

TASMANIAN LIQUOR AND GAMING
COMMISSION

Roulette Rules

Trim Ref 15/159528

Variation 05/15
Effective 18 November 2015

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I. EQUIPMENT

- 1) Roulette table layouts will be marked in a manner similar to that shown in diagram “A”.
- 2) Roulette wheels will each have 37 equal compartments with one marked zero and the others marked 1 to 36, coloured alternately red and black around the wheel. The wheels shall be configured as shown in diagram “B”.
- 3) Roulette balls must be made completely of a non-metallic substance and must not be less than 17 millimetres or more than 22 millimetres in diameter. The ball must be spun in the opposite direction to the rotation of the wheel.

2. THE BANK

No person, other than the holder of the casino licence, will have any share or interest in the bank, which will be held by the licensee or a person acting in pursuance of a service agreement on behalf of the licensee.

3. INSPECTION

An Inspector must be present while the game is in progress. That person is responsible for the conduct of the game in accordance with these rules.

4. WAGERS

- 1) Wagers may be represented either by chips marked with denominations of value or by wheel checks (i.e. chips without denomination markings).
- 2) The wheel checks of a set will each bear the same distinguishing emblem or mark to differentiate them from wheel checks of other sets in use at other tables. Each set will be subdivided into various colours.
- 3) No person will be issued with wheel checks that are identical in colour and design to wheel checks that have been issued to another person at the same table.
- 4) Where a person purchases wheel checks, the specific value to be assigned to each will be declared by that person and denoted by a wheel check and a related marker bearing a number on it to designate the value set by that person. These will be placed together on the rim of the wheel or adjacent to each other in a vertical display rack at the table.
- 5) At the discretion of the Casino Operator, a player may be issued with wheel checks of more than one colour at the same table, provided no other player as a result, is precluded from wagering with wheel checks. In such instances, the colours issued to the one player will be designated the same value.

- 6) No wagers may be placed, changed or withdrawn after "no more bets" has been announced. A winning wager may be withdrawn before the next spin.
- 7) Wagers orally declared will be accepted only if accompanied by the placing of chips, wheel checks or cash on the table and confirmed orally by the Dealer or Inspector. Cash placed on the table for any wager must be immediately converted into chips or wheel checks of an equivalent value. All bets must be placed before the ball comes to rest.
- 8) Players are responsible for the positioning of their wagers on the table, whether or not the Dealer assists them. They must ensure that any instructions given to the Dealer are correctly carried out.
- 9) Wagers will be settled in accordance with the position of chips when the ball falls to rest in a compartment of the wheel. Where it is found that chips have been moved from their original position by a third party, prior to the ball coming to rest, and this is confirmed by CCTV camera surveillance, a Management Representative may place the chips in their original position and pay the wager accordingly.

5. LIMITS

- 1) The maximum and minimum wagers permitted will be shown on a notice at the table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum.
- 2) If after a result, certain wagers are found to be below the minimum or above the maximum, then according to that result a below minimum wager will be paid or collected by the Dealer in accordance with paragraph (3) of this rule and an above maximum wager will be paid or collected by the Dealer up to the permitted maximum only.
- 3) A player making a below minimum wager which is paid or collected, will be advised by the Dealer that the wager made was below the table minimum and that any further wagers less than the table minimum made by that player will be returned, regardless of the result.
- 4) Partnerships with a view to exceeding the maximum wagers will not be allowed.
- 5) Minimum and maximum wagers that differ from those displayed on the table notice may be agreed between individual players and the Management Representative. In such a case, a distinctive marker that signifies the limits so agreed will denote the position occupied by the player.
- 6) Where an individual player has agreed limits that differ from the table limits, the inspection level for that table will be as approved for the premium player gaming area.

6. SETTLEMENT

- 1) Diagram “A” illustrates the ways in which wagers may be placed on a single number or combination of numbers. The odds payable in respect to the various wagers are:

	<u>Wager</u>	<u>Odds</u>
a)	Straight	35 to 1
b)	Split	17 to 1
c)	Street	11 to 1
d)	Square (corner)	8 to 1
e)	Four-Line	8 to 1
f)	Six-Line	5 to 1
g)	Column	2 to 1
h)	Dozen	2 to 1
i)	Red or Black	1 to 1
j)	Odd or Even	1 to 1
k)	Low or High	1 to 1

- 2) When the result is zero:
 - a) wagers placed on zero or on a combination of zero with 1 and/or 2 and/or 3 will win at odds in accordance with paragraphs (1)(a), (b), (c) or (e) of this rule, as the case may be;
 - b) the whole of all other wagers will be lost.

7. IRREGULARITIES

- 1) The Dealer or Inspector shall announce “No Spin” in the event of any of the following:
 - a) The ball is spun in the same direction of the wheel;
 - b) The ball is unlikely to complete three revolutions of the wheel;
 - c) A foreign object enters the wheel during a spin;
 - d) The ball fails to drop into one of the number compartments, including hovering over a number/s
 - e) The ball is propelled out of the wheel; or
 - f) A person interferes with the wheel or ball during a spin.
- 2) Once the Dealer or Inspector has announced “No Spin”, that spin will be deemed invalid regardless of whether or not the ball comes to rest in one of the number compartments.
- 3) After a “No Spin”, the Dealer shall return the ball to the previous winning number compartment and re spin.

Diagram "A"

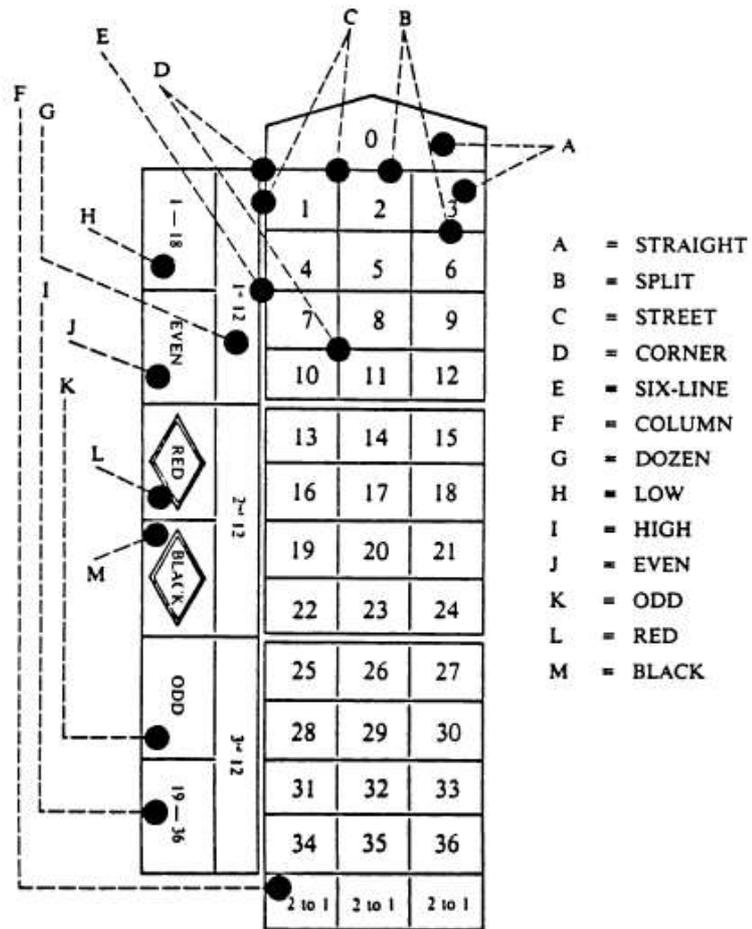
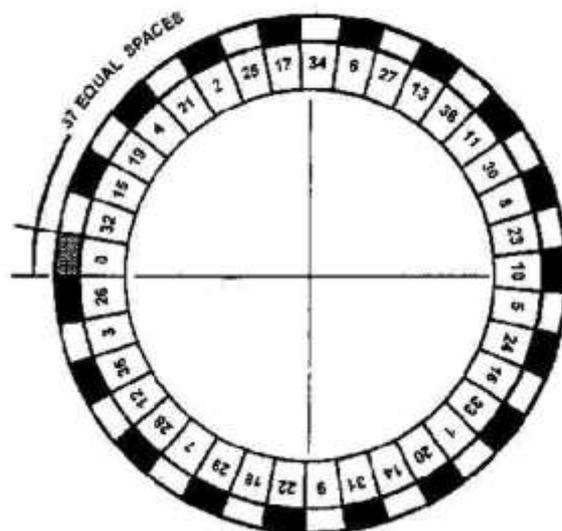


Diagram "B"



8. RAPID ROULETTE/FUSION HYBRID – ROULETTE

Where the game in play is Rapid Roulette/Fusion Hybrid – Roulette, the approved rules of Roulette shall apply, except where the rules are inconsistent with the rules of Rapid Roulette/Fusion Hybrid – Roulette, in which case the rules of Rapid Roulette/Fusion Hybrid – Roulette shall prevail. Where this game is played, it is either known as Rapid Roulette or Fusion Hybrid – Roulette.

8.1 Definitions

“ATS”, means an automated transaction station featuring a touch screen monitor designed to allow a player to place wagers on an electronic Roulette layout in accordance with these rules.

“ATS Chip account”, means an account established under rule 8.4.2.

“Game Hardware”, means all the computer equipment needed for the conduct of the game including one or more ATS, one or more printers, one or more dealer terminals and routing, networking and communications devices and cabling.

“Game system”, means the configuration of software and game hardware necessary to conduct the game at any time when it is not connected to a central monitoring system, but does not include a WND.

“Rapid Roulette”, means an electronic variation of the game of Roulette.

“Fusion Hybrid – Roulette”, means an electronic variation of the game of Roulette.

“Dealer terminal/s” is designed to;

- enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and
- provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- to enable a Management Representative to manage the game functions.

“Wagering period”, means the period determined by the Management Representative during which a player is permitted to place, move or cancel bets. The period commences when the Dealer starts a new game via the Dealer terminal and finishes either when the game clock expires or wagering has been closed via an electronic sensor.

“WND”, means winning number display, an electronic display and sensor that may, at the discretion of the Casino Operator, be attached to a table for the purpose of recording and displaying the present and most recent winning numbers spun at the table.

8.2 Equipment

- 1) Rapid Roulette/Fusion Hybrid – Roulette shall only be played with equipment approved for that purpose.
- 2) A drop box shall be attached to the Dealer's terminal and may, where provided, be attached to each ATS.

8.3 Inspection

No Inspector is required for the Rapid/Hybrid Fusion version of the game of Roulette.

8.4 Wagers

- 1) The permissible wagers for the game of Rapid Roulette/Fusion Hybrid – Roulette shall be those wagers defined in diagram "A" and where the applicable button is provided on the ATS screen.
- 2) A person wishing to play the game must first establish an ATS account by either the tendering to the Dealer of an amount of cash, chips or casino promotional vouchers or inserting an amount of cash into the ATS note validator.
- 3) Where a player tenders cash, chips or casino promotional vouchers to the Dealer, the Dealer must give the player control of an ATS, and activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing that amount to be shown as standing to the credit balance of the ATS chip account.
- 4) Where a player inserts cash into an ATS note validator, the amount of cash will automatically be credited to the ATS chip account in respect of that ATS, thereby causing that amount to be shown as standing to the credit of the ATS chip account.
- 5) The player in control of an open ATS may at any time:
 - a) tender further amounts of cash, chips or casino promotional vouchers to the Dealer who must, as soon as practicable, credit the amount tendered to the player's ATS chip account; or
 - b) insert a further amount of cash into the ATS note validator.
- 6) All wagers shall be made by the player appropriating money standing to the credit of the player's ATS chip account to a particular bet by first selecting the value to be placed by touching a denomination chip on the ATS screen and then touching the appropriate playing area(s) on the layout prior to the end of the wagering period for that spin, thereby debiting the player's ATS balance by the amount of the wager.

- 7) The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 8) A wager cannot be withdrawn, placed or changed after the expiry of the wagering period.
- 9) Wagers shall be settled strictly in accordance with the position of the chips appearing on the ATS electronic layout at the time a wagering period expires.

8.5 Minimum and Maximum Wagers

- 1) The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum and/or the minimum and/or maximum permitted aggregate wager (if any).
- 2) If a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, at the end of the wagering period the ATS must reject such wager and will cause the amount of the wager to be credited back to the player's ATS balance.
- 3) If a player attempts to place a wager(s) that is:
 - a) in a multiple over the minimum which is not permitted; or
 - b) is greater than the maximum permissible wager; or
 - c) in aggregate greater than the permitted aggregate wager;

the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager and will not debit the player's ATS balance in respect of that portion of the wager which is not permitted.

- 4) If, by the end of the wagering period for a single spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager, the ATS must not accept the wager(s) and will cause the amount of the wager(s) to be credited back the player's ATS balance.

8.6 Play of the Game

- 1) The Casino Operator will determine the length of the wagering period for the game.
- 2) Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 3) The Dealer:

- a) may spin the ball at any time after the start of the wagering period if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires; and
 - b) if the ball has not been spun before the end of the wagering period, must spin the ball as soon as practicable after the wagering period expires.
- 4) When, after the ball is spun, it comes to rest, the Dealer must:
- a) announce the winning number; and
 - b) enter that outcome into the Dealer terminal; or
 - c) where a winning number sensor is being used, confirm the number with the Dealer terminal by accepting the number displayed on the Dealer terminal.

8.7 Settlement

- 1) When an outcome has been entered into the Dealer terminal, the game system must display the outcome of the spin on each open ATS; and in respect of the wager or wagers placed on an ATS must:
 - a) clear any losing wager, by causing the chips representing that wager to disappear from the electronic layout; and
 - b) pay any winnings thereby causing an appropriate amount to be shown on the ATS win meter; and
 - c) credit the value of the winnings and the winning wagers to the ATS chip account; and
 - d) on opening of the next wagering period, deduct the value of the winning wager(s) from the ATS chip account.
- 2) Winning wagers at the game of Rapid Roulette shall be paid in accordance with rule 6.
- 3) A player wishing to leave the game may do so at any time within the wagering period by activating the “cash out” button providing no wagers have been placed on the current spin. The Dealer must pay out the full value of the player’s ATS chip account balance by tendering chips and closing the ATS chip account.

8.8 Irregularities

- 1) If the ball comes to rest prior to the end of the wagering period, the Dealer shall announce “no spin”.

- 2) The WND unit must be disregarded if the WND unit displays a number other than the actual outcome. The Dealer will contact a Management Representative for confirmation of the result before proceeding with the payments.
- 3) If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the Dealer terminal, the Dealer must freeze all ATS chip accounts and cause the results to be re-calculated based on the actual outcome.
- 4) If an ATS experiences a malfunction:
 - a) prior to confirming the winning number in the Dealer terminal, the Dealer or Management Representative must treat as void all wagers placed on the ATS for the relevant spin; or
 - b) on or after confirming the winning number in the Dealer terminal, the Dealer must seek to confirm what wagers were placed through the analysis of available records in the Dealer terminal and cause the appropriate adjustments to be made.
- 5) If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage):
 - a) prior to confirming the winning number in the Dealer terminal, the Dealer must treat as void all wagers placed by all players for the relevant spin; or
 - b) on or after confirming the winning number in the Dealer terminal, the Dealer must seek to confirm what wagers were placed through the analysis of available records in the Dealer terminal and cause the appropriate adjustments to be made.
- 6) For the purposes of this rule, a Rapid Roulette/Hybrid Fusion – Roulette Dealer terminal or ATS shall be taken to have malfunctioned where:
 - a) multiple credits are displayed on the credit meter of the ATS and/or Dealer terminal that are not in keeping with the prize schedule and the amount wagered; or
 - b) the ATS and/or Dealer terminal displays numbers not in keeping with the game format; or
 - c) the normal playing sequence of the ATS and/or Dealer terminal is permanently interrupted or the normal display is faulty; or
 - d) for any other reason the Casino Operator is of the opinion that the ATS and/or Dealer terminal is not functioning correctly.
- 7) If the Dealer is unable, for the purposes of rules 8.8.4) b) and 8.8.5) b), to confirm the relevant wagers placed through the analysis of available records

in the Dealer terminal, the Management Representative must void those wagers.

- 8) The Casino Operator may withhold payment of any amount to be credited to a player's ATS chip account, or demand the return of any amount credited to a player's ATS chip account, until such time as the Casino Operator has completed an investigation and made a determination. The Government Inspectorate is to be notified as soon as practicable of such an event.
- 9) Players are required to notify the Casino Operator in the event of any malfunction of an ATS at which they are playing. Failure to do so, and the retention of any prizes, chip account credit or free play as a result of an ATS malfunction or Dealer error, may be considered to be a contravention of these rules.
- 10) Should an ATS malfunction which results in a player not being able to collect their winnings, the Dealer will process the collection of these winnings using the Dealer terminal.

9. SUPERNOVA JACKPOTS

9.1 Supernova

Supernova is an electronic jackpot wagering feature played in addition to an approved game. Where the game includes the Supernova Jackpot wager, the table cloth will be marked in a manner similar to that shown in Diagram “C” in this part.

9.2 Jackpot Wager

“Jackpot wager” is a wager that may be made in addition to a player/s original main game wager on the spot provided for jackpot wagers.

9.3 Wagers

The jackpot wager shall be a one-off fixed amount wager, which shall be displayed appropriately on all tables containing a Supernova Jackpot.

9.4 Initial Deal

At the commencement of each round of play and after all wagers have been placed on the table, the Dealer shall:

- 1) Check all wagers including Supernova wagers are placed correctly and the sensors are registering.
- 2) Announce “No More Bets”, which shall coincide with the horizontal arm motion, by the Dealer, over the layout.
- 3) Activate the Supernova Jackpot by pressing the “No More Bets” button on the Supernova console.
- 4) Before clearing the layout and marking up the correct number, the Dealer shall remove all Supernova bets.
- 5) In the event of a Mystery Jackpot winner, call the Table Inspector and the Mystery Jackpot winner will be paid out after the layout has been cleared and paid.
- 6) As soon as all the bets are paid, the Dealer may press the “Game Over” button on the Supernova console to start a new round of betting.
- 7) A new Dealer shall only take over when a current Dealer finishes dealing their round of play, or under circumstances beyond the Casino’s control.

9.5 Play of the Game

- 1) A player may wager on the Jackpots provided they have a normal Roulette wager on the layout and are eligible to have the wager as follows:

- a) Players using wheel checks (colour chips) shall have priority over placing a jackpot wager, on a Supernova sensor. If the player declines to place a jackpot wager, another player, who has placed a wager on the layout may place a wager on that disc.
- b) In the event of a dispute as to who may place a Supernova wager on any round of play, the decision of Casino Management will be final.
- 2) The player choosing to play jackpots is responsible for the sensor activating regardless of whether assisted by the Dealer or not.
- 3) A player who has a wager on the jackpot spot provided, and qualifies for a Mystery Jackpot, will win regardless of the Roulette result.
- 4) If a player is confirmed as having the Supernova wager but has failed to place the required initial wager on the Roulette layout, any jackpot win will be null and void and the original wager will be returned to player.
- 5) In respect to jackpot payouts, any jackpot amount which is not in an even dollar unit, shall be rounded up to the nearest dollar.
- 6) If two or more Players win the same Mystery Jackpot during the same round, the winners will evenly share the Jackpot.
- 7) Management representatives are the only personnel permitted to open and close Supernova terminals.
- 8) Whenever a jackpot wager is activated incorrectly, it will be noted and an adjustment to the increment amounts shall be made at an appropriate time. The adjustment shall adjust the jackpot increments in accordance with the actual accepted wagers and an audit trail within the Supernova server will automatically be created for any such event and adjustments communicated to the Government Inspectorate.

9.6 Mystery Jackpot Display

A Mystery Jackpot Display is located at each Supernova table and displays Mystery Jackpot information to players. Up to five Mystery Jackpot levels can be displayed simultaneously on each display. The display utilises a standard PC monitor.

9.7 Incorrectly Registered Jackpot Wagers

Whenever a jackpot wager is activated incorrectly, it will be noted and an adjustment shall be made. The adjustment shall then be applied to the jackpot increments and an audit trail will automatically be created for any such event and adjustments communicated to the Government Inspectorate. An incorrect wager shall be any of the following:

- Foreign chip

- Sensor activated without appropriate chip
- Under the minimum required bet
- Not playing the main game

9.8 Jackpot Authentication

All Supernova jackpots may require authorisation and approval by the Table Inspector with the level requiring approval as agreed by Casino Management.

9.9 Irregularities

- 1) The Dealer shall confirm that the table sensors are working, and if not working, Supernova wagers will not be accepted at that table.
- 2) If in the event of a Supernova server failing during the game, the wagers shall be voided and any chips placed on the Supernova sensors will be returned to the player/s.
- 3) If the failure is specific to one table, any other tables with Supernova may continue operating the Supernova Jackpot, provided that the Mystery Jackpot is still fully operational.
- 4) If a Supernova sensor becomes non-functional, then the table on which the non-working sensor is located will stop offering the Supernova Jackpot until such time as all of the sensors become operational again.

Diagram "C"

