

Crown Melbourne Limited

# Roulette Rules

(American, Double Zero, French, TouchBet and TouchTable)

Victorian Commission  
for Gambling Regulation

**RULES OF THE GAME**  
**ROULETTE**

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## RULES FOR ROULETTE

### 1 DEFINITIONS

1.1 In these rules-

**"Dealer"** means the person responsible for the operation of the game.

**"Distinctive Marker"** means a marker button labelled with, but not limited to, the words personal limit or higher limit.

**"Dolly"** means an indicator used to denote the winning number.

**"Game Supervisor"** means the person responsible for the supervision of the operation of the game.

**"Marker button"** means a button used to denote a value.

**"Tournament"** means a competition conducted in accordance with rule 12.

**"Tournament Terms and Conditions"** means the Terms and Conditions approved for a tournament in accordance with rule 12.

**"Tournament Director"** means the person responsible for the overall management of a tournament.

**"Tournament player"** means a player in a tournament.

**"VCGR"** means Victorian Commission for Gambling Regulation.

**"Void"** means invalid with no result.

1.2 Unless contrary intention appears, a Game Supervisor (or above) may perform any function or exercise any power of the Dealer.

1.3 A reference in these rules to the game is a reference to the game of Roulette played at a particular gaming table.

- 1.4 A reference in these rules -
- 1.4.1 To a bet is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.4.2 To a wager is to the money appropriated to such a bet in a particular case.

## **2 EQUIPMENT**

- 2.1 The table layout will be marked in a manner similar to that shown in Diagram A, Diagram B or Diagram C.
- 2.2 The Roulette wheel will be configured as shown in Diagram D and must have 37 equally spaced compartments around its perimeter. One compartment will be marked with the numeral "0" and coloured green and the others marked with the numerals "1" to "36" coloured alternately red and black.
- 2.3 The ball used for play on a game of Roulette must be made completely of a non-metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter.
- 2.4 The Dealer (or above) may manually spin the Roulette wheel and ball, or may cause them to be spun mechanically.

## **3 PLACEMENT OF WAGERS**

- 3.1 Wagers will only be accepted in chips and will be made in accordance with diagram E. Chips used for play on the game may be either:
  - 3.1.1 Cash chips marked with denominations of value; or
  - 3.1.2 Colour chips, which are non-value chips without denomination markings.
    - (a) The colour chips of a particular set will each bear the same distinguishing emblem or mark to differentiate them from colour chips of other sets in use at other tables. Each set will be subdivided into various colours.

- (b) Colour chips issued at a particular Roulette table will only be used for gaming at that table and will not be used for gaming at any other table in the casino.
- (c) The Dealer may accept a colour chip(s) for redemption only if:
  - (i) The colour chip(s) was issued at that particular table; or
  - (ii) The colour chip(s) was issued at a table that is now closed. In this situation Surveillance will be notified and the value at which the colour chip(s) was initially issued will, where possible be determined. If the initial value of the colour chip(s) cannot be established, they will be exchanged at the lowest table minimum offered by the casino for the particular game played at the closed table at the time the player requests redemption. The exchange will be verified by a Pit Boss (or above).
- (d) The Dealer will not issue colour chips, with the same colour and design to more than one player at the same time unless the particular players issued with the chips agree.
- (e) The specific value to be assigned to each chip will be declared by the purchaser. If that value exceeds the table minimum it will be denoted by a colour chip and a related marker button bearing a number on it to designate the value set by that person.
- (f) At the discretion of a Pit Boss (or above), a player may be issued with colour chips of more than one colour at the same table provided no other player as a result is precluded from wagering with colour chips.
  - (i) In such instances the colours issued to the one player may be of different values providing the value of each colour is declared by the purchaser according to 3.1.2 (e).

- 3.2 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, changed or withdrawn after the Dealer has announced that no more bets may be placed except that a winning wager may be withdrawn before the next spin.
- 3.3 Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers or authorised tokens which must be converted to chips and placed on the layout before the Dealer announces that no more bets may be placed. All wagers must be placed before the ball comes to rest.
- 3.4 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. They must ensure that any instructions given to the Dealer are correctly carried out.
- 3.5 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 At the settlement of wagers for a spin, the Dealer must—
- (a) Clear any losing wagers; and.
  - (b) Pay any winnings wagers
- 3.7 Wagers may only be placed in accordance with rule 3.

#### 4. PERMISSIBLE WAGERS

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the **Casino Control Act 1991**<sup>1</sup>.

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<sup>1</sup> Sections 66 of the **Casino Control Act 1991** states:

**66. Assistance to patrons**

- (1) A casino operator must—
  - (c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.  
Penalty 25 penalty points
- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.  
Penalty: 50 penalty units.

- 4.2 If—
- 4.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result;
  - 4.2.2 A player attempts to place an individual wager which is greater than the permitted maximum wager the wager will be paid or collected to the maximum;
  - 4.2.3 A player attempts to place an individual wager in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 4.3 Minimum and maximum wagers which differ from those displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be noted by a distinctive marker.

## **5 DEALING THE GAME**

- 5.1 At the completion of all payouts from the previous spin or before the ball is spun the Dealer will announce that players may place their bets.
- 5.2 The Dealer (or above) will cause the ball to be spun in the opposite direction to the rotation of the wheel. The ball must complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
- 5.3 While the ball is still rotating around the wheel, the Dealer will announce that no more bets may be placed.
- 5.4 When, after the ball is spun, it comes to rest, the Dealer must -
- 5.4.1 Announce the number of the compartment;
  - 5.4.2 Place the dolly on that number on the layout.
- 5.5 After placing the dolly on the number on the layout, the Dealer will first collect all losing wagers and then pay all winning wagers.

5.6 When there are no wagers on the layout or players present at the table, the Game Supervisor (or above) may direct the Dealer to perform additional or continuous spins.

5.7 Additional or continuous spins must be performed in accordance with rules 5.1 to 5.4 (inclusive).

## 6 SETTLEMENT

6.1 The bets which can be placed in respect of an individual spin and the odds payable for them are—

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1st 12 meet)	8 to 1
Six-Line	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1–12, 13–24 or 25–36	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1–18	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19–36	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2–36	1 to 1
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1–35	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

6.2 In rule 6.1—

6.2.1 A reference to a square is a reference to an area on the layout marked with a number in the range 0–36.

6.2.2 A reference to a street is a reference to the groups of three squares marked with—

- (a) The numbers 0, 1, 2; or
- (b) The numbers 0, 2, 3; or
- (c) Any three consecutive numbers ending in a multiple of 3;

6.2.3 A reference to a column is a reference to the groups of numbers—

- (i) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34;
- (ii) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35;
- (iii) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36;

6.2.4 A reference to a chip is a reference to a chip placed on the layout.

6.3 If the outcome of an individual spin is “0”—

6.3.1 Only wagers placed on the bets of a Straight-Up on “0” or a Split, Street or Corner which involve a “0” and any of “1”, “2” or “3” are winning wagers; and

6.3.2 All other wagers are losing wagers.

6.4 Where the layout of a roulette table includes a race-track system the bets which can be placed in respect of an individual spin are:

<i>Name</i>	<i>Definition</i>
Series 5/8	A six piece wager with one piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
Orphans	A five piece wager with one piece on each of 1, 6/9, 14/17, 17/20 and 31/34.
Grand Series 0/2/3	A nine piece wager with one piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and two pieces on 25/29 and 0/2/3.
Zero Game	A four piece wager with one piece on each of 0/3, 12/15, 26 and 32/35.
Neighbours	A five piece wager with one piece on a specific number and each of the two neighbouring numbers either side, e.g. 17 and the neighbours = 2, 25, 17, 34 and 6.

## 7 IRREGULARITIES

- 7.1 The Dealer must announce that a spin is a no spin if—
- 7.1.1 The wheel is not rotating at the time the ball is spun, except where the wheel in use is a mechanically activated wheel; or
  - 7.1.2 The ball is spun in the same direction as the wheel is rotating; or
  - 7.1.3 He/she reasonably forms the opinion that the ball will not, before it comes to rest in a compartment of the wheel, complete four (4) revolutions around the track of the wheel; or
  - 7.1.4 A foreign object enters the wheel prior to the ball coming to rest in a compartment of the wheel; or
  - 7.1.5 The ball is propelled or falls out of the wheel; or
  - 7.1.6 A person interferes with the ball or the rotation of the wheel; or
  - 7.1.7 He/she reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring; or
  - 7.1.8 The wheel stops rotating prior to the ball coming to rest in a compartment of the wheel.
- 7.2 If the Dealer announces a no spin:
- 7.2.1 He/she may attempt to prevent the ball from coming to rest in one of the compartments.
  - 7.2.2 That spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.
- 7.3 The Game Supervisor (or above) may invalidate the outcome of a spin if the result of that spin is affected by the malfunction of any gaming equipment approved for use on that game.

- 7.4 Where the Game Supervisor (or above) reasonably forms the opinion that the ball will not come to rest in a compartment in a reasonable timeframe, he/she may announce a no spin. That spin will have no effect, regardless of whether the ball eventually comes to rest in one of the compartments.
- 7.5 If a spin that does not constitute a valid spin as described in rule 5.2 occurs, but is not disclosed until after the commencement of a subsequent spin, the results of that spin will stand.

## **8 DOUBLE ZERO ROULETTE**

- 8.1 Where the version of Roulette in play is Double Zero Roulette the approved rules of Roulette will apply, except where the rules are inconsistent with the rules of Double Zero Roulette, in which case the rules of Double Zero Roulette will prevail.

### **8.2 Equipment**

- 8.2.1 The table layout will be marked in a manner similar to that shown in Diagram F, O **or** V.

- 8.2.2 A Double Zero Roulette wheel will be configured as shown in Diagram G or N.

- (a) The wheel must have 38 equally spaced compartments around its perimeter, one being marked with the numeral "0" and another being marked with the numerals "00" and both coloured green and the others marked with the numerals from "1" to "36" arranged and coloured red and black.

### **8.3 Placement of Wagers**

- 8.3.1 Wagers will be placed in accordance with rule 3 and placed in a manner similar to Diagram H, P **or** W.

## 8.4 Settlement

8.4.1 Where the game is played using a table layout similar to that pictured in diagram F **and H or V and W**, in addition to those bets described in rule 6.1, the following bet may be placed in respect of an individual spin:

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
<b>Five-Line/First Five</b>	The ball comes to rest in one of the five compartments designated by a chip on the point where 0, 00, 1, 2 and 3 meet <b>or in the section of the layout marked 'First Five', as applicable.</b>	<b>6 to 1</b>

8.4.2 A reference to a square is a reference to an area on the layout marked with a number in the range 0, 00–36

8.4.3 If the outcome of an individual spin is “00” —

(a) **Where the game played uses a layout similar to that pictured in diagram F and H:**

(i) Only wagers placed on the bets of a Straight-Up on “00” or a Split, Street, Corner **or Five-Line** which involve a “00” and any of “0”, “1”, “2” or “3” are winning wagers; and

(ii) All other wagers are losing wagers.

(b) Where the game is played using a table layout similar to that pictured in diagram O and P:

(i) Only wagers placed on the bets of a Straight-Up on “00” or a split on “00” and “0” are winning wagers.

(ii) All other wagers are losing wagers.

- (c) **Where the game is played using a table layout similar to that pictured in diagram V and W:**
  - (i) **Only wagers placed on the bets of a Straight-Up on “00”, a split on “00” and “0” or First Five are winning wagers.**
  - (ii) **All other wagers are losing wagers.**

## 9 FRENCH ROULETTE

9.1 Where the version of Roulette in play is French Roulette the approved rules of Roulette will apply, except where the rules are inconsistent with the rules of French Roulette, in which case the rules of French Roulette will prevail.

### 9.2 Additional Definitions

**“Neighbours button”** means a button used to denote a wager on a number plus the two numbers on either side of that number in the wheel.

**“Le Rateau”** means a rake used by Croupiers on French Roulette to assist in dealing the game.

**“Croupier”** means the person responsible for the operation of the game.

**“Chef de table”** mean the person responsible for the supervision of the operation of the game.

**“Bout de Table”** means a position at the end of the French Roulette table for a third Croupier to assist in dealing the game.

**“Jetons”** are round chips of the French type marked with denominations of value or a distinctive logo to denote their use as colour chips.

**“Plaques”** are rectangular chips of the French type marked with denominations of value.

### 9.3 Equipment

9.3.1 The French Roulette table layout will be marked in a manner similar to that shown in Diagram I or Diagram J.

### 9.4 Placement of wagers

9.4.1 Wagers will be placed in accordance with rule 3 and placed in a manner similar to Diagram K.

9.4.2 Neighbours wagers may also be accepted by placing a “Neighbours Button” on the chips for the wager, which will be retained and spread in the area next to zero.

(a) Should the wager win the appropriate chips will be placed on the winning area of the layout prior to any losing wagers being collected.

### 9.5 Dealing the Game

9.5.1 At the completion of all payouts from the previous spin or before the ball is spun, a Croupier or Chef de table will announce to the players that they may place their bets and state the French equivalent - Faites vos jeux.

9.5.2 While the ball is still rotating around the wheel, the Croupier or Chef de table will announce that no more bets may be placed and state the French equivalent - Rien ne va plus.

9.5.3 A Croupier will point to the winning number on the Roulette layout with the head of the rateau placed vertically thereon and announce the type of any wagers on the number before clearing any losing chips.

9.5.4 The Croupiers will first collect all losing wagers and then pay all winning wagers with the exception that the Croupier not clearing the layout may commence paying winning wagers on the column, dozen and even chances for his/her side of the table before the layout clearing has been completed.

## 9.6 Settlement

### 9.6.1 The bets which can be placed in respect of an individual spin and the odds payable for them are—

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
En plein	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
A Cheval	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
En Transversale	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
En Carre	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1st 12 meet)	8 to 1
Sixaine	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Colonne	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Douzaine	The ball comes to rest in one of the twelve compartments designated by the range 1–12, 13–24 or 25–36	2 to 1
Manque	The ball comes to rest in one of the eighteen compartments designated by the range 1–18	1 to 1
Passe	The ball comes to rest in one of the eighteen compartments designated by the range 19–36	1 to 1
Pair	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2–36	1 to 1
Impair	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1–35	1 to 1
Rouge	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Noir	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

### 9.6.2 Race-Track (Traditional French Wagers)

- (a) Race-track wagers may be placed in accordance with rule 6.4.

## 10 TOUCHBET ROULETTE

10.1 Where the version of Roulette in play is “TouchBet Roulette” the approved rules of Roulette will apply, except where the rules are inconsistent with the rules of “TouchBet Roulette”, in which case the rules of “TouchBet Roulette” will prevail.

### 10.2 Additional Definitions

**“Flying Roulette Display”** means a virtual Roulette table which is displayed on an LCD screen and shows all bets placed with respect of a round of play.

**“game hardware”** means all the computer equipment needed for the conduct of the game, including one or more TouchBet Betting Stations and the Dealer Console.

**“game system”** means the configuration of the game server, table console and two winning number sensors-

- (a) Necessary to conduct the game; and
- (b) Approved as gaming equipment for the purposes of these rules—

**“TouchBet Chip Account”** means an account established under rule 10.7.

**“TouchBet Betting Station”** means an automated transaction station featuring a touch screen monitor—

- (a) Designed to allow a player to place wagers on a virtual Roulette layout in accordance with these rules; and
- (b) Approved as an item of gaming equipment;

**“wagering period”** means the period in which players may place wagers as described in 10.6.2.

## 10.3 Equipment

### 10.3.1 The display of the touch screen monitor of an open TouchBet Betting Station—

- (a) Must—
  - (i) Contain all the elements of the design set out in Diagram L, M or Q; and
  - (ii) Contain any additional elements necessarily required by these rules; and
  - (iii) Be of similar appearance to Diagram L, M or Q; and
- (b) May include features in addition to those shown in Diagram L, M or Q, if those features are not inconsistent with Diagram L, M or Q or these rules.

### 10.3.2 A TouchBet Roulette table is made up of the following equipment—

- (a) Up to 50 betting stations; and
- (b) A game system; and
- (c) One or more cameras; and
- (d) A Roulette wheel; and
- (e) A Roulette layout; and
- (f) A Roulette ball; and may include:
- (g) A winning number display; and
- (h) A Flying Roulette display.

## 10.4 Placement of wagers

- 10.4.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player's TouchBet Chip Account to a particular bet (as specified in rule 6.1 and where the game is Double Zero Roulette rule 8.4) in the manner shown in Diagram E or H prior to the end of the wagering period for that spin.
- 10.4.2 The method by which a person appropriates money standing to the credit of a player's TouchBet Chip Account is by touching the display of the TouchBet betting screen so as—
- (a) To make one or more chips appear to move from one part of the display to another; or
  - (b) To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's TouchBet Chip Account.
- 10.4.3 The player in control of a TouchBet Screen is solely responsible for the placement of the chips appearing on that screen.
- 10.4.4 The wager or wagers placed on a TouchBet Screen may only be settled in accordance with the appearance of the TouchBet Screen at the time a wagering period expires.
- 10.4.5 A TouchBet Screen must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 10.4.6 At the settlement of wagers for a spin, each open TouchBet Screen must—
- (a) Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
  - (b) Pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's TouchBet Chip Account.

10.4.7 Wagers may only be placed in accordance with rule 10.4.

## 10.5 Permissible Wagers

10.5.1 Each TouchBet Betting Station is a location within the casino for the purposes of section 66 of the *Casino Control Act 1991* (Vic)

10.5.2 If—

(a) A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the TouchBet Screen must not display any chips in respect of that wager; and

(b) A player attempts to place an individual wager—

(i) In a multiple over the minimum which is not permitted; or

(ii) Which is greater than the permitted maximum wager—

the TouchBet Screen must display only so many chips or such denomination of chips as is the next lowest permitted wager; and

(c) By the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the TouchBet Screen or the game system for the individual spin.

## 10.6 Dealing the Game

10.6.1 The Dealer will deal the game in accordance with rule 5.

10.6.2 For each round of play, each TouchBet Screen must clearly display:

(a) The period in which a player may place a wager;

- (b) A warning that the wagering period is about to end; and
- (c) When the wagering period has ended.

10.6.3 When the ball has come to rest in a compartment around the wheel:

- (a) The outcome of the spin must be displayed on each open TouchBet Screen; and
- (b) In respect of the wager or wagers placed on a TouchBet Screen—
  - (i) If an amount has been won, automatically calculate and display the amount; and
  - (ii) Automatically calculate and display the balance of the TouchBet Chip Account as a result of the outcome—  
in accordance with these rules.

## 10.7. TouchBet Chip Accounts

10.7.1 An open TouchBet Screen must display the active TouchBet Chip Account for the TouchBet Screen.

10.7.2 A person wishing to play the game must buy in by inserting an amount of cash into the TouchBet Note Acceptor.

- (a) Where a player inserts cash into a TouchBet Note Acceptor, the amount of cash will automatically be credited to the TouchBet Chip Account in respect of that TouchBet Betting Station, thereby causing chips to appear on the display of the TouchBet Screen or that amount to be shown as standing to the credit of the TouchBet Chip Account.

10.7.3 The person for the time being in control of an open TouchBet Screen may at any time insert a further amount of cash into the TouchBet Note Acceptor.

10.7.4 A player—

- (a) May leave the game at any time; and
- (b) Must leave the game if the Dealer (or above), having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.

10.7.5 When a player leaves the game to close the TouchBet Chip Account he/she selects Cash-Out. Where the TouchBet Chip Account balance is zero, he/she may leave the game at anytime.

(a) Where the patron has a positive TouchBet Chip Account balance, a ticket will be issued for the full value of that account. The ticket may be exchanged for cash or cash equivalent at a Casino Cage or a Cashier Booth.

(i) Once the ticket is printed the patron is responsible for presenting the ticket for redemption.

(ii) If, at the time the patron elects to cash-out, it is determined that a fault in the printer has resulted in a failure to print a ticket or an illegible ticket has been produced, Crown may attempt to reprint that ticket or make a manual payment to the patron.

(iii) Crown has no liability for any lost or stolen tickets or tickets which become illegible after printing.

## 10.8 Settlement

10.8.1 The bets, which can be placed in respect of an individual spin and the odds payable for them are described in rule 6.1, 6.4 or 8.4.1 as the case may be.

## 10.9 TouchBet Irregularities

- 10.9.1 In the event of a no spin as described in rule 7.1, the Dealer will press the Dispute Button on the Dealer Console firmly and notify the Game Supervisor (or above).
- 10.9.2 If, at anytime the red light on the Dealer Console is illuminated, the Dealer will announce that the spin is a no spin and notify the Game Supervisor (or above) who will in turn notify the Pit Boss (or above). The game should not continue until any fault has been rectified and the green light on the Dealer Console is illuminated indicating that the game may re-commence.
- 10.9.3 If the Dealer reasonably forms the view that an incorrect outcome has been recorded by the TouchBet game system, the Dealer must notify the Game Supervisor who will adjust the outcome and cause the results to be recalculated based on the actual outcome.
- 10.9.4 If a player claims that an incorrect outcome has been recorded by the TouchBet game system or that any part of the game system has malfunctioned, the claim must be considered and whatever reasonable action permitted by this rule must be taken.
- 10.9.5 If the game system (other than a TouchBet Betting Station) experiences a malfunction (including by reason of physical damage)—
- (a) Prior to the expiry of the wagering period, all wagers placed on the TouchBet Screen(s) for the relevant spin must be treated as void; and
  - (b) On or after the expiry of the wagering period, the exact wagers placed must be confirmed through the analysis of available records and the appropriate adjustments must be made.
    - (i) The Casino Operator may refuse to pay any amount claimed in respect of a particular TouchBet Betting Station for a period of seventy two hours to allow the Casino Operator to investigate the malfunction.

10.9.6 A TouchBet Betting Station will be considered to have malfunctioned where –

- (a) An amount credited to the TouchBet Chip Account Balance is not in keeping with the odds payable for winning wagers as stated in rule 6.1 and the amount wagered; or
- (b) The TouchBet Screen displays numbers not in keeping with the game format; or
- (c) The normal playing sequence of the TouchBet Betting Station is permanently interrupted or the normal display is faulty; or
- (d) For any other reason the Casino Operator is of the opinion that the TouchBet Betting Station is not functioning correctly.

10.9.7 If a TouchBet Betting Station experiences a malfunction—

- (a) Prior to the expiry of the wagering period, all wagers placed on the TouchBet Screen for the relevant spin must be treated as void; and

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- (b) On or after the expiry of the wagering period, the exact wagers placed must be confirmed through the analysis of available records and the appropriate adjustments must be made.

- (i) The Casino Operator may refuse to pay any amount claimed in respect of a particular TouchBet Betting Station for a period of seventy two hours to allow the Casino Operator to investigate the malfunction.

10.9.8 If for the purposes of rules 10.9.3(b) and 10.9.5(b), the relevant wagers placed cannot be confirmed through the analysis of available records, then those wagers must be treated as void.

10.9.9 Where in the opinion of the Casino Operator an amount has been credited to a player's TouchBet Chip Account-

- (a) As a result of a TouchBet Betting Station or game system malfunction; or
- (b) After a TouchBet Betting Station or game system has malfunctioned and before their repair, then

The Casino Operator may refuse to pay or credit the player's TouchBet Chip Account Balance with the amount.

## 11 TOUCHTABLE ROULETTE

11.1 Where the version of Roulette in play is "TouchTable Roulette" the approved rules of Roulette will apply, except where the rules are inconsistent with the rules of "TouchTable Roulette", in which case the rules of "TouchTable Roulette" will prevail.

11.2 Additional Definitions

"Dealer Console" means the device which is designed to enable the Dealer to enter all information required for the operation of the game, including player buy-in amounts, player cash-outs, outcomes of spins and confirmation of results and allows for the placing of call-bets for players and guest players.

"game hardware" means all the computer equipment needed for the conduct of the game and includes the Dealer Console.

"game system" means the configuration of hardware and software-

- (a) Necessary to conduct the game; and
- (b) Approved as gaming equipment for the purposes of these rules—

"guest player" means a player who has not been allocated a Player Display but is participating in the game and may place bets via the Dealer.

“Player Display” means a touchscreen which allows players to view the amount of their TouchTable Chip Account, the amount bet, any amount won and the game status. It also provides for players to place Neighbours bets, remove all bets, remove their last bet, repeat their bets, cash out and view the help screen.

“Player ID Pad” means a metal pad located at each player position which the player must touch at the same time as touching the virtual layout in order to place wagers.

“TouchTable Chip Account” means an account established under rule 11.7.

### 11.3 Equipment

11.3.1 TouchTable Roulette will be played on a TouchTable Roulette table having places for up to 21 players, and up to 12 guest players, configured in a manner similar to Diagram R, S or T and consisting of:

- (a) Approved TouchTable gaming systems and components; and
- (b) A Roulette wheel; and
- (c) A Roulette ball; and may include:
- (d) A winning number display.

#### 11.3.2 A Player Display

- (a) Must—
  - (i) Contain all the elements of the design set out in Diagram U; and
  - (ii) Contain any additional elements necessarily required by these rules; and
  - (iii) Be of similar appearance to Diagram U; and
- (b) May include features in addition to those shown in Diagram U if those features are not inconsistent with Diagram U or these rules.

## 11.4 Placement of wagers

11.4.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player's TouchTable Chip Account to a particular bet (as specified and as appropriate in rule 6.1, 6.4 and 8.4) in the manner shown in Diagram E or P, prior to no more bets being announced.

11.4.2 The method by which a person appropriates money standing to the credit of a player's TouchTable Chip Account is by:

(a) Touching the Player ID Pad, while at the same time touching the virtual roulette layout so as—

(i) To make one or more chips appear to move from one part of the display to another; or

(ii) To make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's TouchTable Chip Account.

(b) Announcing the bet to the Dealer who will, place the wagers for the player via the Dealer Console causing chips to appear or move in accordance with 11.4.2 (a) (i) and (ii) above.

11.4.3 The player in control of a Player Display is solely responsible for the placement of the chips appearing on that screen.

11.4.4 The wager or wagers placed on a TouchTable Roulette layout may only be settled in accordance with the appearance of the TouchTable Roulette Layout at the time a wagering period expires.

11.4.5 A TouchTable Roulette table must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.

11.4.6 At the settlement of wagers for a spin the TouchTable Roulette table must—

- (a) Clear any losing wager, by causing the chips representing that wager to disappear from the layout; and
- (b) Pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's TouchTable Chip Account.

11.4.7 Wagers may only be placed in accordance with rule 11.4.

## 11.5 Permissible Wagers

11.5.1 If—

- (a) A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the TouchTable Roulette layout must not display any chips in respect of that wager; and

- (b) A player attempts to place an individual wager—
  - (i) In a multiple over the minimum which is not permitted; or
  - (ii) Which is greater than the permitted maximum wager—

the TouchTable Roulette layout must display only so many chips or such denomination of chips as is the next lowest permitted wager.

## 11.6 Dealing the Game

11.6.1 At the completion of all payouts from the previous spin or before the ball is spun it will be announced that players may place their bets.

11.6.2 The Dealer (or above) will cause the ball to be spun in the opposite direction to the rotation of the wheel. The ball must complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.

11.6.3 While the ball is still rotating around the wheel, final bets will be announced, followed by an announcement that no more bets may be placed. Both announcements will be accompanied by a message to the same effect displayed on the table layout.

11.6.4 When the ball has come to rest in a compartment around the wheel:

(a) The outcome of the spin must be announced; and

(b) In respect of the wager or wagers placed on the layout—

(i) If an amount has been won, the Touchtable system will automatically calculate and display the amount on the appropriate Player Display; and

(ii) The TouchTable system will automatically calculate and display the balance of the TouchTable Chip Account as a result of the outcome—

in accordance with these rules.

## 11.7. TouchTable Chip Accounts

11.7.1 An open Player Display must display the active TouchTable Chip Account for that Player Display.

11.7.2 A person wishing to play the game must buy-in by tendering to the Dealer, an amount of cash, vouchers, authorised tokens or chips.

11.7.3 Where the Dealer accepts an amount tendered under rule 11.7, he/she —

- (a) Must give the player control of a Player Display and activate a TouchTable chip account in respect of the Player Display by crediting it with the amount tendered thereby causing that amount to be shown as standing to the credit of the TouchTable chip account; or
- (b) Where the player is a guest player, open a guest player account for that player on the Dealer Console and credit the account with the amount tendered thereby causing that amount to be shown as standing to the credit of the guest player's account.

11.7.4 A player—

- (a) May leave the game at any time; and
- (b) Must leave the game if the Dealer (or above), having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.

11.7.5 When a player leaves the game to close the TouchTable Chip Account he/she selects Cash-Out. Where the TouchTable Chip Account balance is zero, he/she may leave the game at anytime.

11.7.6 Where the player has a positive TouchTable Chip Account balance, the Dealer must pay out the full value of the player's account balance by tendering chips and close the TouchTable Chip Account.

11.7.7 Where a guest player elects to leave the game:

- (a) If the player has a positive TouchTable Chip Account Balance he or she will notify the Dealer, who will cash the player out in accordance with rule 11.7.6.
- (b) If the balance of the player's TouchTable Chip Account Balance is zero, he or she may leave the game at anytime.

## 11.8 Settlement

11.8.1 The bets, which can be placed in respect of an individual spin and the odds payable for them are described in rule 6.1, and 6.4 as the case may be.

## 11.9 TouchTable Roulette Irregularities

11.9.1 In the event of a no spin as described in rule 7.1, the Dealer will press the Bad Spin button on the Dealer Console and notify the Game Supervisor (or above).

11.9.2 If the Dealer reasonably forms the view that an incorrect outcome has been recorded by the TouchTable game system, the Dealer must notify the Game Supervisor (or above) who will adjust the outcome and cause the results to be recalculated based on the actual outcome.

11.9.3 If a player claims that an incorrect outcome has been recorded by the TouchTable game system or that any part of the game system has malfunctioned, the claim must be considered and whatever reasonable action permitted by this rule must be taken.

11.9.4 If the game system, other than the Player Display experiences a malfunction (including by reason of physical damage)—

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- (a) Prior to the expiry of the wagering period, all wagers placed on the TouchTable layout for the relevant spin must be treated as void; and
  - (b) On or after the expiry of the wagering period, the exact wagers placed must be confirmed through the analysis of available records and the appropriate adjustments must be made.
    - (i) The Casino Operator may refuse to pay any amount claimed in respect of a particular Player Display for a period of seventy two hours to allow the Casino Operator to investigate the malfunction.

11.9.5 A Player Display will be considered to have malfunctioned where –

- (a) An amount credited to the TouchTable Chip Account Balance is not in keeping with the odds payable for winning wagers as stated in rule 6.1 or 6.4, as applicable, and the amount wagered; or
- (b) The TouchTable layout displays numbers not in keeping with the game format; or
- (c) The normal playing sequence of the Player Display is permanently interrupted or the normal display is faulty; or
- (d) For any other reason the Casino Operator is of the opinion that the Player Display is not functioning correctly.

11.9.6 If a Player Display experiences a malfunction—

- (a) Prior to the expiry of the wagering period, all wagers placed in respect of the particular Player Display for the relevant spin must be treated as void; and
- (b) On or after the expiry of the wagering period, the exact wagers placed must be confirmed through the analysis of available records and the appropriate adjustments must be made.
  - (i) The Casino Operator may refuse to pay any amount claimed in respect of a particular Player Display for a period of seventy two hours to allow the Casino Operator to investigate the malfunction.

11.9.7 If for the purposes of rules 11.9.4(b) and 11.9.6(b), the relevant wagers placed cannot be confirmed through the analysis of available records, then those wagers must be treated as void.

## 12 ROULETTE TOURNAMENT PLAY

- 12.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play any version of Roulette being offered, with an equal chance.
- 12.2 For each tournament conducted by the casino operator, the casino operator must:
- 12.2.1 In accordance with clause 12.4, document relevant Terms and Conditions.
  - 12.2.2 Prior to a tournament being conducted and entries having been taken:
    - (a) Make the relevant Terms and Conditions available to patrons; and
    - (b) Advise the VCGR on-site inspectorate of the intention to conduct the tournament.
  - 12.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.
  - 12.2.4 Designate the gaming tables to be used in the conduct of the tournament.
  - 12.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under rule 12.2.4 is used exclusively for tournament play.
- 12.3 Prior to the commencement of play in a tournament:
- 12.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.
  - 12.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of “practice hands”.

12.4 The Tournament Terms and Conditions referred to in rule 12.2.1 must include the following information at a minimum:

12.4.1 Tournament Details:

- (a) Information pertaining to:
  - (i) When the tournament will be conducted.
  - (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.
  - (iii) The minimum and maximum number of tournament players.
  - (iv) The location of the tournament.
- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.
- (c) A statement to the effect that the VCGR will be notified of any change to the tournament details prior to the tournament.

12.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:
  - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
  - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.

- (iii) If the casino operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
- (iv) If the casino operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
- (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.

(b) In respect of the Terms and Conditions:

- (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.
- (ii) Information detailing how the Terms and Conditions will be made available to tournament players.
- (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.

- (c) The method of entry into the tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

#### 12.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:
  - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
  - (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a tournament player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.

- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
- (c) As applicable, the disposition of tournament chips at the completion of the tournament.

#### 12.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager.

#### 12.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

#### 12.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

#### 12.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

#### 12.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:
  - (i) Be penalised and any relevant penalties;
  - (ii) Be disqualified from the tournament;
  - (iii) Nominate a substitute; and
  - (iv) Have his/her entry fee or buy-in refunded in whole or in part.
  
- (b) The consequences of:
  - (i) Late arrival or non-attendance for a round or session in the tournament;
  - (ii) Absence from the tournament;
  - (iii) Use of a mobile phone or similar device during play;
  - (iv) Nominating a substitute;
  - (v) Disqualification, including action regarding tournament chips in the player's possession; and
  - (vi) Retirement from the tournament.
  
- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Roulette and that in the event of any inconsistency, the Rules of the relevant version of Roulette prevail.

- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
- (i) If the tournament player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likeness for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director and/or his/her deputies in accordance with the Terms and Conditions and the rules of Roulette;
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.

- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGR, pursuant to legislative requirements and the Rules of Roulette

### **13 GENERAL PROVISIONS**

- 13.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 13.2 Where a player has contravened any provision of the rules a Pit Boss (or above) may:-
- 13.2.1 Declare that any wager made by the player(s) will be void;
  - 13.2.2 Direct that the player(s) will be excluded from further participation in the game;
  - 13.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
  - 13.2.4 Confiscate the prohibited device; and
  - 13.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

- 13.3 A Pit Boss (or above) may invalidate the outcome of a game if:-
- 13.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - 13.3.2 Any fraudulent act is perpetrated by any person, which affects the outcome of the game.
- 13.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 13.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 13.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 13.7 The Pit Boss (or above) may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 13.8 A player who abstains from wagering for three consecutive spins whilst all other playing positions at that table are in use may be required to vacate that playing position.
- 13.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of a Pit Boss (or above) will be final.
- 13.10 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an inspector appointed under the *Gambling Regulation Act (Vic) 2003*.
- 13.11 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the Rules of Roulette.
- 13.12 Players are not permitted to have side bets against each other.
- 13.13 A copy of these rules will be made available, upon request.

DIAGRAM A



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

DIAGRAM B

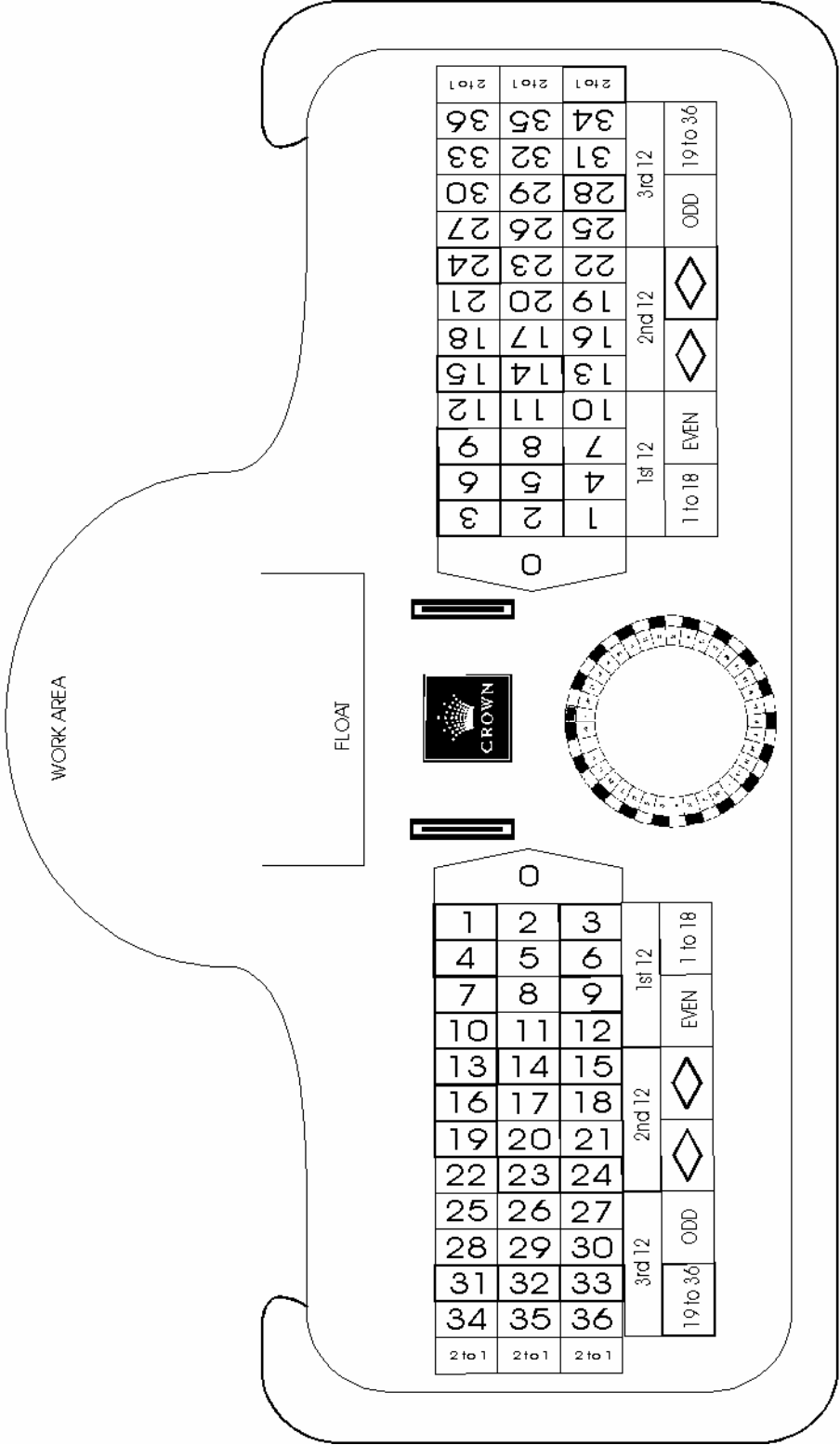


DIAGRAM C



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

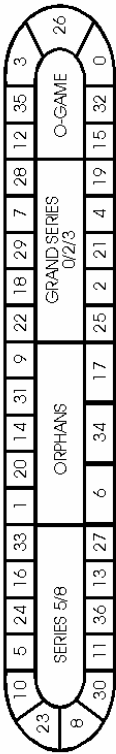
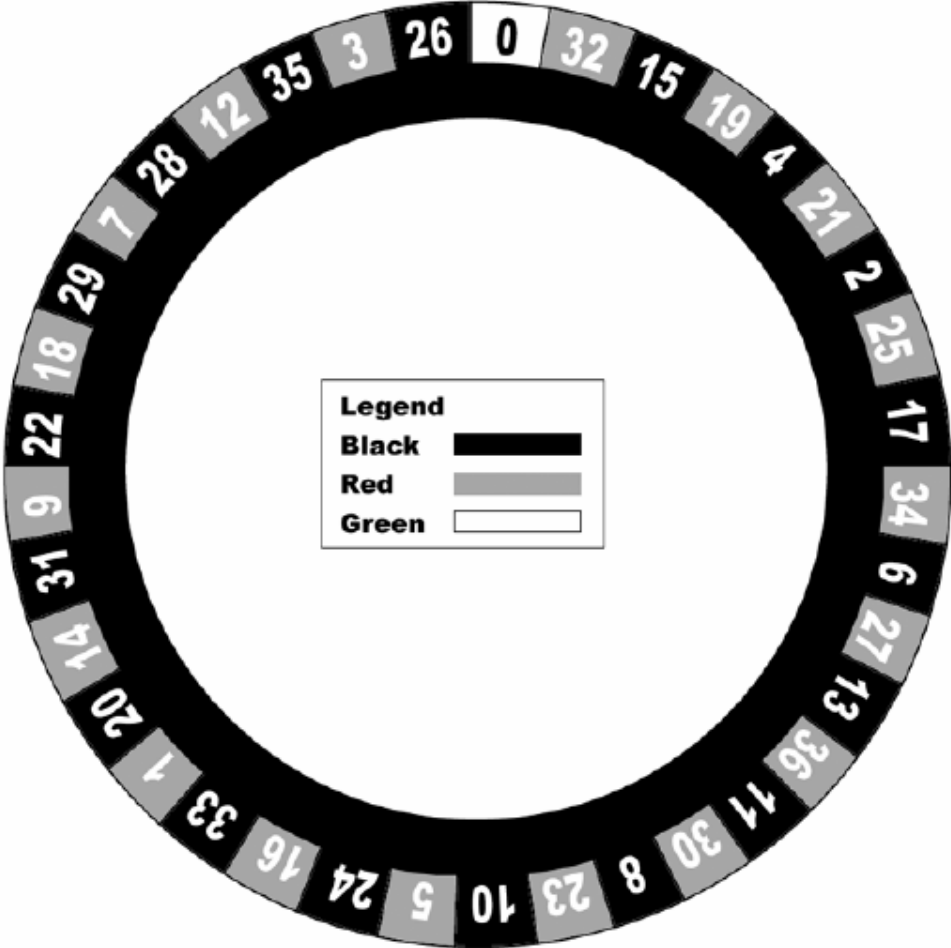


DIAGRAM D



# DIAGRAM E

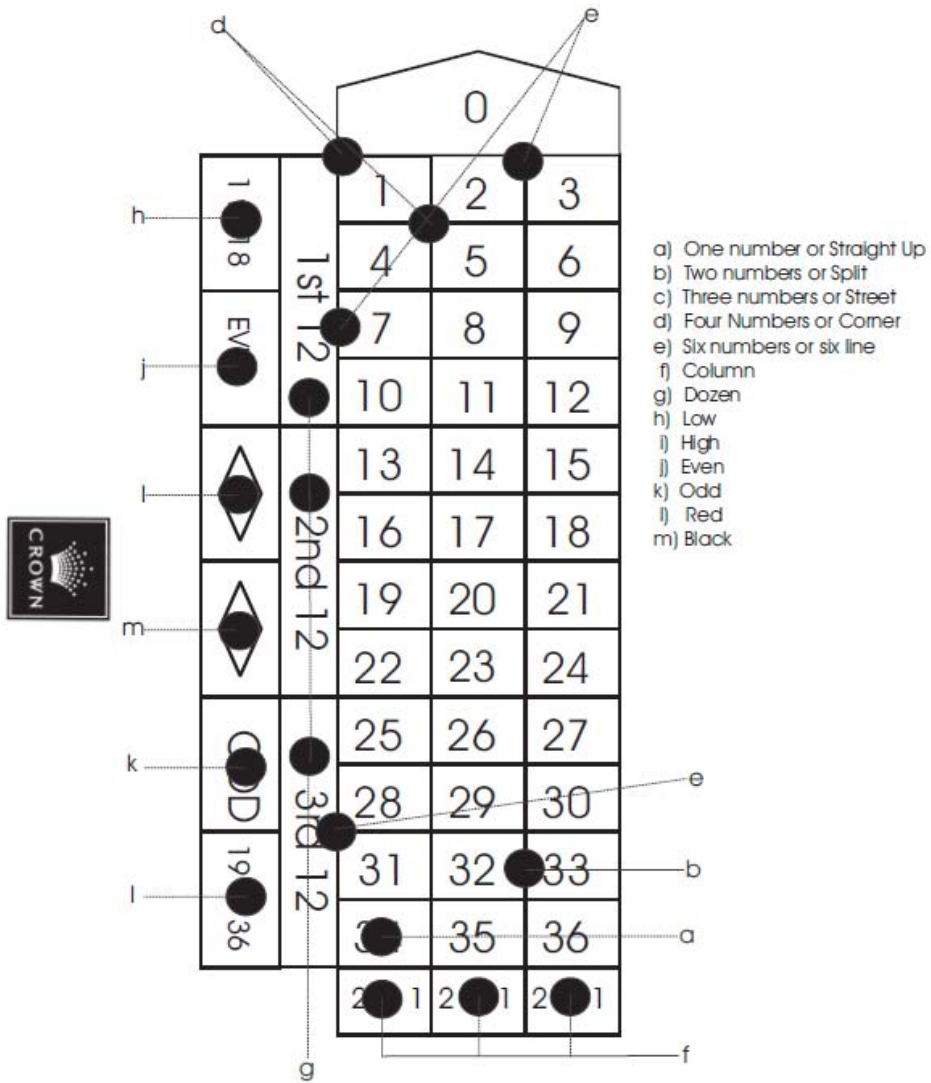


DIAGRAM F

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



DIAGRAM G

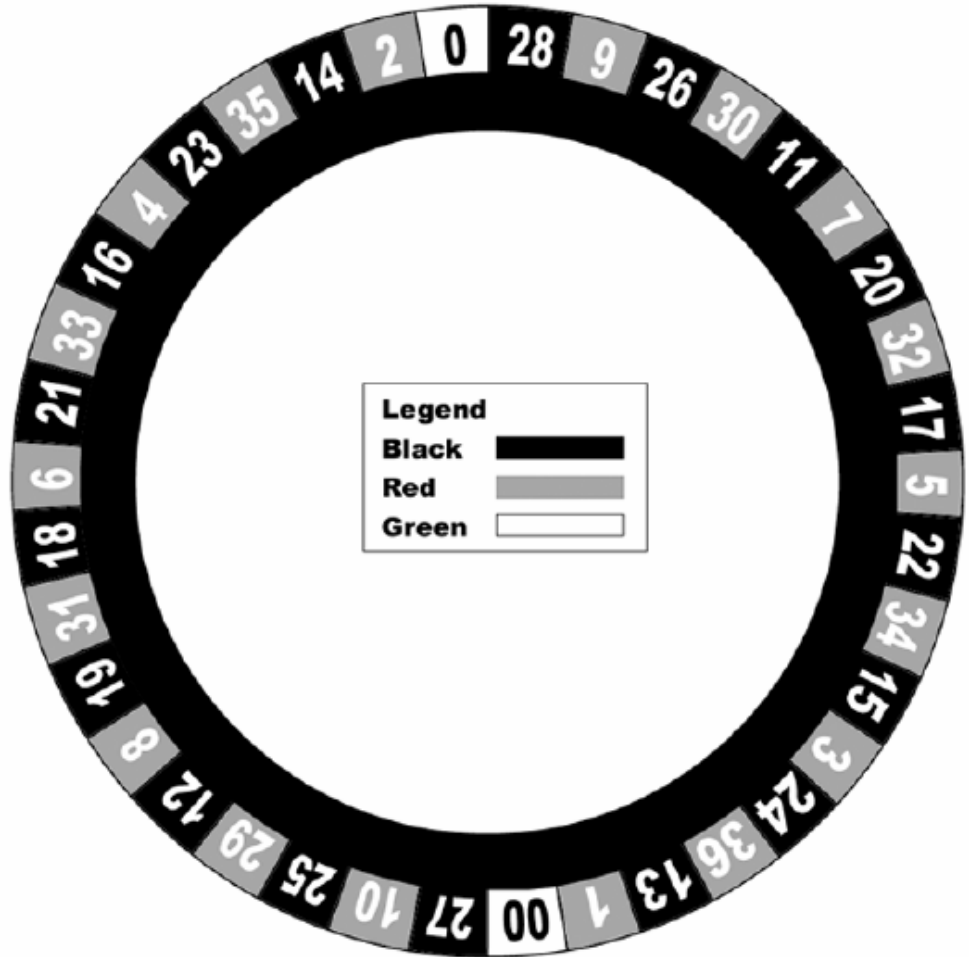
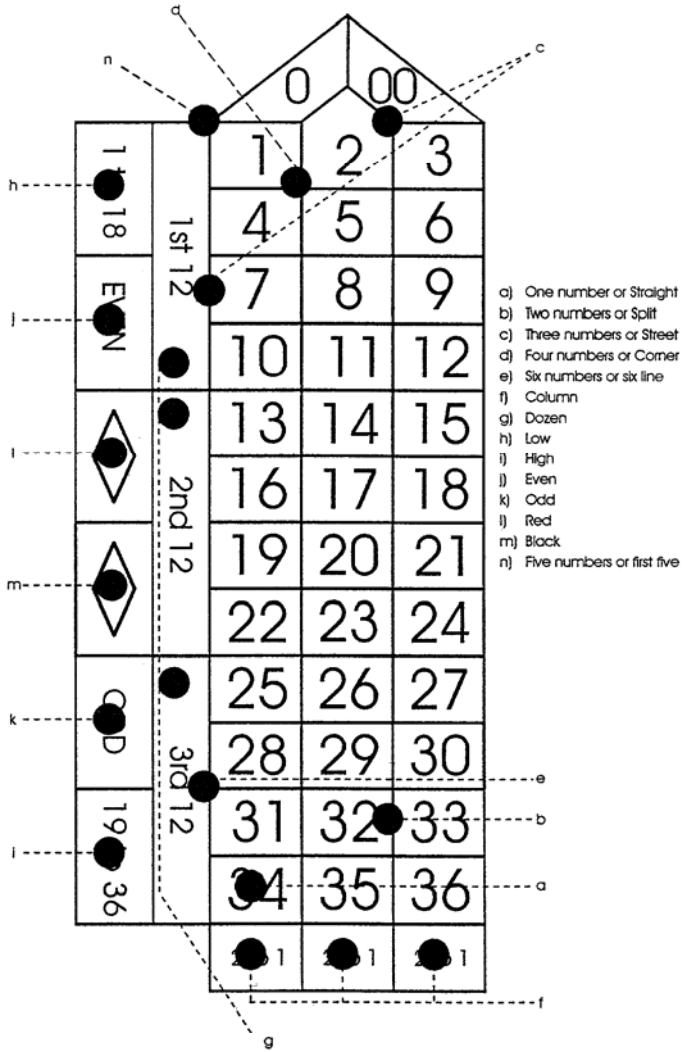


DIAGRAM H



- a) One number or Straight
- b) Two numbers or Split
- c) Three numbers or Street
- d) Four numbers or Corner
- e) Six numbers or six line
- f) Column
- g) Dozen
- h) Low
- i) High
- j) Even
- k) Odd
- l) Red
- m) Black
- n) Five numbers or first five



DIAGRAM J

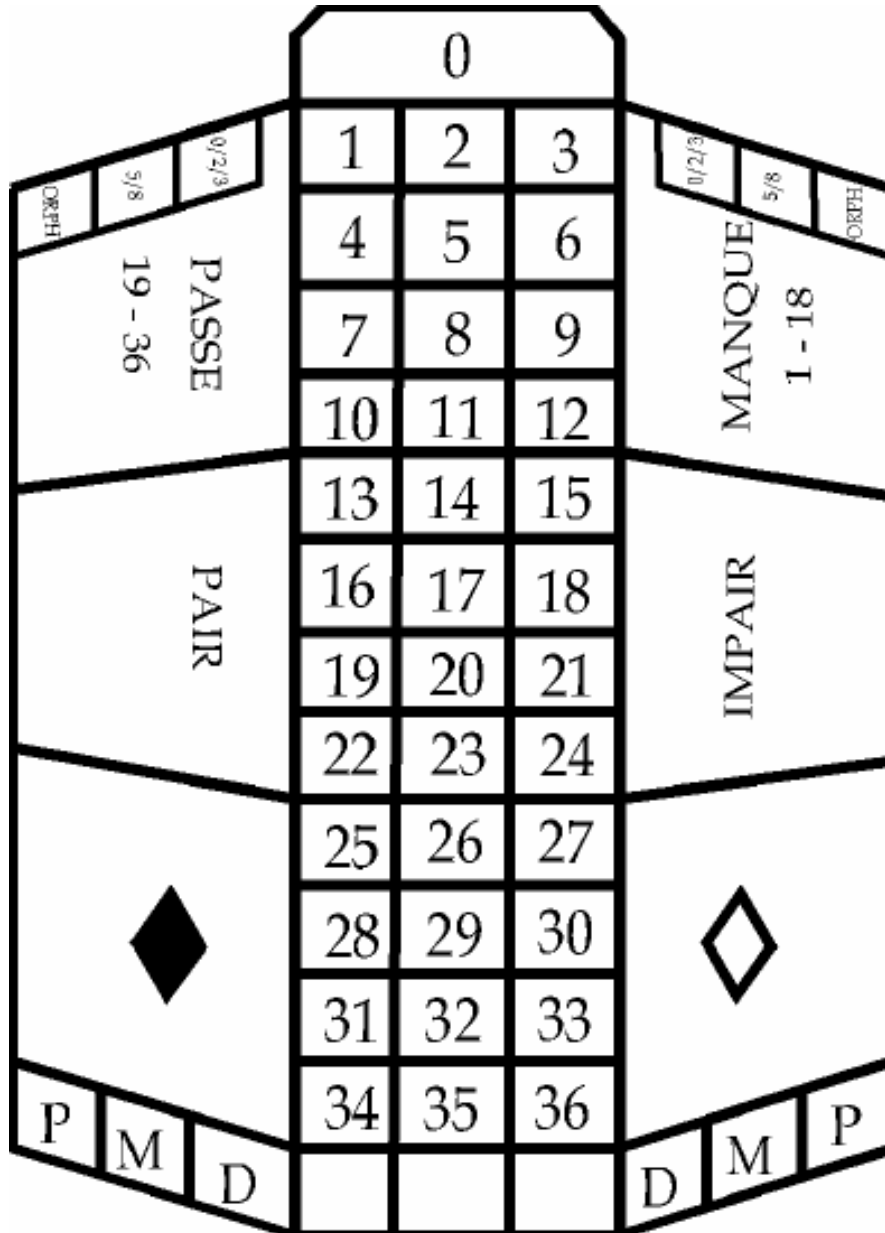


DIAGRAM K

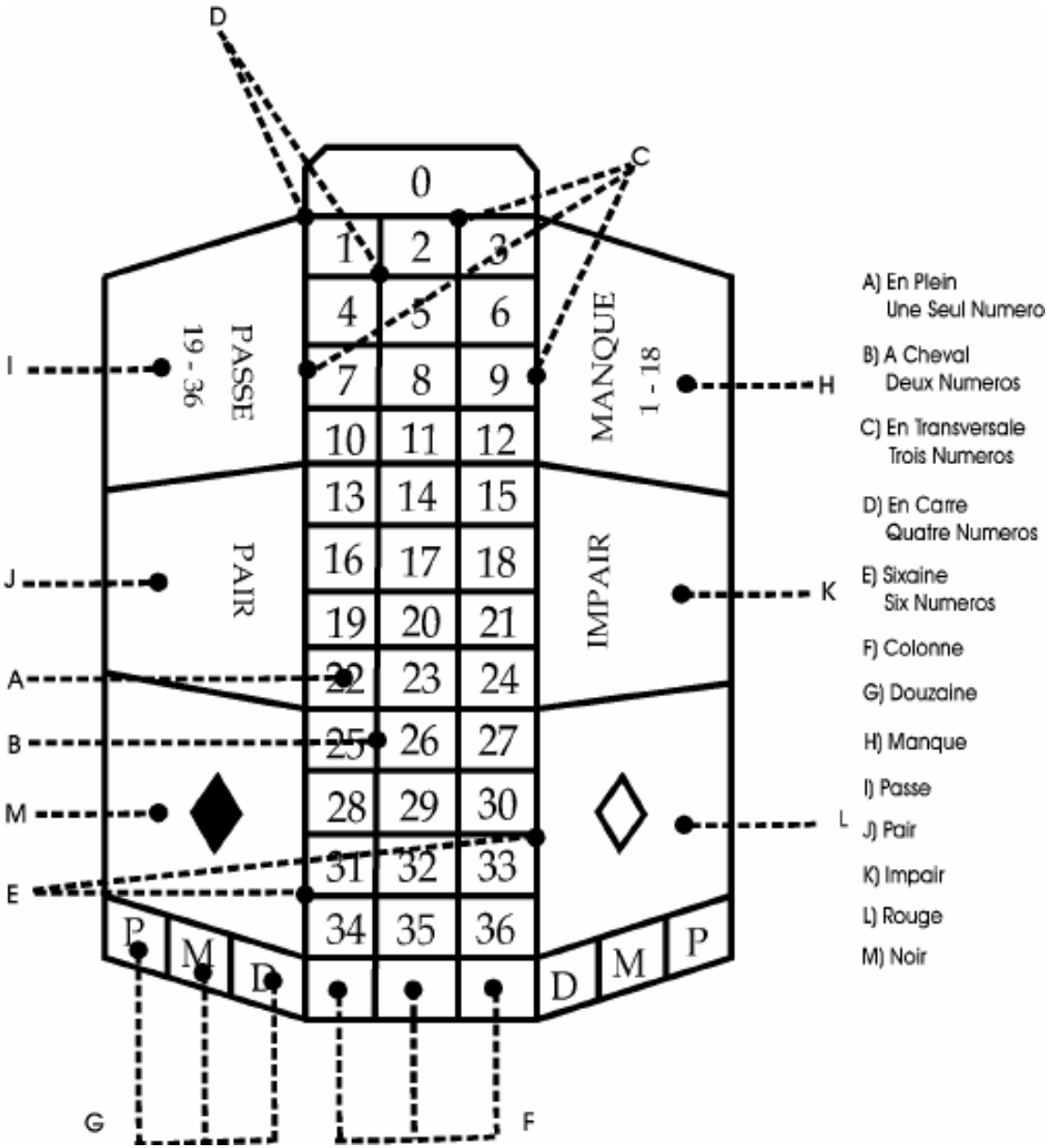
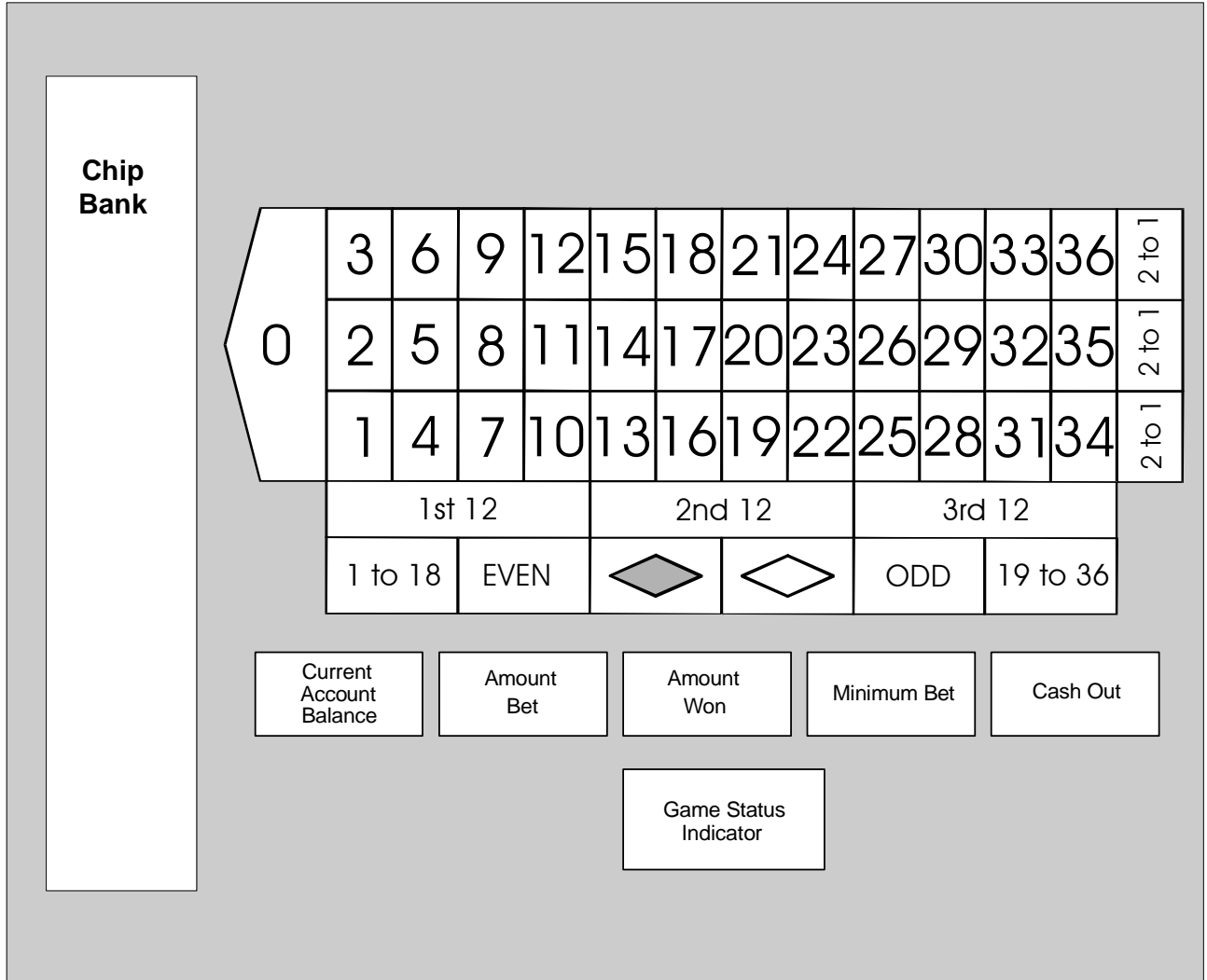


DIAGRAM L



# DIAGRAM M

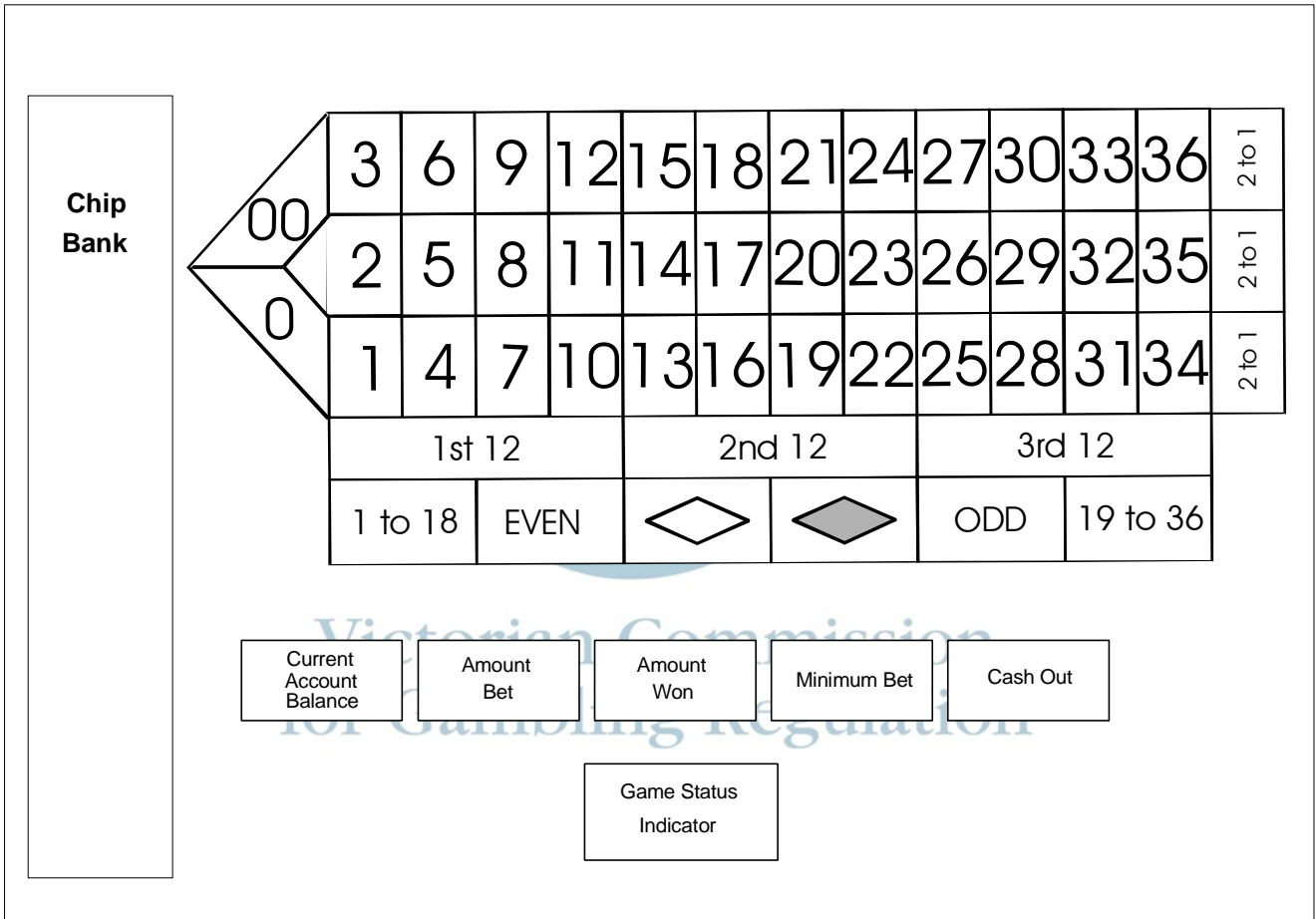
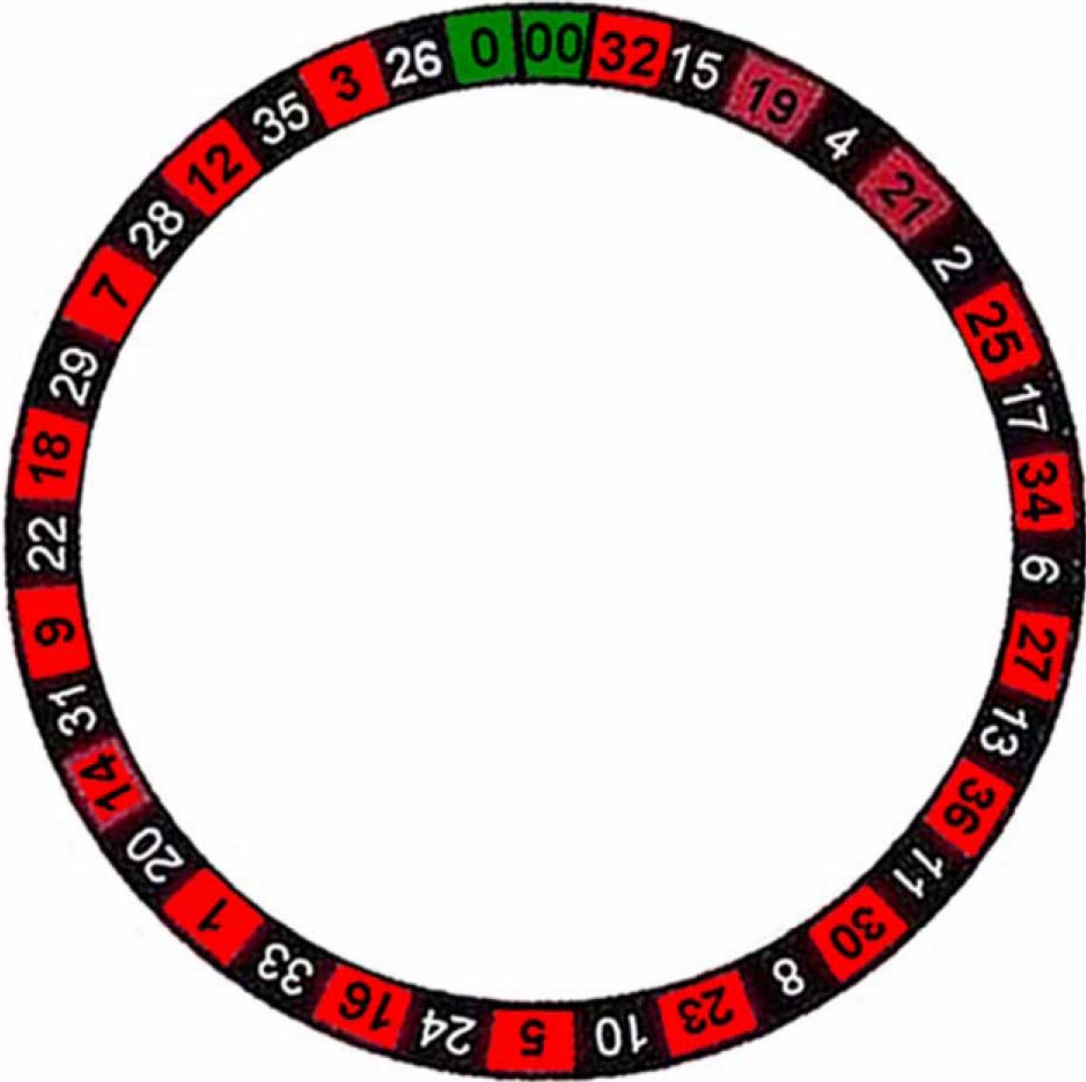


DIAGRAM N

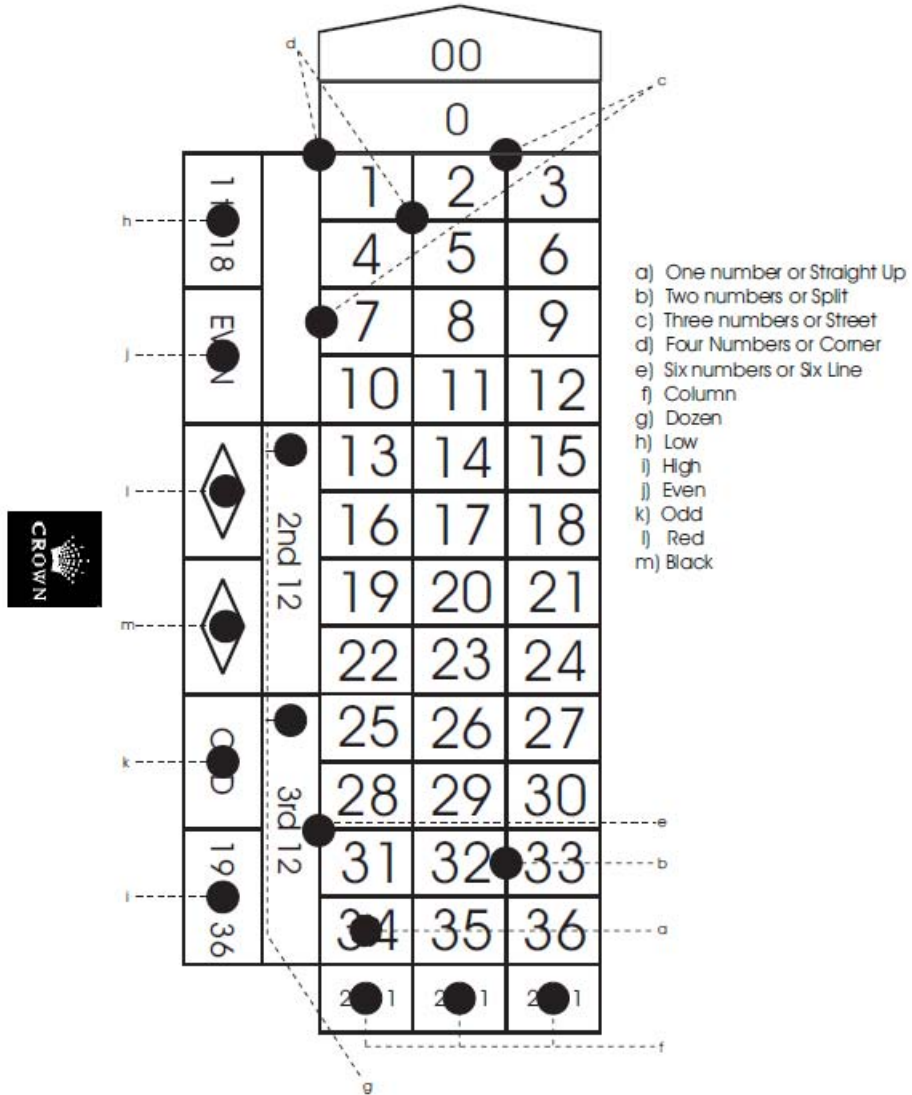


# DIAGRAM 0

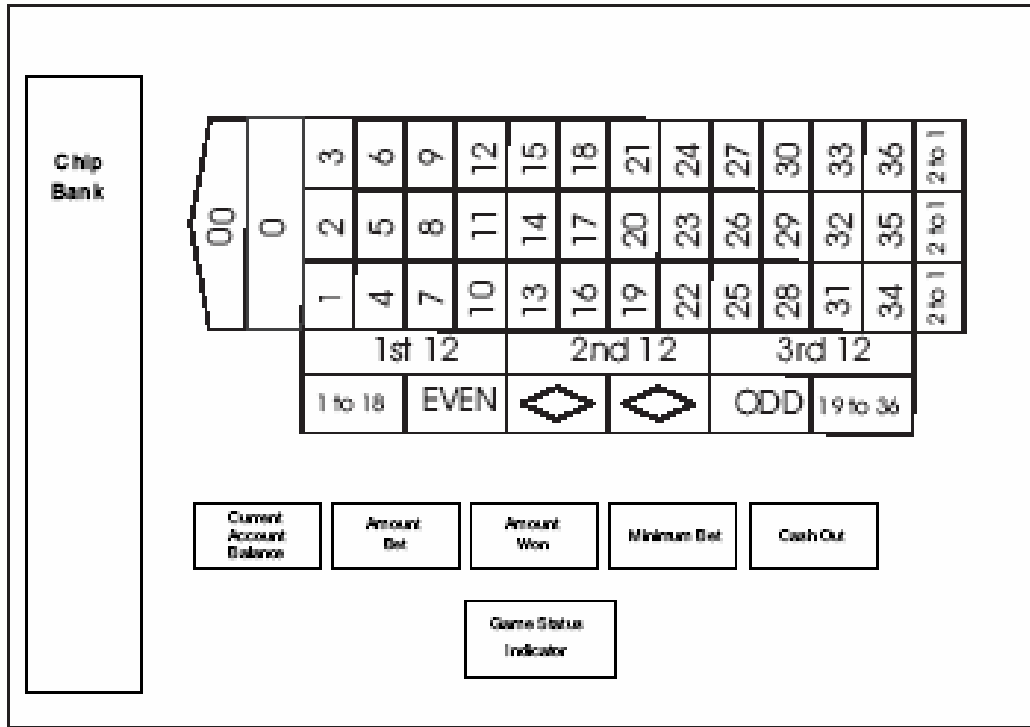


			00		
			0		
1 to 18	1st 12		1	2	3
			4	5	6
		EVEN	7	8	9
	2nd 12		10	11	12
			13	14	15
			16	17	18
			19	20	21
ODD 19 to 36	3rd 12		22	23	24
			25	26	27
			28	29	30
			31	32	33
			34	35	36
			2 to 1	2 to 1	2 to 1

DIAGRAM P

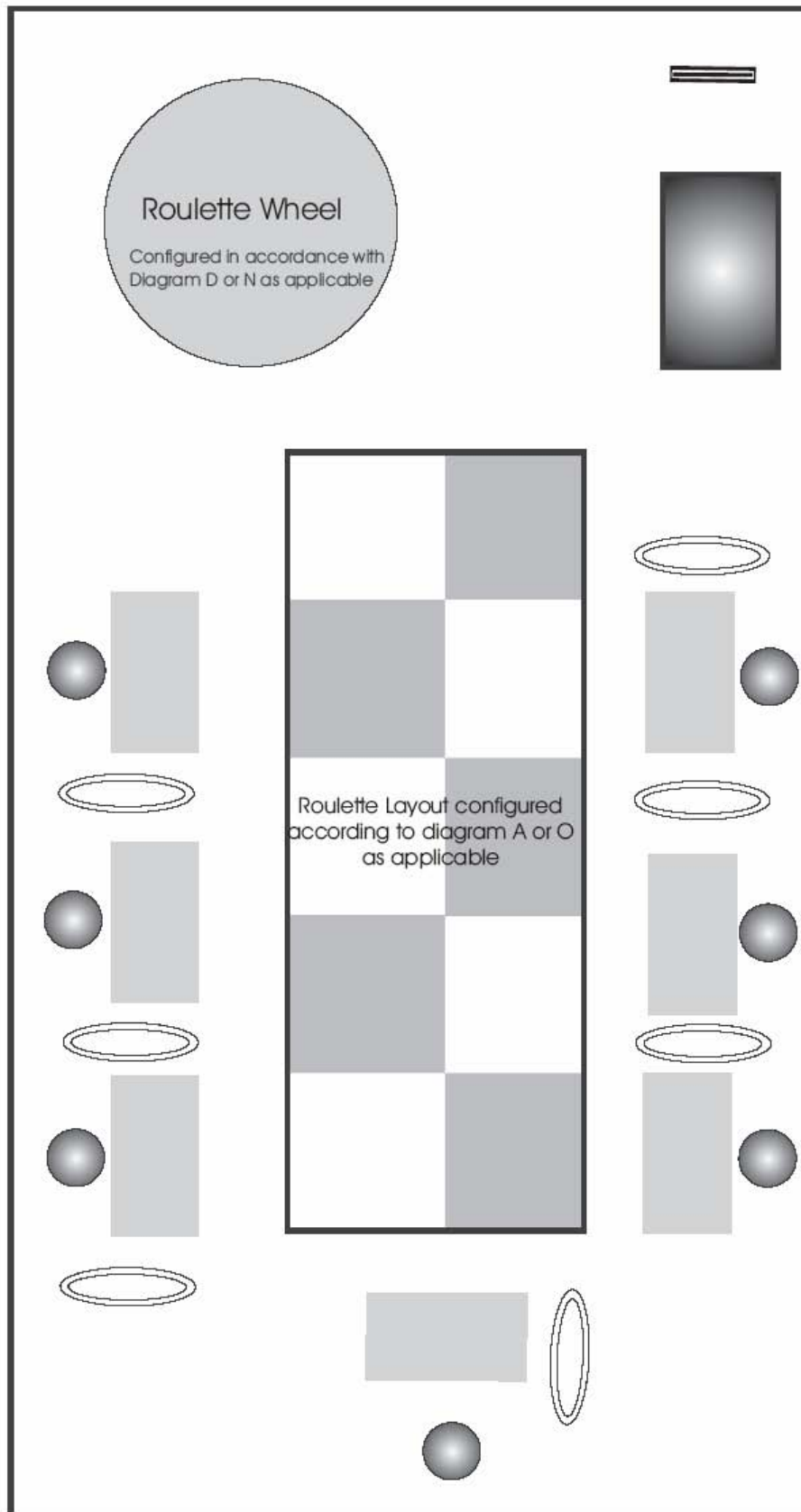


## DIAGRAM Q



## FOR GAMBLING REGULATION

DIAGRAM R



# DIAGRAM S

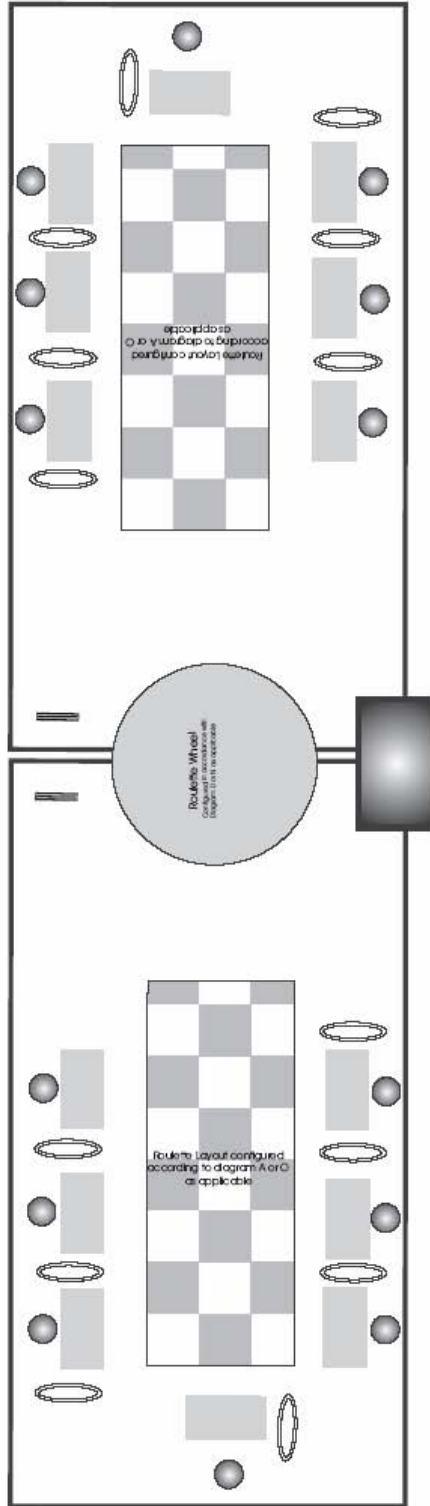
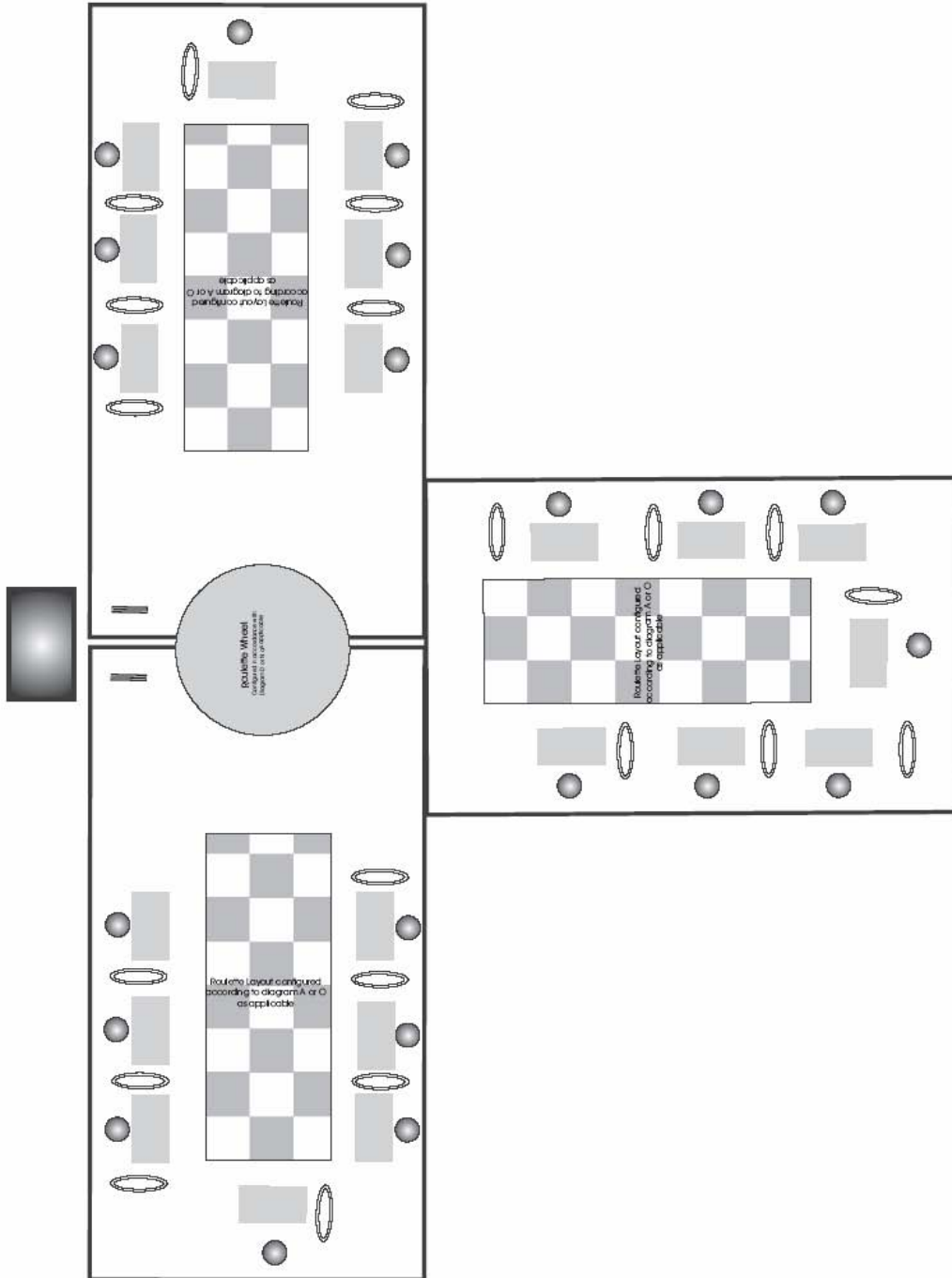
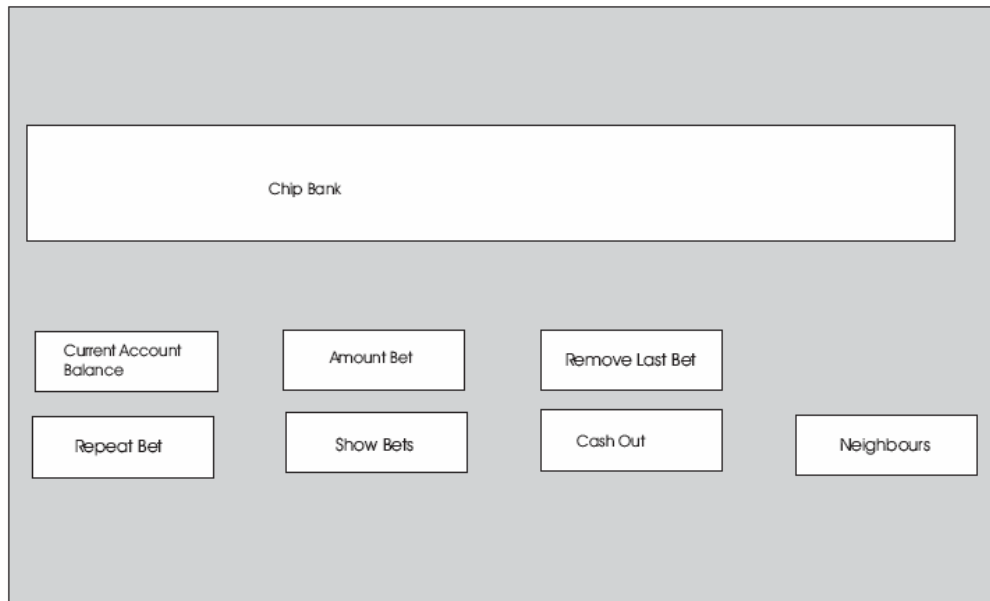


DIAGRAM T



## DIAGRAM U



# DIAGRAM V

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



# DIAGRAM W

