

Wrest Point And Country Club Casino

CONDITIONS & RULES

COMPETITION ROULETTE

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1 CONDITIONS FOR COMPETITION ROULETTE

1.1 General Condition

- 1) Competition Roulette may be played as one competition, in accordance with these rules or, at the discretion of the company, as a primary and a secondary competition.
- 2) Entrance to the secondary competition, which may be referred to as a second chance competition, will be open to players who have participated in the primary competition but failed to qualify for a subsequent session of play.
- 3) The company may, at its absolute discretion, include the winner of the second chance competition in the final of the primary competition.
- 4) The company may limit the number of entrants to the competition.
- 5) An entrant in the competition will be the player except where, prior to the ballot held as provided in section 1.3.1), the entrant nominates a person to play in the entrant's place as the player.

1.2 Charges

- 1) An entrance fee will be charged for each entrant in the respective competitions in the case where both a primary and secondary competition is held.
- 2) Such charges will be returned in the event the competitions do not proceed, or in the event that an entrant in the primary competition withdraws not less than six weeks from the commencement date, and in respect of an entrant in the secondary competition for any reason decided as appropriate by the company.
- 3) The company will be permitted to retain 10% of the total entrance fees for each competitor whether an entrant withdraws or not. The balance, (net pool) will be apportioned as prize money in such manner as may be determined by the company.

1.3 Table Allocation

- 1) Each player will be allotted a time, table and seat number by ballot.
- 2) The company may, at its discretion, alter the starting time of any session, subject to reasonable notice first being given to the participants.
- 3) The number of players playing at any table will be at the discretion of the company.

1.4 Conditions Of Play

- 1) Where a player does not take an allotted seat at the specified time, an amount equal to the minimum wager will be deducted from the chips allotted to that player for each round of betting from the first spin, until that player takes the allotted seat.
- 2) A similar deduction will be made for each round of betting up to and including the fifteenth spin if that player has still not taken the allotted seat.
- 3) If that player has not taken the allotted seat prior to the commencement of the sixteenth spin, that player's position will be declared cancelled. The player's fee and right to remain in the competition will be forfeited.
- 4) Where players qualify for subsequent sessions of play, they may not under any circumstances, assign their seats to any other person. If a player does not take an allotted seat, that player will not be replaced.
- 5) The playing periods for each preliminary and the final session will consist of a number of spins or a time to be determined at the discretion of the company, prior to the commencement of the competitions.
- 6) Fewer spins than the number so determined will be played only if one or no players remain in the game, or more if a determination needs to be made as provided in section 1.8.4) of these conditions.
- 7) In the event of the session lasting the full period of playing time, an audible signal will be given on each table at the commencement of the last five spins.

1.5 Wagers

- 1) All wagers will be made with non negotiable competition chips, hereinafter referred to as chips.
- 2) Before the start of play of each session, each player will receive a commencing bank of chips at the competition table. Alternatively, each player may receive numbered competition vouchers which may be exchanged for chips at the competition table.
- 3) Players chips must remain in their possession on the table until the end of each session or until they retire from the game at which time any remaining chips must be returned to the dealer.
- 4) A player is required to make a wager on every spin within the time allowed or forfeit to the house an amount equal to the minimum wager.
- 5) Wagers must be made in units of the minimum wager.
- 6) Subject to reasonable notice first being given to the entrants, the company may limit the time within which players must place their wagers. Such limit shall be for a specified period and shall begin when the dealer calls for bets to be placed.

1.6 Secret Wagers

Competitions including secret wagers will be clearly indicated on the terms and conditions.

- 1) A player may elect to make "secret" wagers during a session. The number of allowable secret wagers shall be as determined by the terms and conditions of the competition.
- 2) When making a secret wager, the player shall write on an approved form (see attachments) the type and amount of the wager in words and figures and complete all other required details and hand the form to the dealer. Each player is responsible for the correct completion of his or her approved form.
- 3) A player may make a secret wager and a wager with chips on the same spin provided the total of both bets does not exceed the maximum table limit and that a player shall not make a secret wager that;
 - a) does not comply with table limits or;
 - b) exceeds the amount of chips held by the player at the table.
- 4) When a form is completed by a player, the dealer shall place a marker in the player's position and pass the form to the Table Inspector who shall record the details of the wager.
- 5) The Table Inspector shall prior to the commencement of each spin, examine any approved form handed to the dealer for a secret wager on that spin to ensure it has been completed in accordance with these rules.
- 6) Subject to section 1.6.9), at the conclusion of a spin in which a secret wager has been made, the Table Inspector shall announce the type and amount of the bet and the dealer shall collect losing wagers and secret wagers and pay winning wagers and secret wagers.
- 7) At the conclusion of a spin in which a secret wager was made and before the next spin, a player may request and examine the approved form used by another player to make the secret wager.

- 8) Where, after the completion of a spin, a secret wager made by a player is found not to comply with these rules, the approved form completed by the player;
 - a) for an amount less than the posted table minimum shall be deemed to have been completed for an amount equal to the posted table minimum for that spin;
 - b) for an amount exceeding the posted table maximum, shall be deemed to have been completed for an amount equal to the posted table maximum for that spin;
 - c) for an amount exceeding the value of the player's chips when making the secret wager, shall be deemed to have been completed for an amount equal to the amount of the player's chips; or
 - d) on which the required endorsement as to the amount or type of bet is not correctly shown in accordance with section 1.6.2) shall have an amount equal to the table minimum deducted from his/her chip inventory.

- 9) Where, in the last spin of the final, each player makes a secret wager, then, following the call of "No more bets" by the dealer;
 - a) the Table Inspector shall announce the type and amount of each secret wager made by each player in that hand;
 - b) each player shall place the amount corresponding to his or her secret wager on the appropriate section of the layout; and,
 - c) the dealer shall spin the wheel.

1.7 Final Five Draw

Competitions including final five draws will be clearly indicated on the terms and conditions.

- 1) Before the commencement of the final five spins in any round or the final of the competition, a draw will be conducted that may determine the last spin of the competition.
- 2) The table inspector will present the remaining players in the round or final of the competition with a container containing indicators numbered from 1 to 36.
- 3) Each player will draw one number from the container and the table inspector will record that number on the information sheet against each player.
- 4) If a number drawn by any of the remaining players is the result of a spin during the last five spins, that spin will conclude the session and any remaining spins will be void.
- 5) Should a player drop out of the round or final competition during the final five spins, that player's final five drawn number recorded by the table inspector will be voided for any remaining spins.

1.8 Session Winners

- 1) The winners of each session will be those players on each table, who have the highest value of chips in front of them at the end of the playing time.
- 2) In the event that players, in the last spin of the session, lose their remaining chips during that spin, the winner(s) will be determined by a ballot of those players. Their names will be recorded for inclusion in the ballot for the next session.
- 3) The number of players from any session going through to the next session will be determined at the commencement of the competitions.
- 4) If after the total number of spins as determined under section 1.4.5) of these conditions have been played, more than one player holds the higher value of chips, those players will play a further 3 spins to determine the outright winner(s) in the event that more than one player proceeds to the next session. If after the further 3 spins a winner has not been determined, a ballot will be held according to section 1.6.2).
- 5) The final session will be played on one table and in accordance with the above conditions, except that if at the end of this session any players hold equal values of chips, a play off will be conducted. Three extra spins will be played to determine the winner and repeated until a winner is decided. If necessary, extra competition chips may be issued by the Tournament Director.

1.9 The Marker

- 1) If in the events described in sections 1.8.4) and 1.8.5) occur, a marker will indicate the player who is to make the first wager.
- 2) Successive wagers in each spin will be placed in order by the players nearest to the marker in a clockwise direction.
- 3) Commencing at the dealer's left, the marker will move in a clockwise direction at the conclusion of each spin to the position occupied by the next active player remaining in the game.

1.10 Disqualification

Disqualification will be automatic for players who deliberately contravene any of the conditions or rules under which Competition Roulette operates.

2 CONDITIONS FOR LIVE COMPETITION

2.1 General Conditions

- 1) Live Competition Roulette may be played as one competition, in accordance with these rules or, at the discretion of the company, as a primary and a secondary competition.
- 2) Entrance to the secondary competition which may be referred to as a second chance competition, will be open to players who have participated in the primary competition but failed to qualify for a subsequent session of play.
- 3) The company may, at its absolute discretion, include the winner of the second chance competition in the final of the primary competition.
- 4) The company may limit the number of entrants to the competition.
- 5) An entrant in the competition will be the player except where, prior to the ballot held as provided in section 2.3.1), the entrant nominates a person to play in the entrant's place as the player.

2.2 Charges

- 1) An entrance fee will be charged for each entrant in the respective competitions in the case where both a primary and secondary competition is held.
- 2) Prior to each session, entrants are required to buy in for the prescribed amount of money to be converted into live competition chips hereinafter referred to as chips.
- 3) The entrance fee will be returned in the event the competitions do not proceed, or in the event that an entrant in the primary competition withdraws not less than 7 days from the commencement date, and in respect of an entrant in the secondary competition for any reason decided as appropriate by the company.
- 4) The company will be permitted to retain 10% of the total entrance fees for each competitor whether an entrant withdraws or not. The balance (net pool) will be apportioned as prize money in such manner as may be determined by the company.

2.3 Table Allocation

- 1) Each player will be allotted a time, table and seat number by ballot.
- 2) The company may at its discretion, alter the starting time of any session, subject to reasonable notice first being given to the participants.
- 3) The number of players playing at any table will be at the discretion of the company.

2.4 Conditions Of Play

- 1) Where a player does not take an allotted seat at the specified time, they will be disqualified. Such a player will not be entitled to a refund of his/her entry fee.
- 2) A player will be disqualified if he/she attempts to or increases his/her buy-in amount by means other than from payments to winning wagers. The entry fee of such a player will be forfeited.
- 3) Such a player will be permitted to retain the chips in his/her possession that have been won or purchased in accordance with the rules.
- 4) Players who are unable to buy-in for the prescribed amount prior to the commencement of a session will be disqualified. Such a player will not be entitled to a refund of his/her competition entry fee.
- 5) Where players qualify for subsequent sessions of play, they may not under any circumstances, assign their seats to any other person. If a player does not take an allotted seat, that player will not be replaced.
- 6) The playing periods for each preliminary and the final session will consist of a number of spins or a time to be determined at the discretion of the company, prior to the commencement of the competitions.
- 7) Fewer spins than the number so determined will be played only if one or no players remain in the game, or more if a determination needs to be made as provided in section 2.6.3) of these conditions.
- 8) In the event of the session lasting the full period of playing time, an audible signal will be given on each table at the commencement of the last five spins.
- 9) A person may only leave the table prior to the end of the session with the approval of the Tournament Director. Any player leaving the table without the approval of the Tournament Director may be disqualified.

2.5 Wagers

- 1) All wagers will be made with negotiable competition chips.
- 2) Before the start of play in each session, each player will purchase chips to the value of the prescribed buy-in figure as provided for in section 2.2.2) of these conditions.
- 3) Players chips must remain in their possession in full view of competitors and staff until the end of each session or until they retire from the game at which time remaining chips must be exchanged for regular nominal stock cash value chips.
- 4) At the conclusion of play at all tables used in a session, table floats will be reconciled to determine that all negotiable competition chips are accounted for.
- 5) A player is required to wager at least the minimum wager on every spin during each session of play and shall wager no more than the maximum wager. If a player is unable to wager the minimum wager, the player shall be eliminated from the competition.
- 6) Wagers must be made in units of the minimum wager.
- 7) Subject to reasonable notice first being given to the entrants, the Company may limit the time within which players must place their wagers. Such limit shall be for a specified period and shall begin when the dealer is ready to commence the spin.
- 8) Where a player does not place a wager within the allotted time, the player's wager will be restricted to an amount equal to the minimum wager for that round of wagering.

2.6 Secret Wagers

Competitions including secret wagers will be clearly indicated on the terms and conditions.

- 1) A player may elect to make "secret" wagers during a session. The number of allowable secret wagers shall be as determined by the terms and conditions of the competition.
- 2) When making a secret wager, the player shall write on an approved form (see attachments) the type and amount of the wager in words and figures and complete all other required details and hand the form to the dealer. Each player is responsible for the correct completion of his or her approved form.
- 3) A player may make a secret wager and a wager with chips on the same spin provided the total of both bets does not exceed the maximum table limit and that a player shall not make a secret wager that;
 - a) does not comply with table limits or;
 - b) exceeds the amount of chips held by the player at the table.
- 4) When a form is completed by a player, the dealer shall place a marker in the player's position and pass the form to the Table Inspector who shall record the details of the wager.
- 5) The Table Inspector shall prior to the commencement of each spin, examine any approved form handed to the dealer for a secret wager on that spin to ensure it has been completed in accordance with these rules.
- 6) Subject to section 1.6.9), at the conclusion of a spin in which a secret wager has been made, the Table Inspector shall announce the type and amount of the bet and the dealer shall collect losing wagers and secret wagers and pay winning wagers and secret wagers.
- 7) At the conclusion of a spin in which a secret wager was made and before the next spin, a player may request and examine the approved form used by another player to make the secret wager.

- 8) Where after the completion of a spin a secret wager made by a player is found not to comply with these rules, the approved form completed by the player;
 - a) for an amount less than the posted table minimum shall be deemed to have been completed for an amount equal to the posted table minimum for that spin;
 - b) for an amount exceeding the posted table maximum, shall be deemed to have been completed for an amount equal to the posted table maximum for that spin;
 - c) for an amount exceeding the value of the player's chips when making the secret wager, shall be deemed to have been completed for an amount equal to the amount of the player's chips; or
 - d) on which the required endorsement as to the amount or type of bet is not correctly shown in accordance with section 1.6.2), shall have an amount equal to the table minimum deducted from his/her chip inventory.

- 9) Where, in the last spin of the final, each player makes a secret wager, then, following the call of "No more bets" by the dealer;
 - a) the Table Inspector shall announce the type and amount of each secret wager made by each player in that hand;
 - b) each player shall place the amount corresponding to his or her secret wager on the appropriate section of the layout; and,
 - c) the dealer shall spin the wheel.

2.7 Final Five Draw

Competitions including final five draws will be clearly indicated on the terms and conditions.

- 1) Before the commencement of the final five spins in any round or the final of a competition, a draw will be conducted that may determine the last spin of the competition.
- 2) The table inspector will present the remaining players in the round or final of the competition with a container containing indicators numbered from 1 to 36.
- 3) Each player will draw one number from the container and the table inspector will record that number on the information sheet against each player.
- 4) If a number drawn by any of the remaining players is the result of a spin during the last five spins, that spin will conclude the session and any remaining spins will be void.
- 5) Should a player drop out of the round or final competition during the final five spins, that player's final five drawn number recorded by the table inspector will be voided for any remaining spins.

2.8 Session Winners

- 1) The winners of each session will be those players on each table, who have the highest value of chips in front of them at the end of the playing time.
- 2) In the event that players, in the last spin of the session, lose their remaining chips during that spin, the winner(s) will be determined by a ballot of those players. Their names will be recorded for inclusion in the ballot for the next session.
- 3) The number of players from any session going through to the next session will be determined at the commencement of the competitions.
- 4) If, after the total number of spins as determined under section 2.4.6) of these conditions have been played, more than one player holds the higher value of chips, those players will play a further spin(s) to determine the outright winner(s) in the event that more than one player proceeds to the next session.
- 5) The final session will be played on one table and in accordance with the above conditions except that if at the end of this session any players hold equal values of chips, they will combine and share that prize money.

2.9 The Marker

- 1) If the event described in section 2.6.4) occurs, a marker will indicate the player who is to make the first wager.
- 2) Successive wagers in each spin will be placed in order by the players nearest to the marker in a clockwise direction.
- 3) Commencing at the dealer's left, the marker will move in a clockwise direction at the conclusion of each spin to the position occupied by the next active player remaining in the game

2.10 Disqualification

Disqualification will be automatic for players who deliberately contravene any of the conditions or rules under which Live Competition Roulette operates.

3 CONDITIONS AND RULES

3.1 The Table

The Roulette table will be of the American type with cloths marked in a manner similar to that shown in the diagram marked "A", which is included in the approved Roulette Rules.

3.2 The Wheel

- 1) The wheel will have 37 equal compartments with one marked zero and the others marked 1 to 36 coloured alternatively red and black around the wheel.
- 2) The numbers marked will be in the same order as that shown in diagram "B", which is included in the approved Roulette Rules.
- 3) The ball must be spun in the opposite direction to the rotation of the wheel.

3.3 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.

3.4 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. In the event of a dispute, the inspector's decision will be final.

3.5 Wagers

- 1) Wagers will be represented either by chips marked with denomination of value or by wheel checks, 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 which are identical in colour and design to wheel checks which have been issued to another person at the same table.
- 4) Where a person is given 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) 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.
- 6) Wagers orally declared will be accepted only if accompanied by the placing of chips, wheel checks or the numbered competition vouchers on the table and confirmed orally by the dealer or inspector. All bets must be placed before the ball comes to rest.
- 7) Players are responsible for the positioning of their wagers on the table, whether or not they are assisted by the dealer. They must ensure that any instructions given to the dealer are correctly carried out. Wagers will be settled strictly in accordance with the position of chips when the ball falls to rest in a compartment in the wheel.

3.6 Limits

- 1) The minimum and maximum wagers permitted will be shown on a notice at the table.
- 2) Partnerships with a view to exceeding the maximum wager will not be allowed.
- 3) Arrangements between players which in the opinion of the management representative, are designed to produce a contrived result will not be allowed.

3.7 Settlement

- 1) Diagram "A", which is included in the approved Roulette Rules, 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>Bet</u>	<u>Odds</u>
Straight	35 to 1
Split	17 to 1
Street	11 to 1
Square (corner)	8 to 1
Four-Line	8 to 1
Column	2 to 1
Dozen	2 to 1
Red or Black	1 to 1
Odd or Even	1 to 1
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, 2 or 3 will win at odds in accordance with section 3.7.a), b) or e) of this rule as the case may be;
 - b) the whole of all other wagers will be lost.

4 ATTACHMENTS

Roulette Competition Secret Wager Form

Name _____ Seat No _____

Value of Wager \$ _____

(Amount in words) _____

Wager Type _____
(print bet type, i.e. 7/10 split)

Signed by Player _____

Signed by Table Inspector _____

The Secret wager form can only be used in accordance with the conditions and rules for Competition Roulette as approved by the Tasmanian Gaming Commission.

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