must give notice of such by-law and such notice must be published in the *Gazette officielle du Québec*;

WHEREAS under that section, the company made the By-law amending the By-law respecting casino games;

WHEREAS in accordance with the second paragraph of section 13 of the Act respecting the Société des loteries du Québec, notice of the By-law was published by the Régie des alcools, des courses et des jeux in Part 2 of the *Gazette officielle du Québec* of 17 May 2000;

WHEREAS in accordance with sections 10 and 11 of the Regulations Act (R.S.Q., c. R-18.1), the text of the draft By-law was published in Part 2 of the *Gazette officielle du Québec* of 17 May 2000 with a notice that it could be approved by the Government upon the expiry of 45 days following that publication;

WHEREAS it is expedient to approve the By-law;

IT IS ORDERED, therefore, upon the recommendation of the Minister of Finance:

THAT the By-law amending the By-law respecting casino games, attached to this Order in Council, be approved.

MICHEL NOËL DE TILLY,
Clerk of the Conseil exécutif

By-law amending the By-law respecting casino games¹

An Act Respecting the Société des loteries du Québec (R.S.Q., c. S-13.1, a. 13)

1. Section 1 of the By-law Respecting Casino Games is amended by inserting “, the Craps” after the words “Pai Gow”.

2. Section 9 of the said By-law is amended by inserting the following numbers “, 21.3, 21.4” after the number “21.2”.

3. The said By-law is amended by substituting the following for section 21.2:

“**21.2** Provided that it is so indicated at the table, the player can, in addition to the initial wager governed by Section 17, place a progressive wager. The progressive wager must be for \$1.00 and must be placed on the designated area of the table layout before the dealer announces “No more bets”. Winning progressive wagers are paid as indicated at the table, in one of the following three manners:

1° First five cards

Ace –2 –3 –4 –5, same suit	100 % of the progressive Jackpot
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First four cards

2 – 3 – 4 –5, same suit	\$5000
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¹ The last amendment to the By-law Respecting Casino Games, approved by Order in Council number 1253-93, dated September 1, 1993 (1993, *G.O.* 2, 5130), was made by the By-law approved by Order in council number 111-2000 dated February 9, 2000 (2000, *G.O.* 2, 919). For prior amendments, see the *Tableau des modifications et Index sommaire*, Éditeur officiel du Québec, 2000, updated February 1, 2000.

First three cards	
4 – 5 – 6, same suit	\$500
First two cards	
Ace, jack, same suit	\$50
Blackjack, same suit	\$10
Pair, ace, king, queen, jack, 10	\$3
First Cards	
Blackjack, first cards	\$2;
2° First four cards	
Four red aces or four black aces	100 % of the progressive Jackpot
First three cards	
Three aces, same suit	\$2500
Three aces	\$250
First two cards	
Two aces, same suit	\$100
Two aces	\$25;
3° First five cards	
Ace – 2 – 3 – 4 – 5, same suit	100 % of the progressive Jackpot
First four cards	
Four 5 or four 4 or four 3 or Four 2, red	10 % of the progressive Jackpot
Four 5 or four 4 or four 3 or Four 2, black	10 % of the progressive Jackpot
First three cards	
Three 6 or three 5 or three 4 or three 3, same suit	\$1000
Three 6 or three 5 or three 4 or three 3	\$250
First two cards	
Two 10 or two jacks or two queens or two kings, same suit	\$25

A display board continuously showing the amount of the progressive prize must be placed so as to be clearly visible from each table offering that wager.

21.3 Provided that it is so indicated at the table, the player can, in addition to the initial wager governed by section 17, place an additional wager which shall win if the player's first three cards are comprised of one, two or three 7's. The additional wager must be for \$1.00 and must be placed on the designated area of the table layout before the dealer announces "No more bets". Winning additional wagers are paid as follows:

First three cards	
Three 7's, same suit	5 000 to 1
Three 7's	500 to 1
First two cards	
Two 7's, same suit	100 to 1
Two 7's	50 to 1
First card	
One 7	3 to 1

21.4 Provided that it is so indicated at the table, the player can, in addition to the initial wager governed by section 17, place another supplemental wager before the dealer announces "No more bets". This supplemental wager wins if the total value of the player's first two cards is greater or less than 13. For the purpose of this supplemental wager, the ace has a value of 1. The amount of the supplemental wager must be in accordance to the limits indicated at the table. The supplemental wager shall win if the player has wagered that the total of his first two cards is greater than 13 and that is the case, or if the player has wagered that the total of his first two cards is less than 13 and that is the case. The supplemental wager is paid at 1 to 1".

4. The said By-law is amended by inserting the following section after section 95:

"DIVISION VI DICE GAMES

95.1 Dice used for casino games are composed of six sides, each of which shows a numeric value of 1 to 6 respectively.

95.2 The result of a roll or shake of the dice must at all times be based on random.

95.3 A roll of the dice is declared invalid and announced "no roll" for any of the following reasons:

1° The dice do not leave the shooter's hand simultaneously, or the dice fail to roll;

2° Neither of the dice rolled hits the opposite side of the table before coming to rest;

3° One of the dice comes to rest on a marker button, on the rail surrounding the table, on one of the Bank chips placed at the location indicated on the table, in the dice cup, or rolls off the table;

4° One of the dice is broken or superimposed on the other;

5° A shooter uses a device or technique for the purpose of cheating during a roll.

95.4 At any time during the game, society's authorised personnel may change the dice or withhold a player's turn to roll if he violates repeatedly the rules governing the rolling of the dice.

95.5 The minimum and maximum wagers, allowed by the Society, at each dice game table must be indicated and respected.

§1. Craps

95.6 "Craps" is played with two dice selected by the shooter from among those assigned to the table.

95.7 The number of players allowed at a "Craps" table is unlimited.

95.8 The dice are offered to the players successively, starting at the beginning of the game with the player at the left of the boxperson and moving clockwise. If a player declines his turn, the dice are passed to the next player in the aforementioned order.

95.9 The dice are passed to the respective players using a stick.

95.10 The player who throws the dice is identified as the shooter.

95.11 Before rolling the dice, the shooter must first place an initial Pass or Don't Pass wager on the space reserved for these wagers. The Pass wager cannot be subsequently reduced, and the Don't Pass wager cannot be subsequently increased.

95.12 Any player may place supplemental wagers as he wishes on the space reserved on the table for those wagers, or by asking the dealer to place the wager for him.

95.13 The four (4) categories of supplemental wagers which a player may place during a game are "Single

Chances", "Multiple Chances", "Associate Chances" and "Place Bets".

95.14 "Single Chances" wagers which are all paid at even money unless otherwise stipulated, are the following:

1° The "Pass" wager is played on the first turn, or "come out roll". This wager shall win if the total of the dice is 7 or 11. The wager shall lose if the total is 2, 3 or 12. For any other total, the result is suspended and the total of the dice rolled becomes the point. The dealer then indicates this by placing a marker button on the square bearing the point number on the table. The "Pass" wager is then a winner if, at the time of another roll of dice by the shooter, the total of the dice is equal to the point. The wager shall lose if the total of the dice is 7, and it is suspended for any other total. When the wager loses, the dice are passed to another player;

2° The "Don't Pass" wager is also played on the "come out roll". This wager shall win if the total of the dice is 2 or 3, shall lose if the total is 7 or 11, and is a "push" if the total is 12. For any other total, the result is suspended, and the total becomes the point. The "Don't Pass" wager is then a winner when the player rolls again and the total of the dice is 7. The wager shall lose if the total is equal to the point;

3° The "Come" wager is played at any time during the game after the "come out roll". This wager shall win if the total of the dice is 7 or 11 during the turn immediately following the placement of the wager. The wager shall lose under the same conditions if the total of the dice is 2, 3 or 12. For any other total, the wager is placed on the square on the table bearing the number rolled, and as of the next turn, it shall win if the total of the dice equals the number on which it was placed and shall lose if the total of the dice is 7. It is suspended in all other cases;

4° The "Don't Come" wager is played at any time during the game after the "come out roll". This wager shall win if the total of the dice is 2 or 3 during the turn immediately following the placement of the wager and shall lose under the same conditions if the total of the dice is 7 or 11. It is a "push" if the total is 12. For any other total, the wager is placed on the square on the table bearing the number rolled, and as of the next turn, shall win if the total of the dice is 7, and shall lose if the total is the number on which it was placed;

The "Pass and Come" wagers may not be withdrawn and must be played until they have won or lost. The "Don't Pass" and "Don't Come" wagers cannot be increased but may be withdrawn at any time.

5° The “Field” wager may be played at any time during the game. This wager shall win if, during the turn immediately following the placement of the wager, the total of the dice is 2, 3, 4, 9, 10, 11 or 12 and shall lose in the event of any other total. The winning wager is paid at odds of 2 to 1 if the total is 2 or 12, and it pays at even money in all other cases.

95.15 “Multiple Chances” wagers, which can be played at any time during the game, are the following:

1° The “Hard Ways” wager shall win if the total of the dice is 4, 6, 8 or 10, formed by two identical numbers and the player has wagered on 4, 6, 8 or 10 respectively. It shall lose if the total of the dice is 7, or formed with two non-identical numbers. A winning wager formed by a double 2 and a double 5 is paid at odds of 7 to 1. A winning wager formed by a double 3 or a double 4 is paid at odds of 9 to 1. These wagers may be withdrawn following an inconclusive roll. Moreover, these wagers are not applicable during a first turn unless indicated otherwise by the player;

2° The “Any 7” wager shall win if the total of the dice rolled immediately after the placement of the wager is 7 and it shall lose in all other cases. A winning wager is paid at odds of 4 to 1;

3° The “11” wager shall win if the total of the dice rolled immediately after the placement of the wager is 11 and it shall lose in all other cases. A winning wager is paid at odds of 15 to 1;

4° The “Any Craps” wager shall win if the total of the dice rolled immediately after the placement of the wager is 2, 3 or 12. It shall lose in all other cases. A winning wager is paid at odds of 7 to 1;

5° The “Craps 2” wager shall win if the total of the dice rolled immediately after the placement of the wager is 2 and it shall lose in all other cases. A winning wager is paid at odds of 30 to 1;

6° The “Craps 3” wager shall win if the total of the dice rolled immediately after the placement of the wager is 3 and it shall lose in all other cases. A winning wager is paid at odds of 15 to 1;

7° The “Craps 12” wager shall win if the total of the dice rolled immediately after the placement of the wager is 12 and it shall lose in all other cases. A winning wager is paid at odds of 30 to 1;

8° The “Horn” wager shall win if the total of the dice rolled immediately after the placement of the wager is 2, 3, 11 or 12 and it shall lose in all other cases. A winning

wager will be paid in the same manner as “Multiple Chances” wagers, which are winners with the total obtained;

9° The “Hop” or “Hopping” wagers shall win if the total of the dice rolled immediately after the placement of the wager is equal to the total called by the player and confirmed verbally by the dealer or table supervisor and it shall lose in all other cases. The wager is paid at odds of 30 to 1 if the total of the dice is formed by two identical numbers, and at odds of 15 to 1 in all other cases;

10° The “World” wager shall win if the total of the dice rolled immediately after the placement of the wager is 2, 3, 7, 11 or 12 and shall lose in all other cases. A winning wager will be paid in the same manner as “Multiple Chances” wagers, which are winners with the total obtained;

11° The “3-Way Craps” wager shall win if the total of the dice when rolled immediately after the placement of the wager is 2, 3 or 12 and it shall lose in all other cases. A winning wager will be paid in the same manner as “Multiple Chances” wagers, which are winners with the total of dice obtained.

95.16 “Associate Chances” wagers which cannot be played unless the corresponding “Single Chance” wager (whose point must be known) has already been engaged, follow the outcome of the Single Chance wager, but may always be withdrawn after an inconclusive roll. These wagers are the following:

1° The “Pass” “Associate Chance” wager is placed on the table in proximity and outside of the corresponding “Single Chance” wager. This wager shall win if the total of the dice equals the point and shall lose if the total of the dice is 7. It is considered a push in the event of any other total. A winning wager is paid at odds of 2 to 1 if the point is 4 or 10, at odds of 3 to 2 if the point is 5 or 9, and at odds of 6 to 5 if the point equals 6 or 8;

2° The “Don’t Pass” “Associate Chance” wager is placed diagonally, either on the corresponding “Single Chance” wager, or in its proximity. The wager shall win if the total of the dice is 7 and shall lose if the total equals the point. It is considered a push in the case of any other total. The wager is paid at odds of 1 to 2 if the point equals 4 or 10, at odds of 2 to 3 if the point is 5 or 9, and at odds of 5 to 6 if the point is 6 or 8;

3° The “Come” “Associate Chance” wager is placed on the corresponding “Single Chance” wager. The wager shall win, lose or be considered a push under the same conditions as the “Come” wager, and it is paid in

the same manner as the “Pass” “Associate Chance” wager. These wagers are not active during a come out roll unless otherwise indicated by the player;

4° The “Don’t Come” “Associate Chance” wager is placed diagonally, either on the corresponding “Single Chance” wager, or in its proximity. The wager shall win, lose or be considered a push under the same conditions as the “Don’t Come” wager, and it is paid in the same manner as the “Don’t Pass” “Associate Chance” wager.

95.17 The “Place Bets” wagers by which the players may, during any turn, opt to wager on the numbers 4, 5, 6, 8, 9 or 10, and which may be withdrawn in the event of an inconclusive roll, are the following:

1° The “Right Bet” wager, is placed, depending on the player’s position, on the square bearing the number selected. This wager shall win if the total of the dice equals the number selected by the player before the total of the dice shows 7 and shall lose if the total of the dice is 7. Otherwise, it is considered a “push”. A winning wager is paid at odds of 7 to 6 if the number selected is 6 or 8, at odds of 7 to 5 if the number selected is 5 or 9, and at odds of 9 to 5 if the number selected is 4 or 10. The “Right Bet” wager is not active during a come out roll unless otherwise indicated by the player;

2° The “Buy Bet” wager is placed, depending on the player’s position, on the square bearing the number selected. The wager is identified by placing a “buy” chip on it. The wager is only accepted after the player has paid a commission of 5 % of the wager. This wager shall win if the total of the dice equals the number selected by the player before the total of the dice shows 7 and shall lose if the total on the dice is 7. Otherwise, it is considered a “push”. A winning wager is paid at odds of 6 to 5 if the number selected is 6 or 8, at odds of 3 to 2 if the number selected is 5 or 9, and at odds of 2 to 1 if the number selected is 4 or 10. The “Buy Bet” wager is not active during a come out roll unless otherwise indicated by the player;

3° The “Lay Bet” wager is placed behind the square bearing the number selected. The wager is identified by placing a “lay” chip on it. The wager is only accepted after the player has paid a commission of 5 % of his potential winnings. This wager shall win if the total of the dice is 7 and shall lose if the total equals the number selected by the player. Otherwise, it is considered a “push”. A winning wager is paid at odds of 5 to 6 if the number selected is 6 or 8, at odds of 2 to 3 if the number selected is 5 or 9, and at odds of 1 to 2 if the number selected is 4 or 10.

§2. *Sic bo*

95.18 Sic Bo is played with three dice.

95.19 “The number of players allowed at a Sic Bo table is unlimited.

95.20 Other than as provided for by section 95.21, the dealer is responsible for shaking and rolling the dice, or, as the case may be, for activating the shaking device.

95.21 Provided that the table so indicates, the dice may be rolled by the players in turn, clockwise around the table.

95.22 A player can make the following wagers:

1° “Three of a kind”, means a wager which shall win if the same number appears on all three dice and the player wagered that number to appear on all three dice;

2° “Two of a kind”, means a wager which shall win if the same number appears on two of the three dice and the player wagered that number to appear on two of the three dice.

3° “Any Three of a kind”, means a wager which shall win if the same numeric value appear on all three dice and the player wagered that the same numeric value would appear on all three dice.

4° “Total”, means a wager which shall win if the numeric total of all three dice equals the number on which the player wagered.

5° “Duo”, means a wager which shall win when the player wagered that two different numbers would appear on at least two of the dice and the two numbers chosen are showing.

6° “Small”, means a wager which shall win if the total of all three dice equals: 4, 5, 6, 7, 8, 9 or 10 and shall lose if any other total is shown or if a Three of a kind appears.

7° “Big”, means a wager which shall win if the total of all three dice equals: 11, 12, 13, 14, 15, 16 or 17 and shall lose if any other total is shown or if Three of a kind appears.

8° “Single”, means a wager which shall win if at least one of the three dice corresponds to the number on which the player wagered.

95.23 The player must place his wager on the appropriate location before the dice are shaken or rolled, if the

case arises. The player is responsible for the positioning of his wager on the sic bo layout, even if he is assisted by the dealer. In this case, he must ensure that the instructions given to the dealer are correctly carried out.

95.24 The pay-out odds for the winning wagers are listed below:

Wager	Payout Odds
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	24 to 1
Total of 4	50 to 1
Total of 5	30 to 1
Total of 6	18 to 1
Total of 7	12 to 1
Total of 8	8 to 1
Total of 9	6 to 1
Total of 10	6 to 1
Total of 11	6 to 1
Total of 12	6 to 1
Total of 13	8 to 1
Total of 14	12 to 1
Total of 15	18 to 1
Total of 16	30 to 1
Total of 17	50 to 1
Duo	5 to 1
Small	1 to 1
Big	1 to 1
Single:	
One of the dice	1 to 1
Two of the dice	2 to 1
Three of the dice	3 to 1"

5. The said By-law is amended by the deletion of Section VI .

6. The said By-law comes into effect on the fifteenth day following its date of publication in the *Gazette officielle du Québec*.

3782

Amendments to the Rules of practice of the Superior Court of Québec in civil matters

Notice is hereby given that the Rules to amend the Rules of practice of the Superior Court of Québec in civil matters, the text of which appears below, were made by the judges of the Superior Court of Québec by way of a consultation by mail, on June 17th, 2000, in

accordance with article 47 of the Code of Civil Procedure (R.S.Q., c. C-25).

Montréal, 13 July 2000

LYSE LEMIEUX,
Chief Justice

Rules to amend the Rules of practice of the Superior Court of Quebec in civil matters

Code of Civil Procedure
(R.S.Q., c. C-25, s.47)

1. Rule 19 is amended by the addition of the words "in the presence of the parties or their attorneys who wish to attend" after the words "to meet".

2. The following Rule is added after Rule 39:

"**39.1 Swearing in of witnesses.** The Court Clerk shall stand and say to the witness: "Do you swear to tell the truth, the whole truth and nothing but the truth? Raise your right hand and say I do."

3. Rule 48 is amended by the deletion of the second paragraph.

4. Paragraph 7 of Form IV is amended by the substitution of the number 147 with the number 331.7.

5. These Rules come in to force ten days after their publication in the *Gazette officielle du Québec*.

3781

Amendments to the Rules of practice of the Superior Court of Québec in family matters

Notice is hereby given that the Rules to amend the Rules of practice of the Superior Court of Québec in family matters, the text of which appears below, were made by the judges of the Superior Court of Québec by way of a consultation by mail, on June 17th, 2000, in accordance with article 47 of the Code of Civil Procedure (R.S.Q., c. C-25).

Montréal, 13 July 2000

LYSE LEMIEUX,
Chief Justice