

DIVISION 8 - ROULETTE

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1.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of roulette.

2.0 Table Layout and Equipment

- 2.1 Roulette shall be played at a table with a roulette wheel of not less than 0.75 meters in diameter at one end and with a roulette layout imprinted at the opposite end. Each roulette table shall have a drop box attached to it.
- 2.2 The layout cloth of the roulette table:
- (a) shall be marked with areas for the placement of wagers in a manner substantially similar to that shown in either Appendix 1, Appendix 2, Appendix 3 or Appendix 4; and
 - (b) may, at the option of the casino operator, also be marked, in a manner substantially similar to that shown in Appendix 5 (showing either a single zero or double zero), with additional areas (called the "Asian racetrack") for the placement of wagers; and
 - (c) may, at the option of the casino operator, also be marked, in a manner substantially similar to that shown in Appendix 6 (showing either a single zero or double zero), with additional areas (called the "racetrack") for the placement of multiple wagers.

2.3 The roulette wheel shall:

- (a) have 37 or 38 (at the election of the casino operator) numbered compartments equally spaced around it, where the roulette ball shall come to rest. Where
 - (i) the wheel has 37 compartments, 1 shall be marked 0 and coloured green and the rest of which shall be marked from 1 to 36 inclusive and coloured alternately red and black;
 - (ii) the wheel has 38 compartments, 1 shall be marked 0 and coloured green, 1 shall be marked 00 and coloured green and the rest shall be marked from 1 to 36 inclusive and coloured alternately red and black;
- (b) have a number of vertical and horizontal hazards fitted to its surface; and
- (c) be level and move freely and evenly.

The numbered compartments shall be arranged around the wheel in the applicable order shown in Appendix 7.

2.4 Each roulette ball shall be made completely of a non-metallic substance and be not less than 17 millimetres, nor more than 23 millimetres, in diameter.

2.5 The roulette wheel and roulette ball, when activated, shall operate as a random number generator, in that their use shall result in the selection of a game result which is:

- (a) statistically independent;
- (b) uniformly distributed over its range; and
- (c) unpredictable.

2.6 The following equipment shall be also be used in the game:

- (a) a display rack, which shall be used to indicate the colours and values of the non-value chips in use at the table;
- (b) marker buttons of different colours, sufficient to indicate the values of the subsets of non-value chips in use at the table;
- (c) a change block, which shall be used for the acceptance and exchange of chips;
- (d) a dolly, being an indicator placed on the roulette layout to denote the winning number;

- (e) at the option of the casino operator, a winning number display, being an electronic device for recording and displaying the most recent winning numbers spun at the table;
- (f) at the option of the casino operator, a chipping machine attached to the table, being an electronic device for sorting non-value chips and value chips; and
- (g) a bell.

3.0 Wagers

3.1 Where 37 numbered compartments are used, a player at the game may place wagers on the following numbers or combinations of numbers, from 0 to 36 inclusive:

- (a) 1 specific number or “**Straight Up**”, which shall:
 - (i) win if that number is spun, and
 - (ii) otherwise lose;
- (b) 2 specific adjoining numbers or “**Split**”, which shall:
 - (i) win if either of those numbers is spun, and
 - (ii) otherwise lose;
- (c) 3 specific numbers (either in a row across the layout or comprising either 0, 1 and 2 or 0, 2 and 3) or “**Street**”, which shall:
 - (i) win if any of the numbers wagered on is spun,
 - (ii) win if 0 and 1 and 2 are wagered on and any of them is spun,
 - (iii) win if 0 and 2 and 3 are wagered on and any of them is spun, and
 - (iv) otherwise lose;
- (d) 4 specific numbers (either forming a square on the layout or comprising 0, 1, 2 and 3) or “**Corner**”, which shall:
 - (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (e) 6 specific numbers in 2 rows across the layout or “**Six-Line**”, which shall:

- (i) win if any of the numbers in the 2 rows is spun, and
 - (ii) otherwise lose;
- (f) 12 specific numbers in a column on the layout or **“Column”**, which shall:
 - (i) win if any of the 12 numbers in the column is spun, and
 - (ii) otherwise lose;
- (g) 12 specific numbers (1 to 12, 13 to 24 or 25 to 36 inclusive) or **“Dozen”**, which shall:
 - (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (h) the numbers 1 to 18 inclusive or **“Low”**, which shall:
 - (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (i) the numbers 19 to 36 inclusive or **“High”**, which shall:
 - (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (j) even numbers or **“Even”**, which shall:
 - (i) win if the number spun is an even number, and
 - (ii) lose if the number spun is an odd number or 0;
- (k) odd numbers or **“Odd”**, which shall:
 - (i) win if the number spun is an odd number, and
 - (ii) lose if the number spun is an even number or 0;
- (l) numbers with red compartments on the wheel or **“Red”**, which shall:
 - (i) win if the compartment of the number spun is red, and
 - (ii) otherwise lose; and
- (m) numbers with black compartments on the wheel or **“Black”**, which shall:

- (i) win if the compartment of the number spun is black, and
- (ii) otherwise lose.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendices 1 and 2.

- 3.1A Where 38 numbered compartments are used, a player at the game may place wagers on the following numbers or combinations of numbers, being 0, 00 and from 1 to 36 inclusive:
- (a) 1 specific number or "**Straight Up**", which shall:
 - (i) win if that number is spun, and
 - (ii) otherwise lose;
 - (b) 2 specific adjoining numbers or "**Split**", which shall:
 - (i) win if either of those numbers is spun,
 - (ii) otherwise lose, and
 - (iii) for the avoidance of doubt, the line between the courtesy '00' and '0' shall be treated as a split;
 - (c) where the layout depicts numbers 00 and 0 marked from left to right, 3 specific numbers (being in a row across the layout or comprising 0, 2 and 3; 0, 00 and 2; or 00, 1 and 2) or "**Street**", which shall:
 - (i) win if any of the numbers wagered on is spun,
 - (ii) win if 0 and 2 and 3 are wagered on and any of them is spun,
 - (iii) win if 0 and 00 and 2 are wagered on and any of them is spun,
 - (iv) win if 00 and 1 and 2 are wagered on and any of them is spun, and
 - (v) otherwise lose;
 - (cA) where the layout depicts numbers 0 and 00 marked from left to right, 3 specific numbers (being in a row across the layout or comprising 00, 2 and 3; 0, 00 and 2; or 0, 1 and 2) or "**Street**", which shall:
 - (i) win if any of the numbers wagered on is spun,
 - (ii) win if 00 and 2 and 3 are wagered on and any of them is spun,
 - (iii) win if 0 and 00 and 2 are wagered on and any of them is spun,

- (iv) win if 0 and 1 and 2 are wagered on and any of them is spun, and
 - (v) otherwise lose;
- (d) 4 specific numbers forming a square on the layout or “**Corner**”, which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (e) 5 specific numbers comprising 0, 00, 1, 2 and 3 or “**Five-Line**”, which shall:
- (i) win if any of the numbers is spun, and
 - (ii) otherwise lose;
- (f) 6 specific numbers in 2 rows across the layout or “**Six-Line**”, which shall:
- (i) win if any of the numbers in the 2 rows is spun, and
 - (ii) otherwise lose;
- (g) 12 specific numbers in a column on the layout or “**Column**”, which shall:
- (i) win if any of the 12 numbers in the column is spun, and
 - (ii) otherwise lose;
- (h) 12 specific numbers (1 to 12, 13 to 24 or 25 to 36 inclusive) or “**Dozen**”, which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (i) the numbers 1 to 18 inclusive or “**Low**”, which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;
- (j) the numbers 19 to 36 inclusive or “**High**”, which shall:
- (i) win if any of those numbers is spun, and
 - (ii) otherwise lose;

- (k) even numbers or **“Even”**, which shall:
 - (i) win if the number spun is an even number, and
 - (ii) lose if the number spun is an odd number or 0 or 00;
- (l) odd numbers or **“Odd”**, which shall:
 - (i) win if the number spun is an odd number, and
 - (ii) lose if the number spun is an even number or 0 or 00;
- (m) numbers with red compartments on the wheel or **“Red”**, which shall:
 - (i) win if the compartment of the number spun is red, and
 - (ii) otherwise lose; and
- (n) numbers with black compartments on the wheel or **“Black”**, which shall:
 - (i) win if the compartment of the number spun is black, and
 - (ii) otherwise lose.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendices 3 and 4.”

- 3.2 Where the layout includes an Asian racetrack pursuant to subparagraph (b) of rule 2.2, a player may place a wager on any 3 specific numbers (comprising a group on this part of the layout) or **“Asian Neighbour”**, which shall:
- (a) win if any of the numbers in the group is spun; and
 - (b) otherwise lose.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendix 5.

- 3.2A Where the layout includes a racetrack pursuant to subparagraph (c) of rule 2.2, a player may place any of the following wagers:
- (a) **“Tier”**, a 6 piece multiple wager comprising a Split wager on each of the following combinations of numbers: 5 and 8, 10 and 11, 13 and 16, 23 and 24, 27 and 30, and 33 and 36;
 - (b) **“Orphelins”**, a 5 piece multiple wager comprising:
 - (i) a Straight Up wager on 1, and

- (ii) a Split wager on each of the following combinations of numbers: 6 and 9, 14 and 17, 17 and 20, and 31 and 34;
- (c) **“Voisins du Zero”**, a 9 piece multiple wager comprising:
 - (i) a double (2 piece) Street wager on the combination of numbers 0, 2 and 3;
 - (ii) a double (2 piece) Corner wager on the combination of numbers 25, 26, 28 and 29; and
 - (iii) a Split wager on each of the following combinations of numbers: 4 and 7, 12 and 15, 18 and 21, 19 and 22, and 32 and 35; and
- (d) **“Neighbours”**, a 5 piece multiple wager placed on a specific number on the racetrack, comprising a Straight Up wager on that number and one on each of the two neighbouring numbers on either side of the selected number.

An illustration of the manner of placement of wagers on the layout pursuant to this rule is contained in Appendix 6.

- 3.2B Wagers made pursuant to rule 3.2 or 3.2A shall be declared orally by the player and may be placed on the layout only by a dealer.
- 3.3 All wagers shall be made by placing either value chips, with the smaller denomination chips on top, or non-value chips in the appropriate wager position on the roulette layout.
- 3.4 Orally declared wagers shall be accepted only when accompanied by chips and if the dealer has enough time to place the wager on the layout before “No more bets” is called.
- 3.5 Each player shall be responsible for the correct positioning of his/her wager on the layout whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.
- 3.6 Except as permitted by these rules, once the dealer has called “No more bets”, or the ball has dropped, no player shall:
 - (a) make any wager; or
 - (b) handle, alter or withdraw any wager until all winning wagers in or on that wagering area have been paid by the dealer.

Notwithstanding subparagraph (b), a player may remove any of his/her winning wagers on Low, High, Even, Odd, Red, Black, Column or Dozen after the wager has been paid, whether or not the other such wagers have been paid.

- 3.6A For the avoidance of doubt, all wagers placed after the ball has dropped shall be void.
- 3.7 No player shall handle, alter or withdraw a losing wager.
- 3.8 Subject to the proviso contained in this rule:
- (a) each wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel; and
 - (b) for the purposes of this rule, any wager touching a line or lines on the layout shall be treated as though the wager was placed on that line or those lines (as the case may be).

Proviso: the casino operator may modify the application of this rule if it is apparent that:

- (i) the wager has been accidentally moved or misplaced by the dealer (except in the case of orally declared bets placed incorrectly on the layout by the dealer); or
 - (ii) the wager has been accidentally moved by another patron,
- in which event the wager shall be settled in accordance with its original placement.

- 3.9 Winning wagers made pursuant to rule 3.1, 3.1A, 3.2 or 3.2A shall be paid at the following odds:

Wager	Payout Odds
Straight Up	35 to 1
Split	17 to 1
Street	11 to 1
Asian Neighbour	11 to 1
Corner	8 to 1
Five-Line	6 to 1
Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

- 3.10 On roulette wheels featuring 37 compartments, when the ball comes to rest in the compartment of the wheel marked "0", all wagers shall lose other than those made either straight up on the 0 or in any available combination of the 0 and the numbers 1, 2 and 3.

- 3.11 On roulette wheels featuring 38 compartments, when the ball comes to rest in the compartment of the wheel marked:
- (a) "0", all wagers shall lose other than those made straight up on the 0, or in any available combination of the 0 and the numbers 00, 1, 2 and 3;
 - (b) "00", all wagers shall lose other than those made straight up on the 00 or in any available combination of the 00 and the numbers 0, 1, 2 and 3.

4.0 Rotation of Wheel and Ball

- 4.1 The direction of each spin of the wheel may be alternated.
- 4.2 The dealer shall spin the roulette ball in a direction opposite to the rotation of the wheel and the ball shall complete at least 4 revolutions around the track of the wheel for the spin to be valid.
- 4.3 While the ball is still rotating around the wheel the dealer shall call "No more bets", at the same time ringing the bell.
- 4.4 When the ball comes to rest in a compartment around the wheel, the dealer shall:
- (a) announce the number of the compartment and its colour; and
 - (b) place the dolly on that number on the roulette layout.
- 4.5 The dealer shall then:
- (a) first collect all losing wagers; and then
 - (b) pay all winning wagers.
- 4.5A Notwithstanding the provisions of rule 4.5, where any wagers have been made pursuant to rule 3.2 or 3.2A, the dealer shall place all winning wagers on the Asian racetrack and the racetrack on to the corresponding section of the main part of the layout before collecting losing wagers and paying winning ones.
- 4.6 No person shall at any time interfere with the wheel, the ball or the rotation of the wheel or ball, except as expressly provided in these rules.
- 4.7 The casino operator may, at its discretion, change the ball after any spin.

5.0 Irregularities

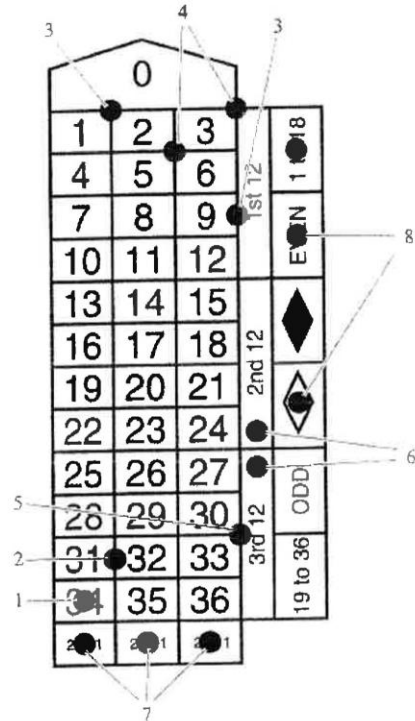
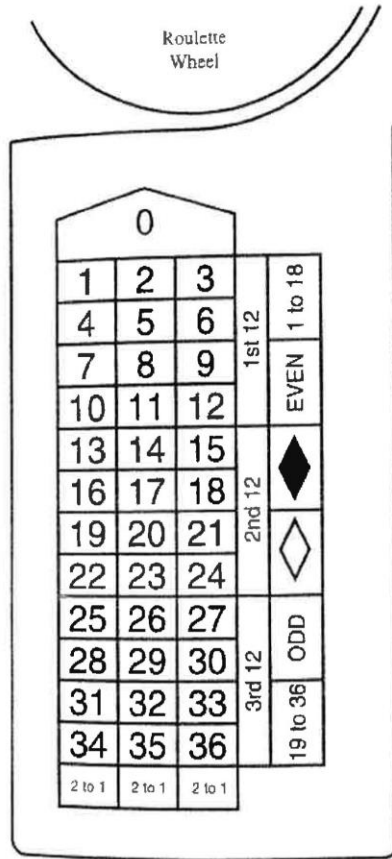
- 5.1 If:
- (a) the ball is spun in the same direction as the wheel is rotating; or

- (b) a foreign object enters the wheel before the ball comes to rest; or
- (c) the ball is taking an inordinate amount of time to fall into a compartment, whether because it is so balanced in its revolutions or is unduly hung up in an air pocket or for some other reason; or
- (d) any person interferes with the ball or the rotation of the wheel during a spin,

the dealer or game supervisor shall announce a “No spin” and the dealer shall attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments. The spin shall be void whether or not a “No spin” is announced and whether or not the ball comes to rest in a compartment before being removed from the wheel.

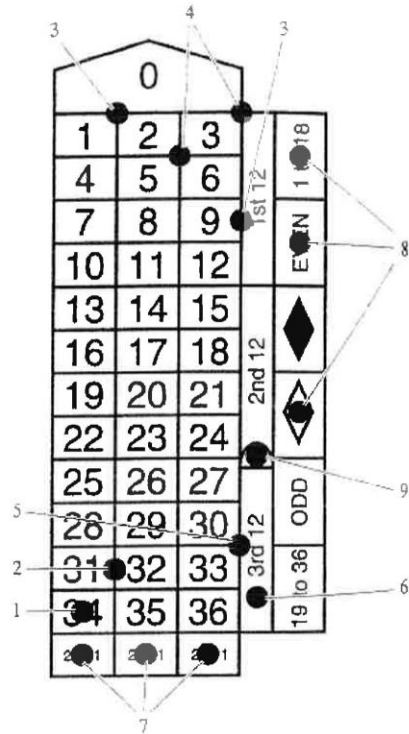
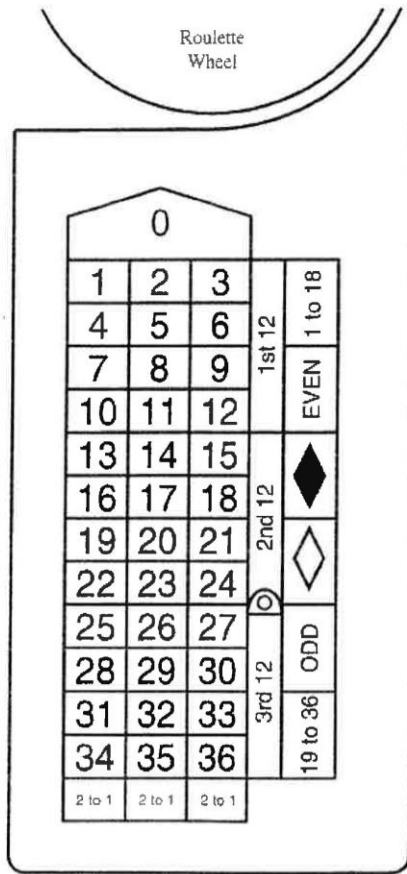
- 5.2 If the ball is propelled or falls out of the wheel head during a spin, the dealer or game supervisor shall announce a “No spin”. The spin shall be void whether or not a “No spin” is announced. When the ball is retrieved the game supervisor shall examine it.
- 5.3 If the dealer anticipates that the ball will not complete 4 revolutions around the track of the wheel, he/she shall announce a “No spin” and attempt to remove the ball from the wheel before it comes to rest in 1 of the compartments. The spin shall be void whether or not the ball comes to rest in a compartment before being removed from the wheel.
- 5.4 After a void spin the dealer shall return the ball to the previous winning numbered compartment and re-spin in accordance with section 4.
- 5.5 If a winning number display is provided at the roulette table, the casino operator shall not be responsible for the display of any incorrect results or other information or for the consequences of any other malfunction of the display.
- 5.6 Subsequent to the dealer calling “no more bets” and ringing the bell and prior to the ball coming to rest in a compartment of the wheel, the dealer may seek clarification of misplaced wagers and position them correctly on the layout.
- 5.7 If a player places a wager directly on the Asian racetrack or the racetrack, contrary to rule 3.2B, the wager shall be void.
- 5.8 If a wager made pursuant to rule 3.2 or 3.2A is less than the applicable permissible minimum wager limit, it shall be void even if it was accepted and placed by a dealer.
- 5.9 If a wager made pursuant to rule 3.2 or 3.2A complies with the applicable permissible minimum wager limit, but not with any applicable requirements imposed by the casino operator in relation to increments under rule 9.5 of Division 1 of these rules, the wager shall be void to the extent that it exceeds those requirements, even if it was accepted and placed by a dealer.

Appendix 1
37 Number Roulette Table Layout and Illustration of Main Roulette Wagers (Option 1)



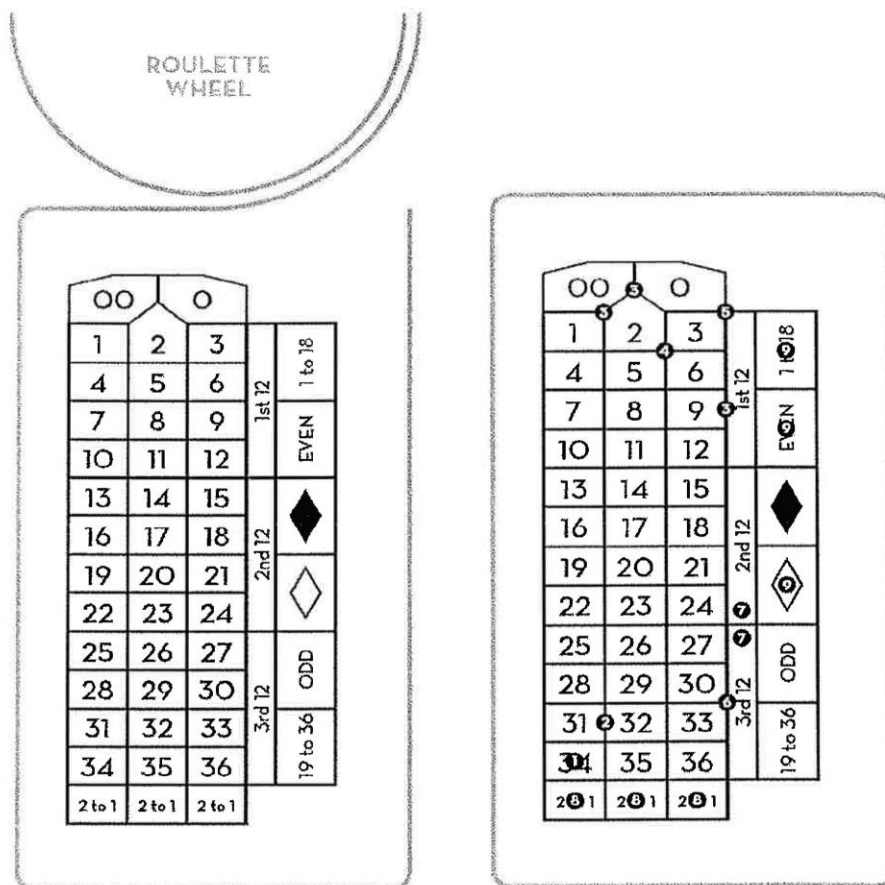
1. Straight Up
2. Split
3. Street
4. Corner
5. Six Line
6. 1 Dozen
7. 12 Column
8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)

Appendix 2
37 Number Roulette Table Layout and Illustration of Main Roulette Wagers (Option 2)



1. Straight Up
2. Split
3. Street
4. Corner
5. Six Line
6. 1 Dozen
7. 12 Column
8. Even Chance (i.e. High, Odd, Black, Red, Even, Low)
9. Courtesy Line between 2nd dozen and 3rd dozen.

Appendix 3
38 Number Roulette Table Layout and Illustration of Main Roulette Wagers (Option 1)



1. Straight Up
2. Split
3. Street
4. Corner
5. Five Line
6. Six Line
7. 1 Dozen
8. 12 Column
9. Even Chance (i.e. High, Odd, Black, Red, Even, Low)

Appendix 4
38 Number Roulette Table Layout and Illustration of Main Roulette Wagers
(Option 2)

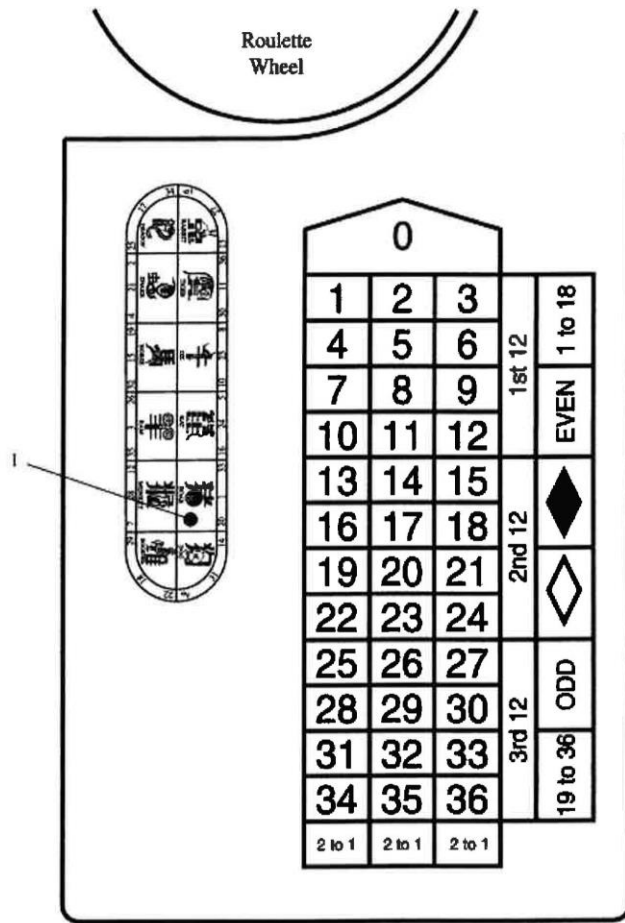


00		0			
1	2	3	1st 12	EVEN	1 to 18
4	5	6			
7	8	9			
10	11	12	2nd 12	◆	19 to 36
13	14	15			
16	17	18			
19	20	21	3rd 12	◇	ODD
22	23	24			
25	26	27			
28	29	30			
31	32	33			
34	35	36			
2 to 1	2 to 1	2 to 1			

00		0			
1	2	3	1st 12	EVEN	1 to 18
4	5	6			
7	8	9			
10	11	12	2nd 12	◆	19 to 36
13	14	15			
16	17	18			
19	20	21	3rd 12	◇	ODD
22	23	24			
25	26	27			
28	29	30			
31	32	33			
34	35	36			
2 to 1	2 to 1	2 to 1			

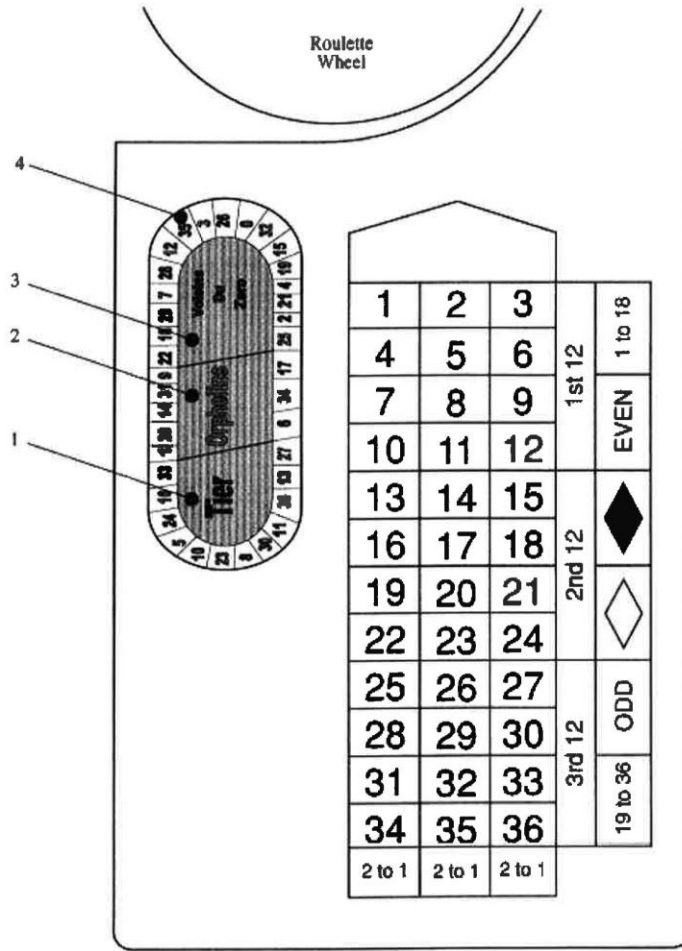
1. Straight Up
2. Split
3. Street
4. Corner
5. Five Line
6. Six Line
7. 1 Dozen
8. 12 Column
9. Even Chance (i.e. High, Odd, Black, Red, Even, Low)
10. Courtesy line between 2nd and 3rd dozen (zero)
11. Courtesy line between 2nd and 3rd dozen (double zero)

Appendix 5
Layout of Optional Additional Wagering Area (Asian Racetrack)



1. Asian Neighbour

Appendix 6
Layout of Optional Additional Wagering Area (Racetrack)

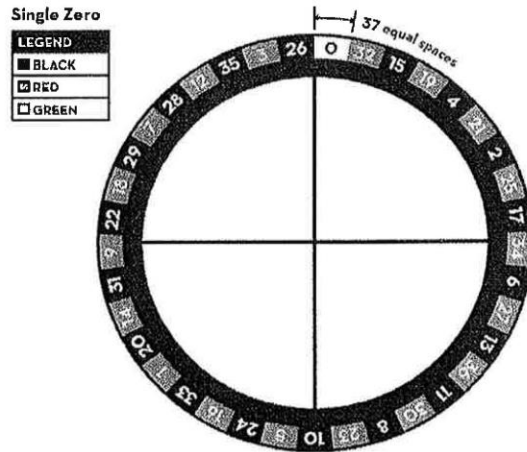


- 1. Tier
- 2. Orphelins
- 3. Voisins Du Zero
- 4. Neighbours

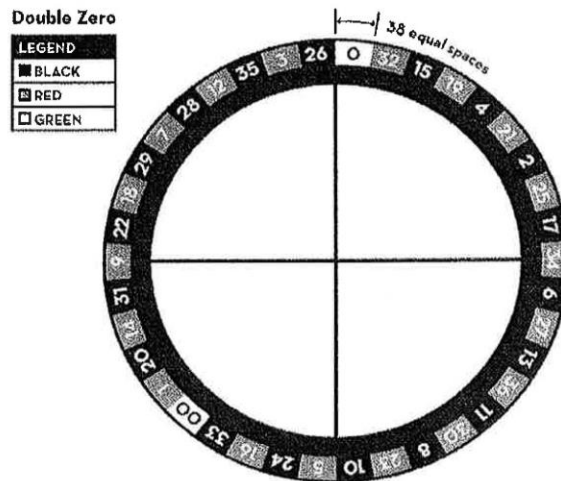
Appendix 7 Roulette Wheel Numbers

Roulette Wheel Number Sequence

Single Zero

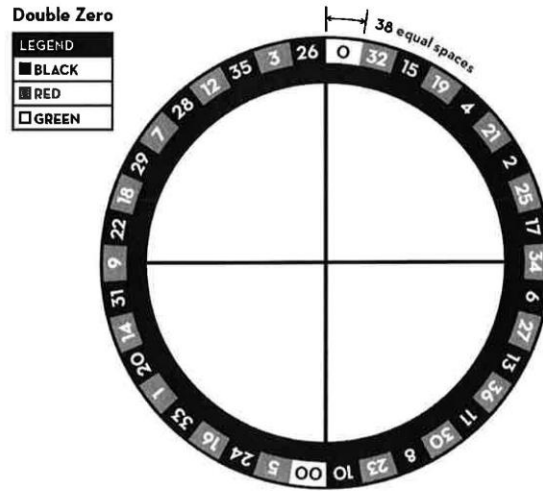


Double Zero



Roulette Wheel Numbers

Double Zero



Double Zero

