

RULES FOR ROULETTE

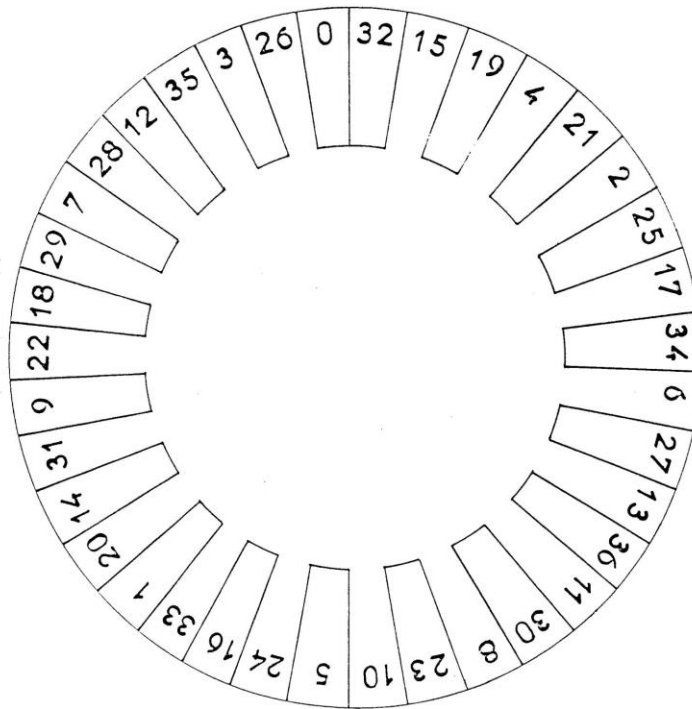
Approved Rules As At 20/5/2003

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1. ROULETTE WHEEL NUMBER SEQUENCE

Diagram 1



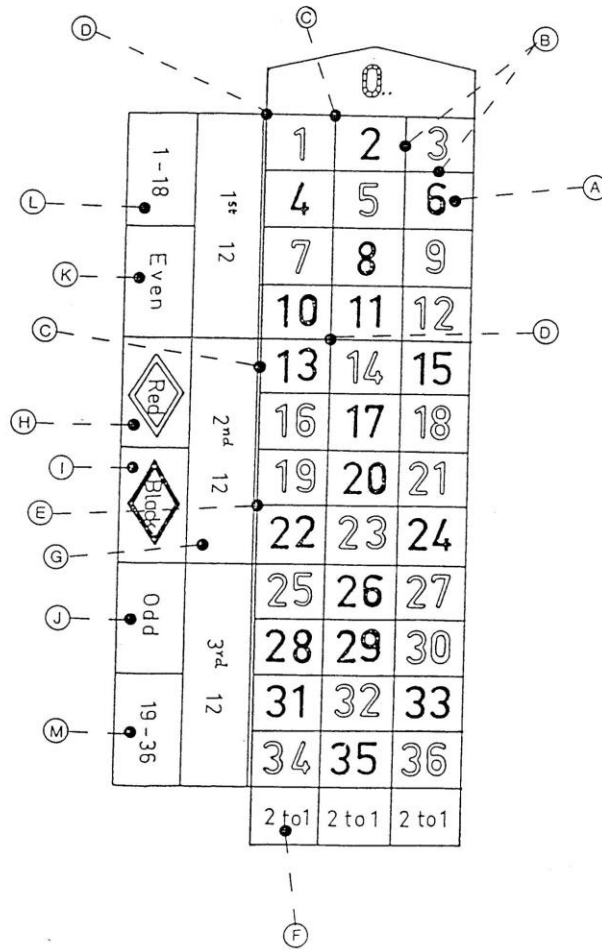
2. ROULETTE TABLE AND ELECTRONIC TERMINAL

Diagram 2



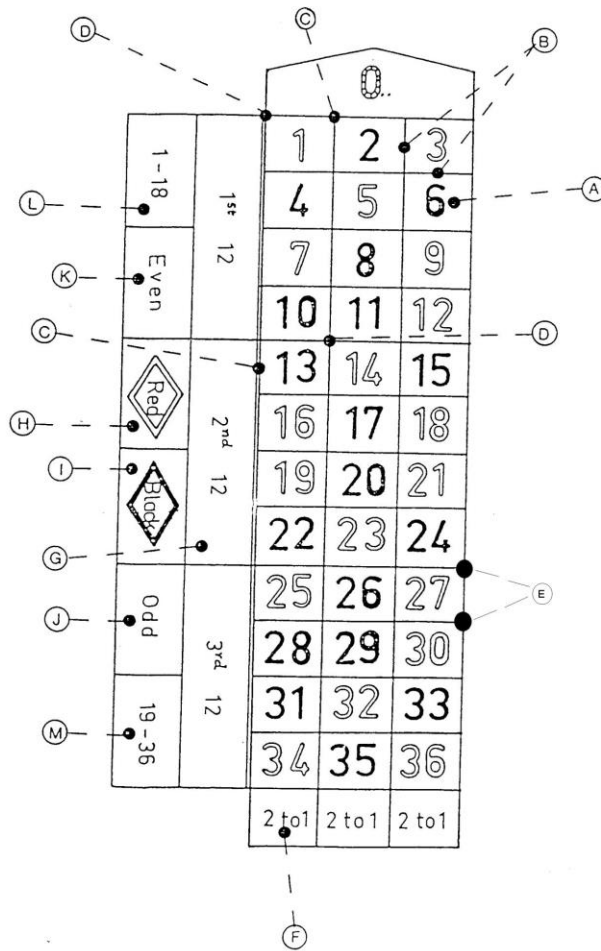
3. ROULETTE TABLE LAYOUT AND BET PLACEMENT

Diagram 3



4. ELECTRONIC TERMINAL LAYOUT AND BET PLACEMENT

Diagram 4



5. DEFINITIONS**5.1. Neighbour/s**

- (a) Any number and two numbers on either side of the said number in relation to their positioning on the Roulette wheel as per Section 1 (Roulette wheel number sequence). For example 0 and Neighbours is 0 3 15 26 and 32.

5.2. Neighbours Marker Button

- (a) A marker button with at its centre the primary number and around the rim four other numbers associated with the primary number (as per (a) above).
- (b) The wheel shall have 37 equal compartments with one marked zero and coloured green and the others marked 1 to 36 coloured alternatively red and black around the wheel. The numbers shall be in the same order as that shown by the diagram in Section 1. The layout cloth of each Roulette table shall be marked in a manner similar to that shown in the photograph in Section 2 Roulette Table and Electronic Terminal.

5.3. Electronic Terminal

- (a) An electronic terminal used by Players to place their bets on Roulette.

5.4. Game System

- (a) The electronic hardware and software, which operates the Electronic Terminals, and is interfaced to the Roulette wheel, all of which is approved by the Liquor and Gambling Commissioner.

5.5 Payment Slip

- (a) A printed voucher that can be redeemed from the cashier for an amount equivalent to the value of credits displayed on the Electronic Terminal.

5.6 Live Game Table

- (a) A table that allows players to place bets using gaming chips on the table layout and where a Roulette dealer takes all losing bets and pays all winning bets.

5.7 Stand Alone Table

- (a) A table that has only a Roulette Wheel to generate results and where all bets are placed via Electronic Terminals.

6. BETS - ROULETTE TABLE

- (a) All bets at Roulette shall be made by placing gaming chips on the appropriate areas of the roulette layout, with the exception of Neighbours bets, which may be placed on the block with a Neighbours marker button on top.
- (b) An illustration of the correct manner of placement of bets on the Roulette layout is indicated in Section 3 Roulette Table Layout and Bet Placement.

Verbal bets shall only be accepted when accompanied by chips and the Dealer has sufficient time to place bets prior to "NO MORE BETS" being called.

- (c) Bets may be represented either by chips marked with denominations of value or by no-value chips (i.e. chips without denomination markings). The non-value chips of a set shall each bear the same distinguishing emblem or mark to differentiate them from non-value chips of other sets in use at other tables. Each set shall be subdivided into various colours.
- (d) A player wishing to use non-value chips shall be allocated such chips and shall be required, before play, to declare the denomination of value (one only), each of those non-value chips are to represent. The value shall be clearly indicated by a corresponding marker at the table where the value of those chips is greater than the table minimum. Unless otherwise specified the value of all non-value chips will be regarded as the table minimum.
- (e) The allocation of more than one colour to a player will be subject to the approval of an Authorised Officer, under which circumstances the value allocated to the colours shall be the same.
- (f) Non-value chips issued at a Roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table [REDACTED] Non-value chips shall only be presented for redemption in the form of exchange for value of the appropriate sum at the table from which they were issued and shall not be redeemed or exchanged at any other location [REDACTED]
[REDACTED]
- (g) Each player shall be responsible for the correct positioning of their bets on the Roulette layout, whether or not the Dealer assists them.
- (h) Each player shall also be responsible for the correct usage of the Neighbour Marker Buttons in relation to their Neighbours Bets, which are placed on the block.
- (i) Each player must ensure that any instructions given to the Dealer regarding the placement of bets are correctly carried out. No bets shall be placed, changed or withdrawn after the Dealer has called "NO MORE BETS". A winning bet may be withdrawn before the next spin.

6. BETS - ROULETTE TABLE (Cont)

- (j) Each bet shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel. In the case of bets which have been made utilising Neighbours Marker Buttons, such bets shall be settled in accordance with the numbers on the button and the result of the spin. Should the Neighbours Bet win, 1/5 of the total bet shall be placed on the winning number after the result and paid as per these Rules as a straight up.
- (k) Minimum and maximum bets permitted per player shall be shown on a notice at the table unless prior arrangements have been made with a player/s for personal or VIP Group limits. Unless stated on this notice, bets are not required to be made in multiples of the minimum.
- (l) No cash bets shall be accepted.
- (m) All bets shall be against the House and no side bets shall be permitted.
- (n) This section does not apply to a player using an Electronic Terminal.

7. BETS – ELECTRONIC TERMINAL

This section applies to a player using an Electronic Terminal to place bets on Roulette.

- (a) Electronic betting may be offered at a "Stand Alone Table" or a "Live Game Table".
- (b) The electronic terminal must display a Roulette layout similar to that shown in Section 4 Electronic Terminal Layout and Bet Placement.
- (c) The electronic terminal must also display the following information
 - i. The minimum and maximum bets permitted,
 - ii. When a player may place bets,
 - iii. The total number of credits available to the player,
 - iv. The number of credits bet by the player for the current spin,
 - v. The winning number for the previous spins,
 - vi. The total number of credits won by the player for the spin.
- (d) The credit meter can be incremented by:
 - i. [REDACTED] legal tender (notes of acceptable denomination as indicated on each Electronic Terminal) being inserted into the terminal by means of a Banknote Acceptor;
 - ii. The number of credits won by the player for a spin.
- (e) The total amount of credits displayed as available to the player can only be collected from the cashier using a valid Payment Slip dispensed by the terminal.
- (f) Players make a bet by touching the part of the terminal's touch screen designated for making bets. Bets are placed by moving one or more value chip icons on to the appropriate areas displayed on the terminal.
- (g) A player may place, change or remove a bet until "No More Bets" is announced and displayed on the terminal.
- (h) The following conditions for the placement of bets shall also apply:
 - i. The player shall be solely responsible for the placement of chip icons.
 - ii. Each terminal shall display a warning to "Finish Betting" and then "No More Bets".
 - iii. The terminal will not allow bets to be placed, changed or withdrawn after "No More Bets" is announced and displayed on the terminal.
 - iv. The bets placed on the terminal will only be settled in accordance with their placement on the screen at the end of the betting period.
 - v. The terminal will not accept any bet that is under the minimum or over the maximum set for that terminal.
 - vi. Following a result, losing bets will be cleared automatically from the displayed layout on the terminal and winning bets will be paid by causing the appropriate number of chip credits to be added to the player's chip credit meter.

8. PAYOUT ODDS

- (a) Winning bets shall be paid at the odds listed below. In instances where a VIP player/group plays Roulette, alternate arrangements (including notification to the Government Inspectorate) may be made in writing prior to the commencement of play whereby the player/group may be:
- i. Restricted to betting on straight up bets only. In such instances only the applicable bets and payout odds shall be displayed on a notice at the table.

	BETS	PAYOUT ODDS
A	1 number or straight up bet	35 to 1
B	2 numbers or split bet	17 to 1
C	3 numbers or street	11 to 1
D	4 numbers or corner	8 to 1
E	6 numbers or six line	5 to 1
F	Column	2 to 1
G	Dozen	2 to 1
H	Red	1 to 1
I	Black	1 to 1
J	Odd	1 to 1
K	Even	1 to 1
L	Low	1 to 1
M	High	1 to 1

- (b) Bets and the payout odds must be clearly displayed on a notice at the Roulette Table.
- (c) If the Roulette ball comes to rest around the wheel in a compartment marked zero (0), all bets shall lose other than those made straight up on zero (0) or made in any available combination of zero (0) and the numbers 1, 2 and 3.

9. ROTATION OF WHEEL AND BALL

- (a) Each ball used must be a sphere made completely of a non-metallic material and must be, not less than 17 millimetres and not more than 22 millimetres in diameter.
- (b) The Roulette ball must be spun by the Dealer in a direction opposite to the rotation of the wheel and must complete at least three revolutions around the track of the wheel to constitute a valid spin.
- (c) While the ball is still rotating in the track around the wheel or before the ball is spun the Dealer shall call "NO MORE BETS" whereupon betting shall cease.
- (d) Upon the ball coming to rest in a compartment around the wheel, the Dealer shall announce the number of such compartment and shall place a point marker (to be known as a "Dolly") on that number on the Roulette layout.
- (e) After marking or indicating the winning number on the layout, the Dealer shall first collect all losing bets and then pay all winning bets that have been placed on the table layout.
- (f) If a player is using an Electronic Terminal to play Roulette, the collection of losing and the payment of winning bets is as detailed in Section 7 (Bets – Electronic Terminal) of these rules.

10. IRREGULARITIES

- (a) If the ball is spun in the same direction as the wheel, the Dealer shall announce "No Spin" and shall attempt to remove the Roulette ball from the wheel prior to its coming to rest in one of the compartments.
- (b) If the Dealer anticipates that the ball will not complete three revolutions around the track of the wheel, the Dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (c) If a foreign object enters the wheel prior to the ball coming to rest, the Dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (d) If the ball fails to fall into one of the compartments, the Dealer shall announce "No Spin".
- (e) If the ball leaves the wheel, the Dealer shall announce "No Spin".
- (f) Once the Dealer has announced "No Spin", it shall be an invalid spin whether or not the ball comes to rest in one of the compartments prior to the Dealer's attempt to remove the ball from the wheel.

11. ELECTRONIC TERMINAL AND GAME SYSTEM MALFUNCTION / IRREGULARITIES

- (a) A malfunction has occurred when:
 - i. Credits are displayed on the credit meter of the terminal that are not in keeping with the prize schedule and the amount bet; or
 - ii. The terminal displays numbers not shown on the layout in Section 4; or
 - iii. The proper operation of the Electronic Terminal is interrupted or the display is faulty; or
 - iv. For any other reason the casino operator is of the opinion that the terminal is not functioning correctly.
- (b) Where there is a malfunction the dealer must:
 - i. Prior to the expiry of the betting period, treat all bets placed for that spin as void, or
 - ii. On or after the expiry of the betting period, seek to confirm the bets placed through available electronic records and cause the appropriate adjustments to be made, or
 - iii. Void all bets if he/she is unable to confirm the relevant bets placed through the electronic records.
- (c) If, after the ball comes to rest in a compartment, the winning number is not displayed on the Electronic Terminal, the Dealer/Inspector in charge of the game will ensure the correct number is entered and displayed on the terminal.
- (d) In the event of a "no-spin", the Dealer/Inspector in charge of the game will reset the terminals and allow play to continue, and then re-spin the ball.
- (e) If an incorrect number is displayed on the Electronic Terminal, the Pit Boss/Shift Manager must seek to confirm the bets placed through the analysis of available records and cause the appropriate adjustments to be made.
- (f) A player who has not placed a bet for 3 spins may be asked to leave the terminal.

12. GENERAL PROVISIONS

- (a) The use of Neighbour Marker Buttons may be limited to a maximum number of bets per number, per spin or provided to designated players only. The minimum bet allowable shall be five times the table minimum or such other unit as is specified by notice at the table.
- (b) The House reserves the right to invalidate an outcome in the game under the following circumstance:
 - i. If the game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God.
 - ii. If there is any fraudulent act by any player or Dealer.
- (c) Even chance bets (paying 1-1) and all Column and Dozen bets (paying 2-1) on a Roulette table shall not be touched until full settlement of such bets within a winning segment is made by the House.
- (d) Other bets on a Roulette table shall not be touched by the player, until the House makes full settlement of all winning bets. Repeated instances of failure to comply may result in the offending players future bets on the game being refused.
- (e) Partnerships at a Roulette table, which seek to exceed the maximum bets, will not be allowed.
- (e) Bets on a Roulette table below the minimum will be paid or collected after the result and the owner of the bet is advised that further bets under the minimum shall be returned regardless of the result.
- (f) Bets on a Roulette table above the maximum will be paid or collected up to the permitted maximum only.
- (g) When a notice at the table requires bets to be in multiples of the minimum, winning bets, which are not in multiples of the minimum and cannot be paid in full from the table float will be paid to the lower multiples only. If there is no notice at the table requiring bets to be in multiples of the minimum, bets which cannot be paid in full, will be paid to the next higher payable amount.
- (h) The House reserves the right to close any Roulette Table and/or Electronic Terminal at its own discretion, subject to the prior notification of an Authorised Officer.
- (i) In any dispute not covered by the provisions of these Rules, the House decision will be final, subject to a review by the Manager Government Casino Inspectorate, if requested, by the player or the House.
- (j) In any dispute arising from these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate.
- (k) Complainants in all unresolved disputes under Rules (i) and (j) must be advised of their right to consult an Authorised Officer.
- (l) No player shall possess, with the intent to use or actually use at the game, or communicate during the game with any other person or persons possessing with the intent to use or actually using at the game or elsewhere, any calculator, computer or other electronic, electrical or mechanical device to assist in projecting or affecting an outcome of the game, the changing probabilities of the game or the playing strategies to be utilised at the game.
- (m) A copy of these Rules must be made available to a player upon request for perusal or purchase at 

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- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

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