

TASMANIAN GAMING COMMISSION

Big Wheel Rules

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1. THE WHEEL

1. The Big Wheel will have 52 equal compartments which will be marked as shown in diagram "A" attached to these Rules.
2. The wheel will be spun in either a clockwise or an anticlockwise direction.

2. THE TABLE

1. The game will be played on a table similar to that shown in diagram "B"; attached to these rules.
2. The layout of the table will be marked to indicate the seven (7) symbols (or pictures) on which wagers may be made and the odds which will be paid in the event of a winning wager as specified in either rule 7.1 or 7.2

3. PLAYING FORMAT OR THEME

1. The playing format or theme of the Big Wheel may change. The Tasmanian Gaming Commission must be advised of these changes.
2. In the event that the format or theme of the Big Wheel is changed:-
 - a) Only the artwork pertaining to the seven (7) symbols (or pictures) on the wheel and the table layout shall be changed.
 - b) No changes shall be made to the number of compartments.
 - c) No changes shall be made to the ratio of compartments and payout odds as outlined in rule 8.

4. 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.

5. INSPECTION

An inspector must be present while the game is in progress. The inspector is responsible for the conduct of the game in accordance with these rules.

6. WAGERS

1. No wager may be placed, changed or withdrawn after 'no more bets' has been announced. A winning wager may be withdrawn before the next spin.
2. Wagers will be accepted only in chips. All wagers must be placed before the determining spin is commenced.
3. Players will be responsible for the positioning of their own wagers inside the boxes containing the respective symbols (or pictures) marked on the table.

7. 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 rule 7.3 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 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.

8. ODDS PAYABLE ON WINNING WAGERS

1. 24 compartments of the wheel marked A on diagram "A" shall exhibit one particular symbol (or picture) and shall be paid at odds of 1 to 1
2. 12 compartments of the wheel marked B on diagram "A" shall exhibit a second particular symbol (or picture) and shall be paid at odds of 3 to 1.
3. 8 compartments of the wheel marked C on diagram "A" shall exhibit a third particular symbol (or picture) and shall be paid at odds of 5 to 1.
4. 4 compartments of the wheel marked D on diagram "A" shall exhibit a fourth particular symbol (or picture) and shall be paid at odds of 11 to 1.
5. 2 compartments of the wheel marked E on diagram "A" shall exhibit a fifth particular symbol (or picture) and shall be paid at odds of 23 to 1.
6. 1 compartment of the wheel marked F on diagram "A" shall exhibit a sixth particular symbol (or picture) and shall be paid at odds of 47 to 1.
7. 1 compartment of the wheel marked G on diagram "A" shall exhibit a seventh particular symbol (or picture) and shall be paid at odds of 47 to 1.

9. IRREGULARITIES

1. The wheel must make a minimum of two complete turns.
2. The stop/indicator must be clearly inside one of the compartments at the completion of a spin.
3. A "no-spin" will be called should the events described in rules 9.1 and 9.2 fail to occur.

Diagram "A"

Big Wheel

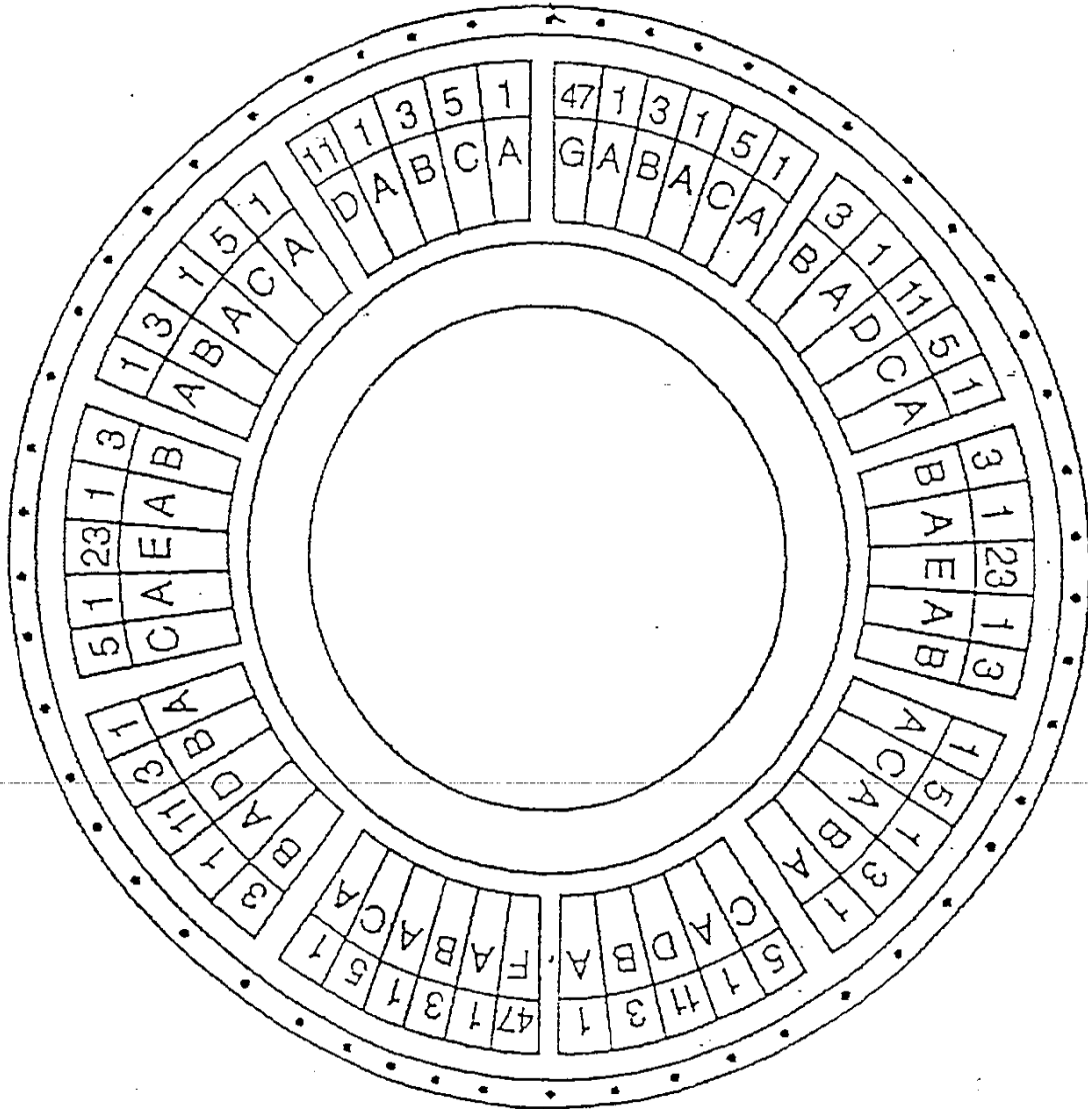


Diagram "B"

Big Wheel Table and Layout

