# Crown Melbourne Limited
## Table Games Roulette Rules

Version 19.0

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# 1. DEFINITIONS

1.1. In these Rules-

**'Crown'** mean Crown Melbourne Limited, the casino operator as defined in section 3 of the *Casino Control Act 1991* (Vic).

**'Crown Roulette Wheel'** means a Roulette wheel with 39 equally spaced compartments around its perimeter, one being marked with the numeral '0', another being marked with the numerals '00' and another being marked with either the numerals '000' or a Crown symbol and all coloured green and the others marked with the numerals from '1' to '36' arranged and coloured red and black, and marked in accordance with Diagram O.

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

**'Distinctive Marker'** means an object used to identify a particular action or function including, but not limited to, designating player status or colour chip value at a Roulette table. Each object will be distinctly designed and marked to denote its purpose.

**'Double Zero Roulette Wheel'** means a Roulette wheel with 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, and marked in accordance with Diagram E or Diagram H.

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

**'TG Area Manager'** means the person responsible for the **on-floor supervision** of Table Games operations, service and **Dealers** within an allocated area.

**'TG Casino Manager'** means **a senior manager** responsible for the management of Table Games operations, service and employees.

**'TG Higher Duties Dealer'** means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.

**'Side Wager'** means a betting option which is an accessory to the main game and on which a player(s) may place a wager in addition to or instead of, a Roulette wager. For example: Lucky Symbols.

**'Single Zero Roulette Wheel'** means a Roulette wheel with equally spaced compartments around its perimeter, one being marked with the numeral '0' and coloured green and the others marked with the numerals from '1' to '36', arranged and coloured alternately red and black as shown and marked in accordance with Diagram D.

**'Spin'** means when the Dealer (or a mechanical device) causes the ball to rotate around a Roulette Wheel which will then drop into a numbered compartment in the Roulette Wheel, determining an outcome for a round of play in the game of Roulette.

**'Tournament'** means a competition conducted in accordance with Rule 1.17.

**'Tournament Terms and Conditions'** means the Terms and Conditions approved for a Tournament in accordance with Rule 1.17.

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

**'Tournament Player'** means a player in a Tournament.

**'U-Spin'** means a mechanical device that causes the ball to be spun when a button is pushed.

**'VGCCC'** means Victorian Gambling and Casino Control Commission.

**'Void'** means an invalid Spin with no result or wager (as the context requires).

**'WND'** means a winning number display, which is a device designed to display on a screen visible to all players at the gaming table the outcome of at least the most recent Spin of the game.

1.2. Unless a contrary intention appears, a TG Higher Duties Dealer (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 to a:

1.4.1. Bet; is a reference to the contingency or outcome on which a player may place a wager; and

1.4.2. Wager; is to the money appropriated to such a bet in a particular case.

# 2. EQUIPMENT

2.1. A Roulette (or variation) table:

2.1.1. Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A, Diagram F, Diagram G or Diagram N;

2.1.2. Will contain any additional elements necessarily required by these Rules; and

2.1.3. May include features in addition to those shown in Diagram A, Diagram F or Diagram G (including areas for Side Wagers), if those features are not inconsistent with Diagram A, Diagram F or Diagram G or these Rules.

2.2. Unless otherwise stated in these Rules, the Roulette wheel will be a Single Zero Roulette Wheel.

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 seventeen (17) millimetres and not more than twenty-two (22) millimetres in diameter.

2.4. The Dealer may manually Spin the Roulette Wheel and ball, or may cause them to be spun mechanically.

2.4.1. Where a U-Spin device is in use, the Dealer may allow a nominated patron to cause the ball to be spun.

# 3. PLACEMENT OF WAGERS

3.1. Wagers will only be accepted in chips placed on the appropriate areas of the table layout. 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.

(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 may 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 Crown for the particular game played at the closed table at the time the player requests redemption. The exchange will be verified by a TG Area Manager (or above).

(d) The Dealer will not issue colour chips with the same colour and design to more than one (1) player at the same time unless the particular players issued with the chips agree.

(e) The specific value to be assigned to each colour chip set will be declared by the purchaser and denoted by the relevant cash chip or Distinctive Marker bearing the value declared by that person.

(f) At the discretion of a TG Higher Duties Dealer (or above), a player may be issued with colour chips of more than one (1) colour chip set at the same table provided no other player as a result is precluded from wagering with colour chips.

i. In such instances, the colour chip sets issued to the one player may be of different values providing the value of each colour chip set is declared by the purchaser according to Rule 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.

# 4. PERMISSIBLE WAGERS

4.1. In respect of the game, the Dealer must ensure the display of the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991* (Vic)[1].

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 will cause the ball to be spun in the opposite direction to

[1] Section 66 of the ***Casino Control Act 1991*** **(Vic)** 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 units

(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.

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.

5.2.1. Where a U-Spin device is in use, the Dealer may allow a nominated patron to cause the ball to be spun. The Dealer will ensure that the wheel is spinning in the opposite direction to which the ball will be spinning.

5.3. While the ball is still rotating around the wheel, the Dealer will indicate that no more bets may be placed.

5.4. When the ball comes to rest in a compartment in the wheel, the Dealer will:

5.4.1. Indicate the number of the compartment;

5.4.2. Place the Dolly on that number on the layout; and

5.4.3. Commence settlement of wagers for the Spin by clearing all losing wagers from the layout and paying all winning wagers in accordance with Rule 6.

5.5. When there are no wagers on the layout or players present at the table, the TG Higher Duties Dealer (or above) may direct the Dealer to perform additional or continuous Spins. Additional or continuous Spins may 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:

| ***Name*** | ***Definition*** | ***Odds*** |
|---|---|---|
| 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 (1) of the two (2) compartments designated by a chip on the line between adjacent squares. | 17 to 1 |
| Street | The ball comes to rest in one (1) of the three (3) compartments designated by a chip on a street. | 11 to 1 |
| Corner | The ball comes to rest in one (1) of the four (4) compartments designated by a chip on the point where four (4) squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 or 3, and 1st 12 meet). | 8 to 1 |
| Six-Line | The ball comes to rest in one (1) of the six (6) compartments designated by a chip on the point where two streets meet. | 5 to 1 |
| Column | The ball comes to rest in one (1) of the twelve (12) compartments designated by a chip on a column. | 2 to 1 |
| Dozen | The ball comes to rest in one (1) of the twelve (12) compartments designated by the range 1–12, 13–24 or 25–36. | 2 to 1 |
| Low | The ball comes to rest in one (1) of the eighteen (18) compartments designated by the range 1–18. | 1 to 1 |
| High | The ball comes to rest in one (1) of the eighteen (18) compartments designated by the range 19–36. | 1 to 1 |
| Even | The ball comes to rest in one (1) of the eighteen (18) compartments designated by an even number in the range 2–36. | 1 to 1 |
| Odd | The ball comes to rest in one (1) of the eighteen (18) compartments designated by an odd number in the range 1–35. | 1 to 1 |
| Red | The ball comes to rest in one (1) of the eighteen (18) compartments coloured red. | 1 to 1 |
| Black | The ball comes to rest in one (1) of the eighteen (18) compartments coloured black. | 1 to 1 |

6.2. In Rule 6.1, a reference to a:

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

6.2.2. Street; is a reference to the groups of three (3) squares marked with:

(a) The numbers 0, 1, 2; or

(b) The numbers 0, 2, 3; or

(c) Any three (3) consecutive numbers ending in a multiple of 3.

6.2.3. Column; is a reference to the groups of numbers—

(a) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34; or

(b) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35; or

(c) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36.

6.2.4. 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. Any valid wager which includes '0' will be a winning wager;

(a) All other wagers are losing wagers.

6.4. Where a Roulette table includes a race-track system similar in appearance to those depicted in Diagram B or Diagram C, the bets which can be placed in respect of an individual Spin are:

| ***Name*** | ***Definition*** |
|---|---|
| Series 5/8 **/** Tier | A six-piece wager with one (1) piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36. |
| Orphans / Orphelins | A five-piece wager with one (1) piece on each of 1, 6/9, 14/17, 17/20 and 31/34. |
| Grand Series 0/2/3 / Voisins Du Zero | A nine-piece wager with one (1) piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and two (2) pieces on 25/29 and 0/2/3. Or;<br>A ten-piece wager with one (1) piece on each of 0/000, 4/7, 12/15, 18/21, 19/22, 32/35 and two (2) pieces on 25/29 and 00/2/3. Or; |
| Zero Game / 0-Spiel | A four-piece wager with one (1) piece on each of 0/3, 12/15, 26 and 32/35. Or;<br>A five-piece wager with one (1) piece on each of 0/000, 00/3, 12/15, 26, 32/35. Or; |
| Neighbours | A three, five, or seven-piece wager (depending on configuration of the table) with one (1) piece on a specific number and each of:<br>• For a three-piece wager, the neighbouring number either side e.g. '17 and the neighbours' = 25, 17 and 34. |

| | |
|---|---|
| | • For a five-piece wager, the two (2) neighbouring numbers either side e.g. '17 and the neighbours' = 2, 25, 17, 34 and 6; or<br>• For a seven-piece wager, the three (3) neighbouring numbers either side, e.g. '17 and the neighbours' = 21, 2, 25, 17, 34, 6 and 27. |
| Finales | A three, four, five or six-piece wager (depending on configuration of the table) with one (1) piece on the last digit of a specific number between 0 (including 00 and 000) and 9 e.g. 'Finales of 1' = 1, 11, 21 and 31, 'Finales of 9' = 9, 19, 29. |

# 7. IRREGULARITIES

7.1. The Dealer (or above) must declare that a Spin is a 'no Spin' (i.e. declare Void) 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. The Dealer (or above) 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

(a) Where a U-Spin device is in use a foreign object may include a Roulette ball.

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. The Dealer (or above) 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 (or above) announces a no Spin:

7.2.1. They may attempt to prevent the ball from coming to rest in one of the compartments; and

7.2.2. That Spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.

7.3. A TG Higher Duties Dealer (or above) may declare Void 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 a TG Higher Duties Dealer (or above) reasonably forms the opinion that the ball will not come to rest in a compartment in a reasonable timeframe, they may announce a no Spin. That Spin will be Void, regardless of whether the ball eventually comes to rest in one (1) 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 variation 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. In addition to the equipment described in Rule 2.1, the Roulette wheel will be a Double Zero Roulette Wheel.

8.3. Placement of Wagers

8.3.1. Wagers will be placed in accordance with Rule 3.

8.4. Settlement

8.4.1. Where provided for by the table layout, in addition to those bets described in Rule 6.1, the following bet may be placed in respect of an individual Spin:

| ***Name*** | ***Definition*** | ***Odds*** |
|---|---|---|
| Five-Line/First Five | The ball comes to rest in one (1) of the five (5) compartments designated by a chip on the point where 0, 00, 1, 2 and 3 meet or in the section of the layout marked 'First Five', as applicable. | 6 to 1 |

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

8.4.3. In addition to the wagers listed in 6.2.2, a Street will also apply to the following (layout dependent):

(a) 0, 00, 2; or

(b) 00, 2, 3.

8.4.4. If the outcome of an individual Spin is '00':

(a) Any valid wager which includes '00' will be a winning wager;

(b) All other wagers are losing wagers.

# 9. CROWN ROULETTE

9.1. Where the variation of Roulette in play is Crown Roulette, the approved Rules of Roulette will apply, except where the Rules are inconsistent with the Rules of Crown Roulette, in which case the Rules of Crown Roulette will prevail.

9.2. Equipment:

9.2.1. In addition to the equipment described in Rule 2.1, the Roulette wheel will be a Crown Roulette Wheel.

9.3. Placement of Wagers

9.3.1. Wagers will be placed in accordance with Rule 3.

9.4. Settlement

9.4.1. Where provided for by the table layout, in addition to those bets described in Rule 6.1, the following bet may be placed in respect of an individual Spin:

| ***Name*** | ***Definition*** | ***Odds*** |
|---|---|---|
| Any Green | The ball comes to rest in either 000/Crown, 00 or 0 | 11 to 1 |
| Six-Line/First Six | The ball comes to rest in one (1) of the first six (6) compartments designated by a chip in the section of the layout marked 'First Six', as applicable. | 5 to 1 |

9.4.2. A reference to a square is a reference to an area on the layout marked with a number in the range 000/Crown, 00, 0–36

9.4.3. In addition to the wagers listed in 6.2.2 and 8.4.3, a Street will also apply to the following (layout dependent):

(a) 0, 00, 000.

9.4.4. If the outcome of an individual Spin is '00':

(a) Any valid wager which includes '00' will be a winning wager;

(b) All other wagers are losing wagers.

9.4.5. If the outcome of an individual Spin is '000/Crown';

(a) Any valid wager which includes '000/Crown' will be a winning wager;

(b) All other wagers are losing wagers.

# 10. FRENCH ROULETTE

10.1. Where the variation 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.

10.2. 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.

10.3. Equipment

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

10.4. Placement of Wagers:

10.4.1. Wagers will be placed in accordance with Rule 3.

10.4.2. Neighbours wagers may also be accepted by placing a Distinctive Marker on the chips for the wager, which will be retained and spread in the area next to '0'.

(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.

10.5. Dealing the Game

10.5.1. 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".

10.5.2. 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".

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

10.5.4. 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.

## 10.6. Settlement

10.6.1. The bets which can be placed in respect of an individual Spin and the odds payable for them are:

| ***Name*** | ***Definition*** | ***Odds*** |
|---|---|---|
| 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 (1) of the two (2) compartments designated by a chip on the line between adjacent squares. | 17 to 1 |
| En Transversale | The ball comes to rest in one (1) of the three (3) compartments designated by a chip on a street | 11 to 1 |
| En Carre | The ball comes to rest in one (1) of the four (4) 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 (1) of the six (6) compartments designated by a chip on the point where two streets meet. | 5 to 1 |
| Colonne | The ball comes to rest in one (1) of the twelve (12) compartments designated by a chip on a column. | 2 to 1 |
| Douzaine | The ball comes to rest in one (1) of the twelve (12) compartments designated by the range 1–12, 13–24 or 25–36. | 2 to 1 |
| Manque | The ball comes to rest in one (1) of the eighteen (18) compartments designated by the range 1–18. | 1 to 1 |

| *Name* | *Definition* | *Odds* |
|---|---|---|
| Passe | The ball comes to rest in one (1) of the eighteen (18) compartments designated by the range 19–36. | 1 to 1 |
| Pair | The ball comes to rest in one (1) of the eighteen (18) compartments designated by an even number in the range 2–36. | 1 to 1 |
| Impair | The ball comes to rest in one (1) of the eighteen (18) compartments designated by an odd number in the range 1–35. | 1 to 1 |
| Rouge | The ball comes to rest in one (1) of the eighteen (18) compartments coloured red. | 1 to 1 |
| Noir | The ball comes to rest in one (1) of the eighteen compartments coloured black. | 1 to 1 |

10.6.2. Race-Track (Traditional French Wagers)

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

# 11. TOUCHBET ROULETTE

11.1. Where the variation 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.

11.2. 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 Spin.

**'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 11.7

**'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 Rule 11.6.2.

## 11.3. Additional Equipment

11.3.1. The display of the touch screen monitor of an open TouchBet Betting Station:

(a) Will contain all the elements of the design being similar in appearance to that depicted in Diagram K; and

(b) Will contain any additional elements necessarily required by these Rules; and

(c) May include features in addition to those shown in Diagram K, if those features are not inconsistent with Diagram K or these Rules.

11.3.2. A TouchBet Roulette table is made up of the following equipment:

(a) Up to fifty (50) betting stations;

(b) A game system;

(c) One or more cameras;

(d) A Roulette wheel;

(e) A Roulette layout;

(f) A Roulette ball;

and may include:

(g) A WND; and

(h) A Flying Roulette Display.

## 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 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 a manner similar to that depicted in Diagram A, Diagram F or Diagram G prior to the end of the wagering period for that Spin.

11.4.2. 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.

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

11.4.4. 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.

11.4.5. A TouchBet Screen 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, 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.

## 11.5. Permissible Wagers

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

11.5.2. 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;

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

and

(d) 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.

## 11.6. Dealing the Game

11.6.1. The Dealer will deal the game in accordance with Rule 5.

11.6.2. For each Spin, 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.

11.6.3. 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.

## 11.7. TouchBet Chip Accounts

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

11.7.2. 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.

11.7.3. 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.

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 TouchBet Chip Account he/she selects Cash-Out. Where the TouchBet Chip Account balance is zero, he/she may leave the game at any time.

(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.

## 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 8.4.1 as the case may be.

## 11.9. TouchBet Irregularities

11.9.1. 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 TG Area Manager (or above).

11.9.2. If, at any time the red light on the Dealer Console is illuminated, the Dealer will announce that the Spin is a no Spin and notify a TG Area Manager (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.

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

11.9.4. 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.

11.9.5. 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. Crown may refuse to pay any amount claimed in respect of a particular TouchBet Betting Station for a period of seventy two (72) hours to allow Crown to investigate the malfunction.

11.9.6. 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 Crown is of the opinion that the TouchBet Betting Station is not functioning correctly.

11.9.7. 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

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

11.9.8. If, for the purposes of Rules 11.9.5(b) and 11.9.7(b), the relevant wagers placed cannot be confirmed through the analysis of available records, then those wagers must be treated as Void.

11.9.9. Where in the opinion of Crown 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

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

# 12. TOUCHTABLE ROULETTE

12.1. Where the variation 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.

## 12.2. 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 12.7.

## 12.3. Additional Equipment

12.3.1. 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 L and consisting of:

(a) Approved TouchTable gaming systems and components;

and may include:

(b) A WND.

12.3.2. A Player Display:

(a) Will contain all the elements of the design being similar in appearance to those depicted in Diagram M

(b) Will contain any additional elements necessarily required by these Rules; and

(c) May include features in addition to those depicted in Diagram M if those features are not inconsistent with Diagram M or these Rules.

## 12.4. Placement of Wagers

12.4.1. 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 and 8.4) in the manner similar to that depicted in Diagram A, Diagram F or Diagram G,prior to no more bets being announced.

12.4.2. 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 Rule 12.4.2.

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

12.4.4. 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.

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

12.4.6. 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.

## 12.5. Permissible Wagers

12.5.1. 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.

## 12.6. Dealing the Game

12.6.1. The Dealer will deal the game in accordance with Rule 5.

12.6.2. When the Dealer indicates no more bets may be placed in accordance with Rule 5.3,,a message to the same effect displayed on the table layout.

12.6.3. 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.

## 12.7. TouchTable Chip Accounts

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

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

12.7.3. Where the Dealer accepts an amount tendered, they:

(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.

12.7.4. 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.

12.7.5. When a player leaves the game, to close the TouchTable Chip Account they will select Cash-Out. Where the TouchTable Chip Account balance is zero, they may leave the game at any time.

12.7.6. 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.

12.7.7. 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 12.7.6.

(b) If the balance of the player's TouchTable Chip Account Balance is zero, he or she may leave the game at any time.

## 12.8. Settlement

12.8.1. The bets which can be placed in respect of an individual Spin and the odds payable for them are described in Rule 6, as the case may be.

## 12.9. TouchTable Roulette Irregularities

12.9.1. 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 TG Area Manager (or above).

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

12.9.3. 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.

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

(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. Crown may refuse to pay any amount claimed in respect of a particular Player Display for a period of seventy two hours to allow Crown to investigate the malfunction.

12.9.5. 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, 6.4 or 8.4, 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 Crown is of the opinion that the Player Display is not functioning correctly.

12.9.6. 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. Crown may refuse to pay any amount claimed in respect of a particular Player Display for a period of seventy two hours to allow Crown to investigate the malfunction.

12.9.7. If, for the purposes of Rules 12.9.4(b) and 12.9.6(b), the relevant wagers placed cannot be confirmed through the analysis of available records, then those wagers must be treated as Void.

# 13. LUCKY SYMBOLS

13.1. Where the variation of Roulette in play incorporates Lucky Symbols Side Wagers, the approved Rules for Roulette will apply except where the Rules are inconsistent with the Rules for Lucky Symbols, in which case the Rules for Lucky Symbols will prevail.

13.2. Additional Definitions

**'Lucky Symbols wager'** means a Side Wager which once placed, entitles the player to a payout when the Lucky Symbols result for that Spin is the same as the Lucky Symbol that they have wagered on.

13.3. Additional Equipment

13.3.1. The table will include an electronic system, approved as gaming equipment under section 62 and 64 of the *Casino Control Act 1991* (Vic), which will be used to generate the Lucky Symbol result.

13.4. Placement of Wagers

13.4.1. A Lucky Symbols wager will:

(a) Win, when a player has placed a wager on a particular Lucky Symbol and the result of the Spin is that Lucky Symbol; and

(b) Lose, when a player has placed a wager on a particular Lucky Symbol and the result of the Spin is a different Lucky Symbol.

13.5. The Result

13.5.1. When, after the ball is spun, it comes to rest, the winning Lucky Symbol will be displayed on the WND.

13.5.2. Wagers will be settled strictly in accordance with the result displayed on the WND.

13.6. Settlement

13.6.1. The odds payable for winning wagers placed on the Lucky Symbols wagers are -

| Description | Payout Odds |
|---|---|
| Lucky Symbol A | 80 to 1 |
| Lucky Symbol B | 18 to 1 |
| Lucky Symbol C | 3 to 1 |
| Lucky Symbol D | 1 to 1 |
| Lucky Symbol E | 3 to 1 |
| Lucky Symbol F | 18 to 1 |
| Lucky Symbol G | 80 to 1 |

13.7. Irregularities

13.7.1. If the electronic equipment required to generate the Lucky Symbols Side Wagers experiences a malfunction (including by reason of physical damage), either before or after the Dealer announces that no more bets may be placed, all Lucky Symbols Side Wagers placed by all players for the relevant Spin must be treated as Void.

13.7.2. Where the electronic equipment required to generate the Lucky Symbols is not operating properly, the Lucky Symbols Side Wager will not be offered.

# 14. ROULETTE MATCH

14.1. Where the variation of Roulette in play incorporates Roulette Match Side Wagers, the approved Rules for Roulette will apply except where the Rules are inconsistent with the Rules for Roulette Match, in which case the Rules for Roulette Match will prevail.

14.2. Additional Definitions

'**Colour Match**' means that the colour on both electronically generated wheels matches the colour simultaneously spun by the Dealer.

'**Number Match**' means that the number on one or both of the electronically generated wheels matches the number simultaneously spun by the Dealer.

'**Bonus**' means a random, system generated payout for which players who have an active wager on either Colour Match or Number Match, or both Colour Match and Number Match are eligible to receive.

14.3. Additional Equipment

14.3.1. The table will include an electronic system, approved as gaming equipment under sections 62 and 64 of the *Casino Control Act 1991* (Vic), which will be used to generate the Roulette Match Side Wager result.

## 14.4. Placement of Wagers

14.4.1. A Colour Match wager will:

(a) Win, when a colour match as described in Rule 14.2 occurs.

(b) Win, when the outcome of a Spin is the 'Bonus' as described in Rule 14.2

(c) Lose, when a colour match as described in Rule 14.2 does not occur.

14.4.2. A Number Match wager will:

(a) Win, when a number match as described in Rule 14.2 occurs.

(b) Win, when the outcome of a Spin is the 'Bonus' as described in Rule 14.2.

(c) Lose, when a number match as described in Rule 14.2 does not occur.

14.4.3. Crown may make Colour Match or Number Match or both available for play at a Roulette table.

## 14.5. The Result

14.5.1. When, after the ball is spun, it comes to rest, the winning number will be displayed on the WND.

14.5.2. The results of the two electronically generated wheels will also be displayed on the WND.

14.5.3. Wagers will be settled strictly in accordance with the results displayed on the WND.

## 14.6. Settlement

14.6.1. The odds payable for winning wagers placed on the Roulette Match Side Wager are -

| Description | Payout Odds |
|---|---|
| **Colour Match** | |
| All Black | 3 to 1 |
| All Red | 3 to 1 |
| All Green | 250 to 1 |
| **Number Match** | |
| One electronically generated number matches the number spun by the Dealer | 12 to 1 |

| | |
|---|---|
| Both electronically generated numbers match the number spun by the Dealer | 300 to 1 |
| **Bonus*** | 500 to 1 |
| ***Each individual wager placed on Colour Match and/or Number Match will be paid at the applicable odds. | |

14.7. Irregularities

14.7.1. If the electronic equipment required to generate the Roulette Match Side Wagers experiences a malfunction (including by reason of physical damage), either before or after the Dealer announces that no more bets may be placed, all Roulette Match Side Wagers placed by all players for the relevant Spin must be treated as Void.

14.7.2. Where the electronic equipment required to generate Roulette Match is not operating properly, the Roulette Match Side Wager will not be offered.

# 15. SPREAD-BET ROULETTE

15.1. Where the variation of Roulette in play incorporates Spread-Bet Roulette Side Wagers, the approved Rules for Roulette will apply except where the Rules are inconsistent with the Rules for Spread-Bet Roulette, in which case the Rules for Spread-Bet Roulette will prevail.

15.2. Additional Definitions

'**Bonus Number**' means the number on the inner ring of the WND which is randomly aligned to the Winning Number, when the inner and outer wheels both stop Spinning.

'**Number Spread**' means a defined range of numbers between 0 and 72 or 0/00 and 72 which players have the option to wager on.

'**Spread-Bet Number**' means the number that results when the Winning Number and the Bonus Number are added together.

'**Winning Number**' means the number of the compartment which the ball comes to rest in, after it has been spun as, described in Rule 5.4

15.3. Additional Equipment

15.3.1. The table will include an electronic system approved as gaming equipment under sections 62 and 64 of the *Casino Control Act 1991* (Vic), which will be used to generate the Spread-Bet result.

15.3.2. The WND will display the Spread-Bet result. It will be configured to show two (2) wheels (or rings), an outer wheel and an inner wheel which will rotate in opposite directions whilst Spinning. The wheels will be marked:

(a) Identically to each other in accordance with Diagram D, Diagram E or Diagram H depending on the variation of Roulette being played at the table; and

(b) Identically to the Roulette wheel in use at the table.

## 15.4. Placement of Wagers

15.4.1. Players may wager on any one of more of the Number Spreads by placing a chip(s) on the applicable area of the table layout.

15.4.2. Wagers may be placed on:

(a) Number Spread 1;

(b) Number Spread 2;

(c) Number Spread 3;

(d) Number Spread 4;

(e) Number Spread 5;

(f) Number Spread 6; and

(g) Number Spread 7.

15.4.3. A Spread-Bet Roulette wager will:

(a) Win, when the Spread-Bet Number falls into the Number Spread which the player has wagered on; and

(b) Lose, on all other outcomes.

## 15.5. The Result

15.5.1. Before the two (2) wheels described in Rule 15.3.2 slow, stop Spinning and randomly align, it will be communicated to the players that no more bets may be placed on the Number Spreads.

15.5.2. After the ball comes to rest in accordance with Rule 5.4:

(a) The Winning Number will be highlighted on the outer wheel displayed on the WND;

(b) The Bonus Number will be highlighted on the inner wheel displayed on the WND;

(c) The Winning Number and the Bonus Number will automatically be added together, creating the Spread-Bet Number; and

(d) The Spread-Bet Number will be displayed on the WND.

15.5.3. Wagers will be settled strictly in accordance with the results displayed on the WND.

## 15.6. Settlement

15.6.1. The odds payable for winning wagers placed on a Spread-Bet Roulette wager are:

**Table 1: Games Played using a Single Zero Roulette wheel:**

| Spread | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|

**Option 1**

| Spread | 0-0 | 1-11 | 12-18 | 19-39 | 40-50 | 51-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 1200 to 1 | 15 to 1 | 10 to 1 | 1 to 1 | 3 to 1 | 4 to 1 | 400 to 1 |

**Option 2**

| Spread | 0-4 | 5-18 | 19-30 | 31-39 | 40-50 | 51-69 | 70-72 |
|---|---|---|---|---|---|---|---|
| Odds | 80 to 1 | 6 to 1 | 3 to 1 | 3 to 1 | 3 to 1 | 4 to 1 | 200 to 1 |

**Option 3**

| Spread | 0-1 | 2-11 | 12-18 | 19-33 | 34-54 | 55-67 | 68-72 |
|---|---|---|---|---|---|---|---|
| Odds | 400 to 1 | 15 to 1 | 10 to 1 | 2 to 1 | 1 to 1 | 7 to 1 | 80 to 1 |

**Option 4**

| Spread | 0-2 | 3-7 | 8-8 | 9-25 | 26-44 | 45-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 200 to 1 | 40 to 1 | 135 to 1 | 3 to 1 | 1 to 1 | 2 to 1 | 400 to 1 |

**Option 5**

| Spread | 0-1 | 2-4 | 5-28 | 29-47 | 48-67 | 68-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 400 to 1 | 100 to 1 | 2 to 1 | 1 to 1 | 3 to 1 | 100 to 1 | 400 to 1 |

**Table 2: Games Played using a Double Zero Roulette wheel:**

| Spread | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|

**Option 1**

| Spread | 0/00-0/00 | 1-11 | 12-18 | 19-39 | 40-57 | 58-71 | 72-72 |
|---|---|---|---|---|---|---|---|
| Odds | 320 to 1 | 12 to 1 | 9 to 1 | 1 to 1 | 2 to 1 | 10 to 1 | 1275 to 1 |

**Option 2**

| Spread | 0/00-1 | 2-9 | 10-25 | 26-45 | 46-57 | 58-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 150 to 1 | 18 to 1 | 3 to 1 | 1 to 1 | 4 to 1 | 10 to 1 | 400 to 1 |

**Option 3**

| Spread | 0/00-1 | 2-9 | 10-25 | 26-45 | 46-57 | 58-71 | 72-72 |
|---|---|---|---|---|---|---|---|
| Odds | 150 to 1 | 18 to 1 | 3 to 1 | 1 to 1 | 4 to 1 | 10 to 1 | 1250 to 1 |

**Option 4**

| Spread | 0/00-1 | 2-9 | 10-25 | 26-45 | 46-57 | 58-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 160 to 1 | 18 to 1 | 3 to 1 | 1 to 1 | 4 to 1 | 10 to 1 | 430 to 1 |

**Option 5**

| Spread | 0/00-2 | 3-20 | 21-40 | 41-58 | 59-65 | 66-70 | 71-72 |
|---|---|---|---|---|---|---|---|
| Odds | 100 to 1 | 4 to 1 | 1 to 1 | 2 to 1 | 16 to 1 | 50 to 1 | 430 to 1 |

15.7. Irregularities

15.7.1. If the electronic equipment required to generate the Spread-Bet Number experiences a malfunction (including by reason of physical damage), either before or after the Dealer announces that no more bets may be placed, all Spread-Bet Side Wagers placed by all players for the relevant Spin must be treated as Void.

15.7.2. Where the electronic equipment required to generate the Spread-Bet Number is not operating properly, the Spread-Bet Side Wager will not be offered.

# 16. LUCKY BALL

16.1. Where the variation of Roulette in play incorporates Lucky Ball Side Wagers, the approved Rules for Roulette will apply except where the Rules are inconsistent with the Rules for Lucky Ball, in which case the Rules for Lucky Ball will prevail.

16.2. Additional Definitions

'**Bonus Number**' means the Lucky Ball number which is randomly selected by the game system as the Bonus Number.

**'Lucky Ball Number'** means a number between 0 or 00 and 36 which is randomly generated and then allocated to one of the four colours displayed on the table layout.

**'Winning Number'** means the number of the compartment which the ball comes to rest in, after it has been spun, as described in Rule 5.4

## 16.3. Additional Equipment

16.3.1. The table will include an electronic system which is approved as gaming equipment under sections 62 and 64 of the *Casino Control Act 1991* (Vic) which will be used to generate the Lucky Ball Number and the Bonus Number.

## 16.4. Placement of Wagers

16.4.1. Players may wager on any one or more of the four Lucky Ball Numbers by placing a chip(s) on the applicable area of the table layout.

16.4.2. Wagers may be placed on:

(a) Colour 1, representing Lucky Ball Number 1;

(b) Colour 2, representing Lucky Ball Number 2;

(c) Colour 3, representing Lucky Ball Number 3; and

(d) Colour 4, representing Lucky Ball Number 4.

16.4.3. A Lucky Ball wager will:

(a) Win, when the Winning Number is the same as one of the Lucky Ball Numbers and the player has placed a wager on the colour representing that Lucky Number; and

(b) Lose, on all other outcomes.

## 16.5. Dealing the Game

16.5.1. After the Dealer has announced that players may place their bets, the Lucky Ball Numbers will be generated and displayed on the WND.

16.5.2. After it is communicated to the players that no more bets may be placed on Lucky Ball, one of the Lucky Ball Numbers will also become the Bonus Number. The Bonus Number will be generated and displayed on the WND.

## 16.6. The Result

16.6.1. When the ball has been spun and comes to rest as described in Rule 5.4

(a) If the Winning Number matches one of the Lucky Ball Numbers, the result will be highlighted on the WND; and

(b) When the Lucky Ball Number is also the Bonus Number, this will be indicated on the WND as well.

16.6.2. Wagers will be settled strictly in accordance with the results displayed on the WND.

## 16.7. Settlement

16.7.1. For both games played using both a Single Zero Roulette Wheel and a Double Zero Roulette Wheel, the odds payable for winning wagers placed on Lucky Ball are:

| Lucky Ball Colour | Payout Odds | |
|---|---|---|
| | **Payout** | **Bonus** |
| **Colour 1 (e.g.Red)** | 6 to 1 | 120 to 1 |
| **Colour 2 (e.g.Green)** | 12 to 1 | 100 to 1 |
| **Colour 3 (e.g.Blue)** | 20 to 1 | 75 to 1 |
| **Colour 4 (e.g.Yellow)** | 25 to 1 | 60 to 1 |

16.8. Irregularities

16.8.1. If the electronic equipment required to generate the Lucky Ball Number experiences a malfunction (including by reason of physical damage), either before or after the Dealer announces that no more bets may be placed, all Lucky Ball Side Wagers placed by all players for the relevant Spin must be treated as Void.

16.8.2. Where the electronic equipment required to generate the Lucky Ball Number is not operating properly, the Lucky Ball Side Wager will not be offered.

# 17. ROULETTE TOURNAMENT PLAY

17.1. Crown may conduct Tournaments in which all Tournament players have the opportunity to play any version of Roulette being offered, with an equal chance.

17.2. For each Tournament conducted by Crown, Crown must:

17.2.1. In accordance with Rule 17.4, document relevant Terms and Conditions.

17.2.2. 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 VGCCC on-site inspectorate of the intention to conduct the Tournament.

17.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.

(a) The Tournament Director may, at their discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.

17.2.4. Designate the gaming tables to be used in the conduct of the

Tournament.

17.2.5. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 17.2.4 is used exclusively for Tournament play.

17.3. Prior to the commencement of play in a Tournament:

17.3.1. The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.

17.3.2. 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'.

17.4. The Tournament Terms and Conditions referred to in Rule 17.2.1 must include the following information at a minimum:

17.4.1. 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 VGCCC will be notified of any change to the Tournament details prior to the Tournament.

17.4.2. 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 Crown is reserving the right generally to deny entry to a Tournament, a statement that Crown may refuse any application.

iv. If Crown 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, 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).

17.4.3. 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.

17.4.4. Wagers

(a) The type of chips to be used for Tournament play.

(b) If there is a minimum or compulsory wager for each Spin 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 Spin and details of how to make a secret wager.

17.4.5. Elimination

(a) The criteria for how Tournament Players will be eliminated from the Tournament.

17.4.6. Winners

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

17.4.7. 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.

17.4.8. 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 their 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 likenesses 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 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 *Australian Consumer Law and Fair Trading Act* 2012 (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 Crown is entitled to have the complaint investigated by the VGCCC, pursuant to legislative requirements and the Rules of Roulette.

# 18. GENERAL PROVISIONS

18.1. A person will not, with respect to a game of Roulette or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

18.2. Where a player has contravened any provision of the Rules a TG Casino Manager (or above) may:

18.2.1. Declare that any wager made by the player(s) will be Void;

18.2.2. Direct that the player(s) will be excluded from further participation in the game;

18.2.3. Withhold payable winnings from the player(s) if reasonably suspected to have been won while the player(s) were in possession of a prohibited device until the Casino Operator has completed an investigation and made a determination; and

18.2.4. Detain the person(s) in a suitable place in or near the casino and, in any event, not contrary to section 81(3) of the *Casino Control Act 1991*, until the arrival of a police officer, if reasonably suspected to be in possession of a device prohibited under section 80 of the *Casino Control Act 1991* or to be contravening or attempting to contravene section 81, 82, 83 or 83A of the *Crimes Act 1958* or a prescribed

provision of the *Casino Control Act 1991*.

18.3. A TG Casino Manager (or above) may declare the outcome of a Spin or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.

18.4. A TG Higher Duties Dealer (or above) may declare Void the outcome of a Spin if the Spin is disrupted by circumstances outside Crown's reasonable control, including (but not limited to): forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery or an Act of God.

18.5. Where the outcome of a game is declared Void, all wagers made by the players for that particular result will be refunded.

18.6. A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.

18.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

18.8. A TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Spins' notice is given to the players.

18.9. A player who abstains from wagering for three (3) consecutive Spins whilst all other playing positions at that table are in use may be required to vacate that playing position.

18.10. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of a TG Area Manager (or above) will be final.

18.11. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, a VGCCC Inspector.

18.12. A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VGCCC pursuant to legislative requirements and the Rules of Roulette.

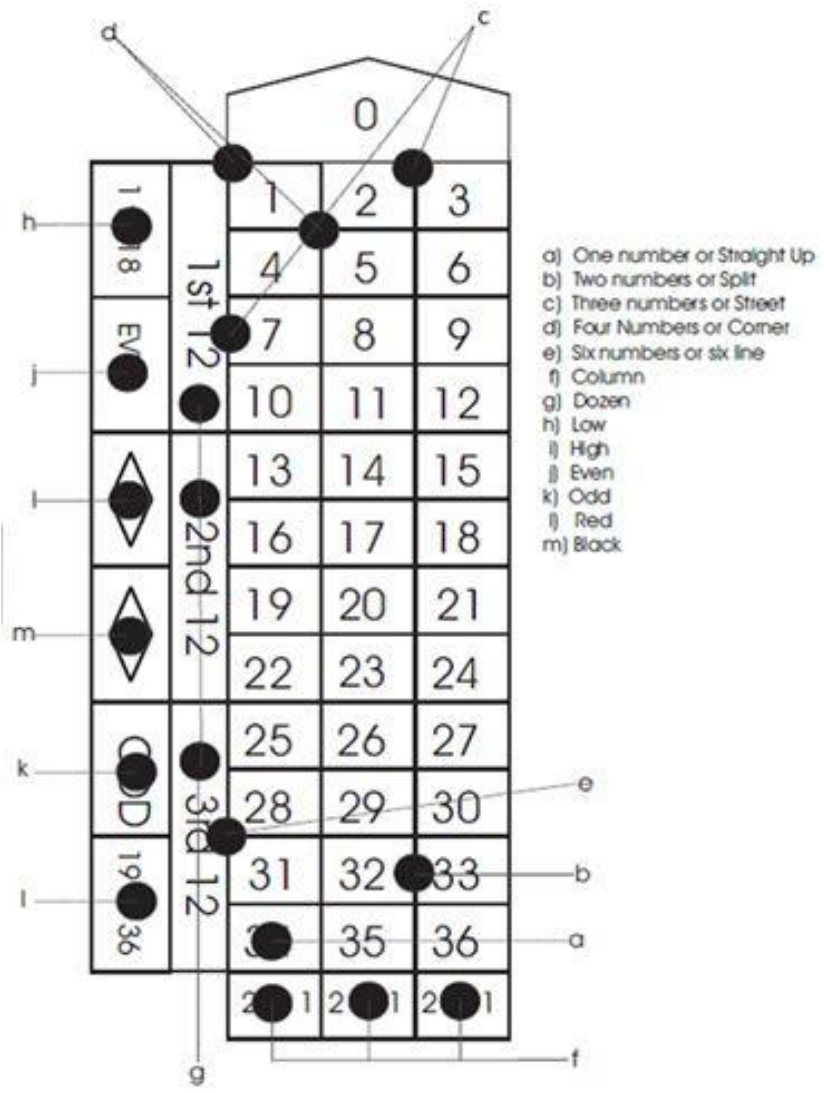
18.13. Players are not permitted to have side bets against each other.

18.14. A copy of these Rules will be made available, upon request.

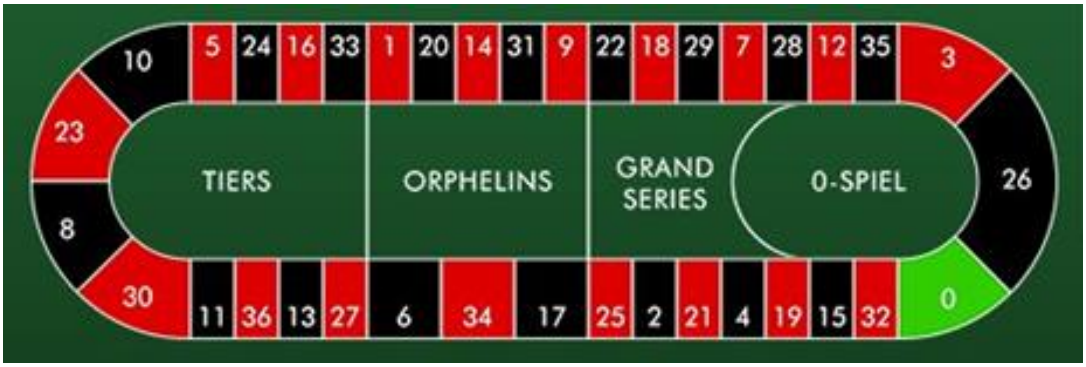
# 19. VERSION CONTROL TABLE

| Version Number | Date of Crown Revisions | Summary of Revisions |
|---|---|---|
| 16.1 | 27 April 2022 | |
| 17.0 | 3 April 2024 | Uploaded into new format<br>Addition of Version Control Table<br>Addition of Crown Roulette |
| 18.0 | 22 January 2025 | Clarification of the 0,1,2,3 Corner definition<br>Rewording of Crown Roulette 9.4.3 (a) and 9.4.4 (a) to allow for minor layout changes<br>Replacing “Any Zero” with “Any Green” to clarify the inclusion of the Crown Symbol on Crown Roulette<br>Updated Diagram N |
| 19.0 | 04 March 2026 | Rewording of Rule 6.3.1, 8.4.3a, 9.4.3a and 9.4.4a to prevent issues with other layouts.<br>Added Six-Line to First Six definition.<br>Added options to Rule 6.4 race-track to deal with different layouts.<br>Changed ACM to CM<br>Added extra definitions for ‘Streets’ in ’00’ and Crown Roulette |

## DIAGRAM A


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

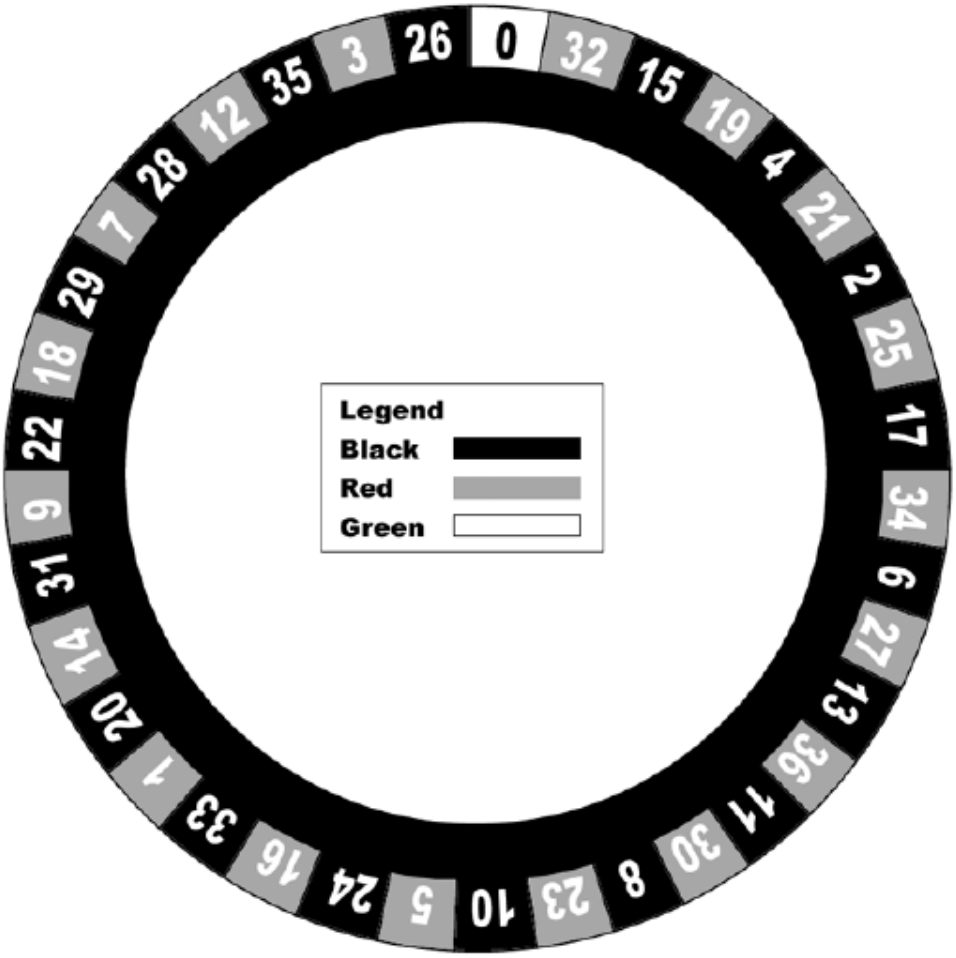
## DIAGRAM B



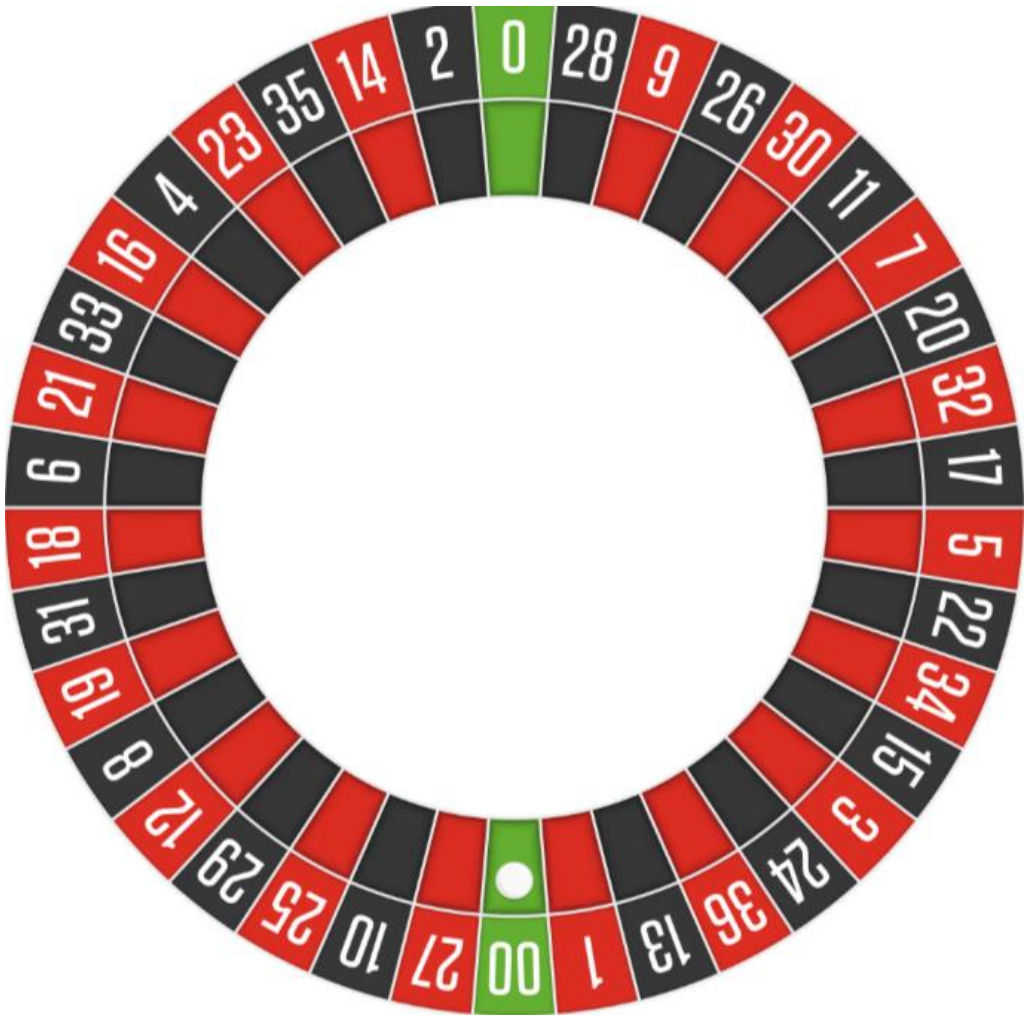

## DIAGRAM C



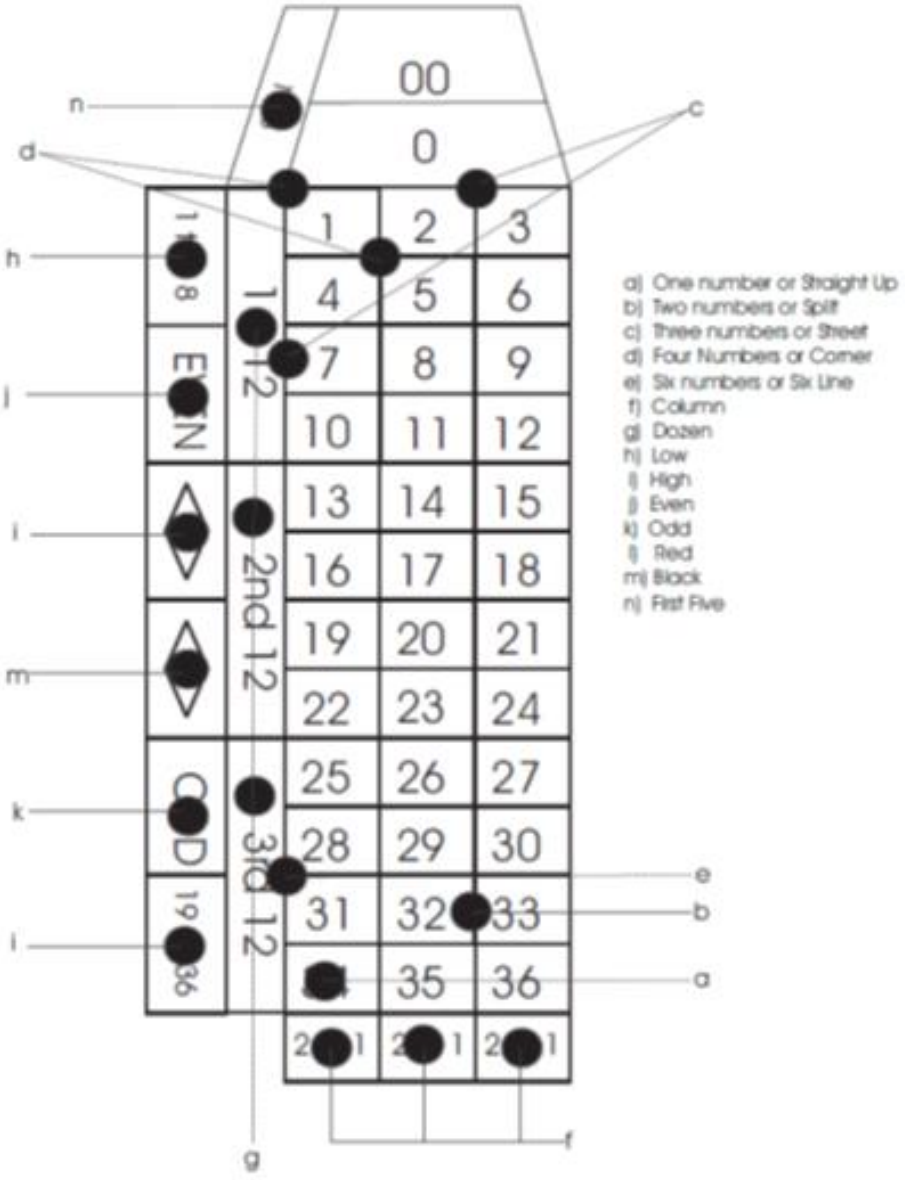
## DIAGRAM D


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28
12
35
3
26
Legend
Black
Red
Green

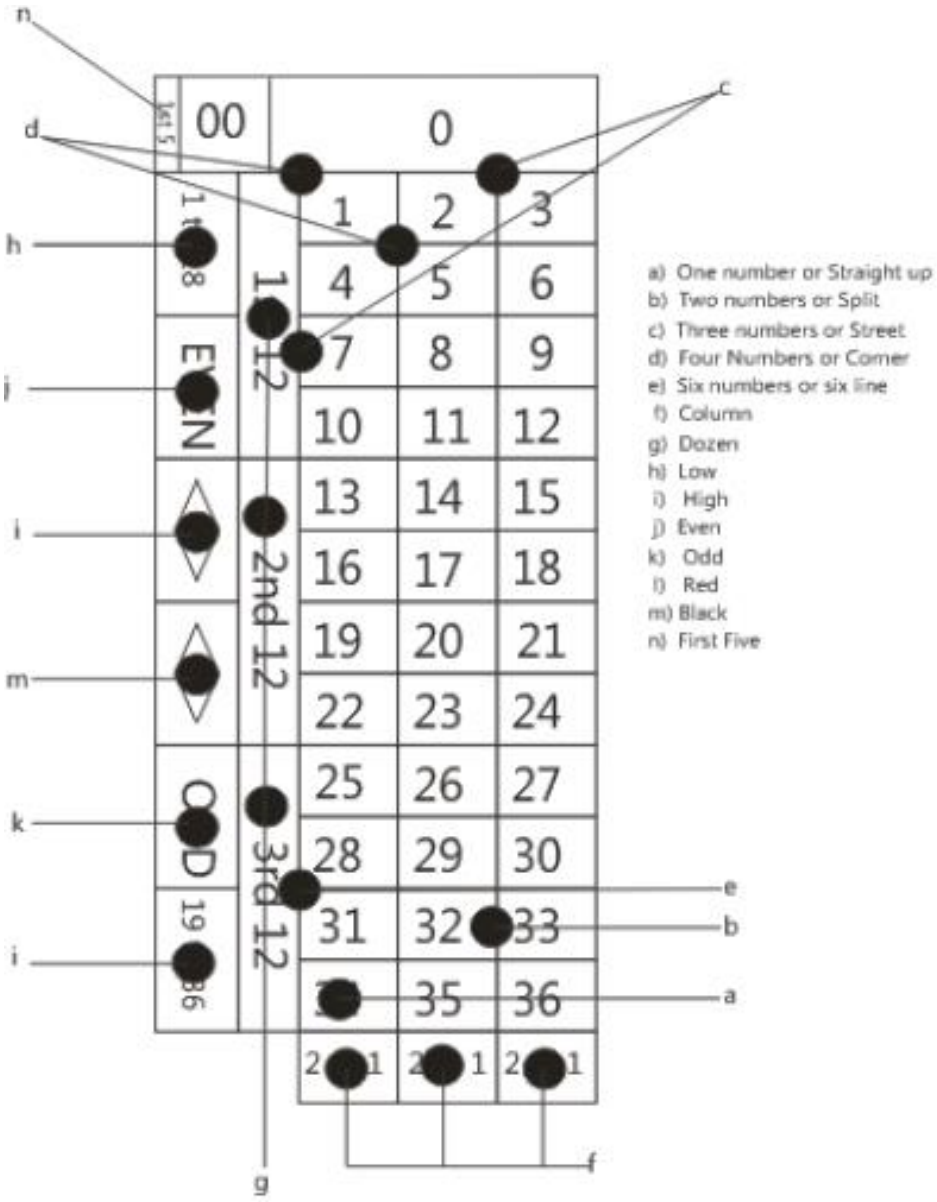
## DIAGRAM E


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26
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36
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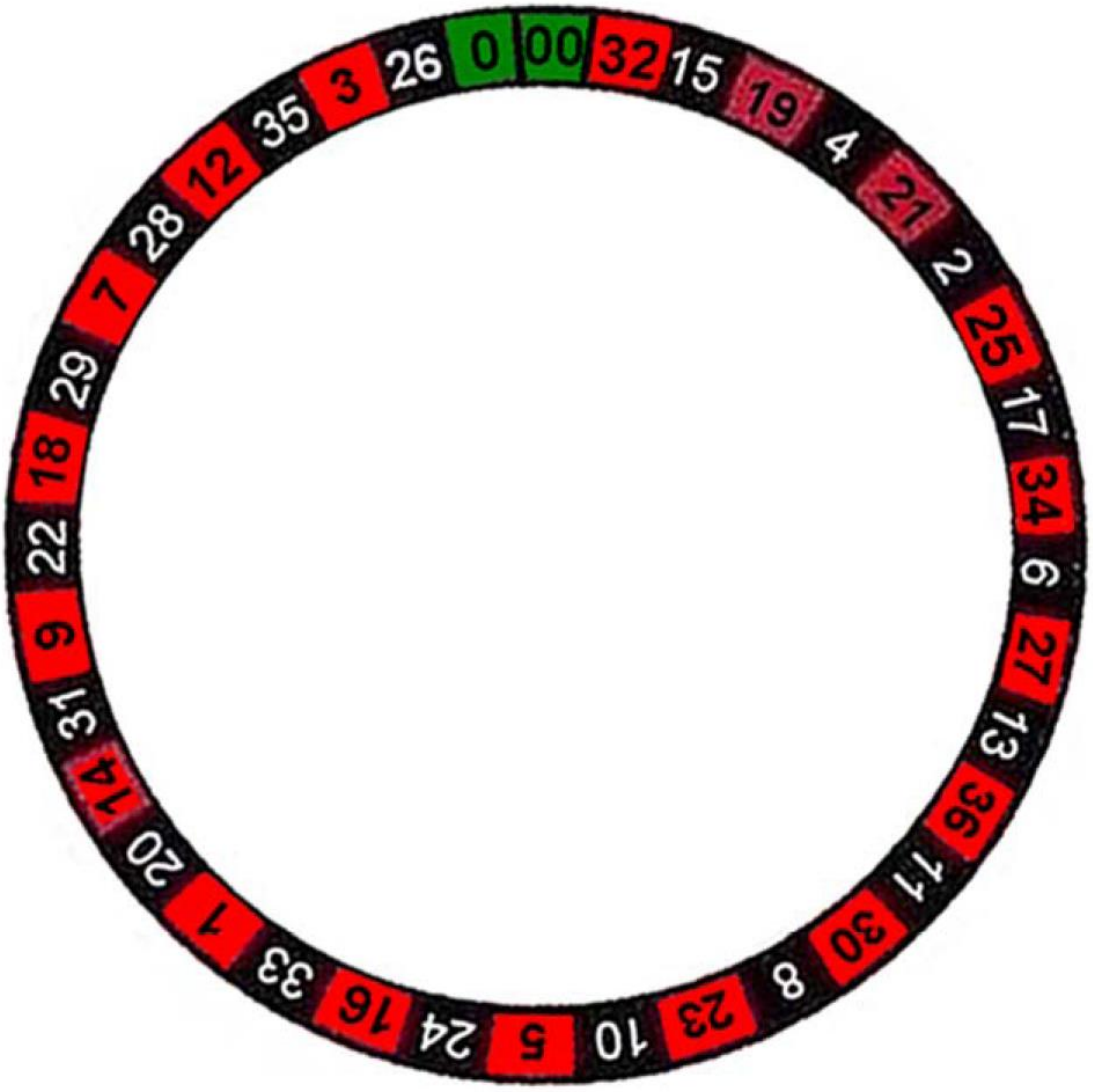
## DIAGRAM F


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17
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19
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27
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32
33
35
36
1 8
EVEN
1 12
2nd 12
ODD
19 36
3rd 12
a) One number or Straight Up
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) First Five

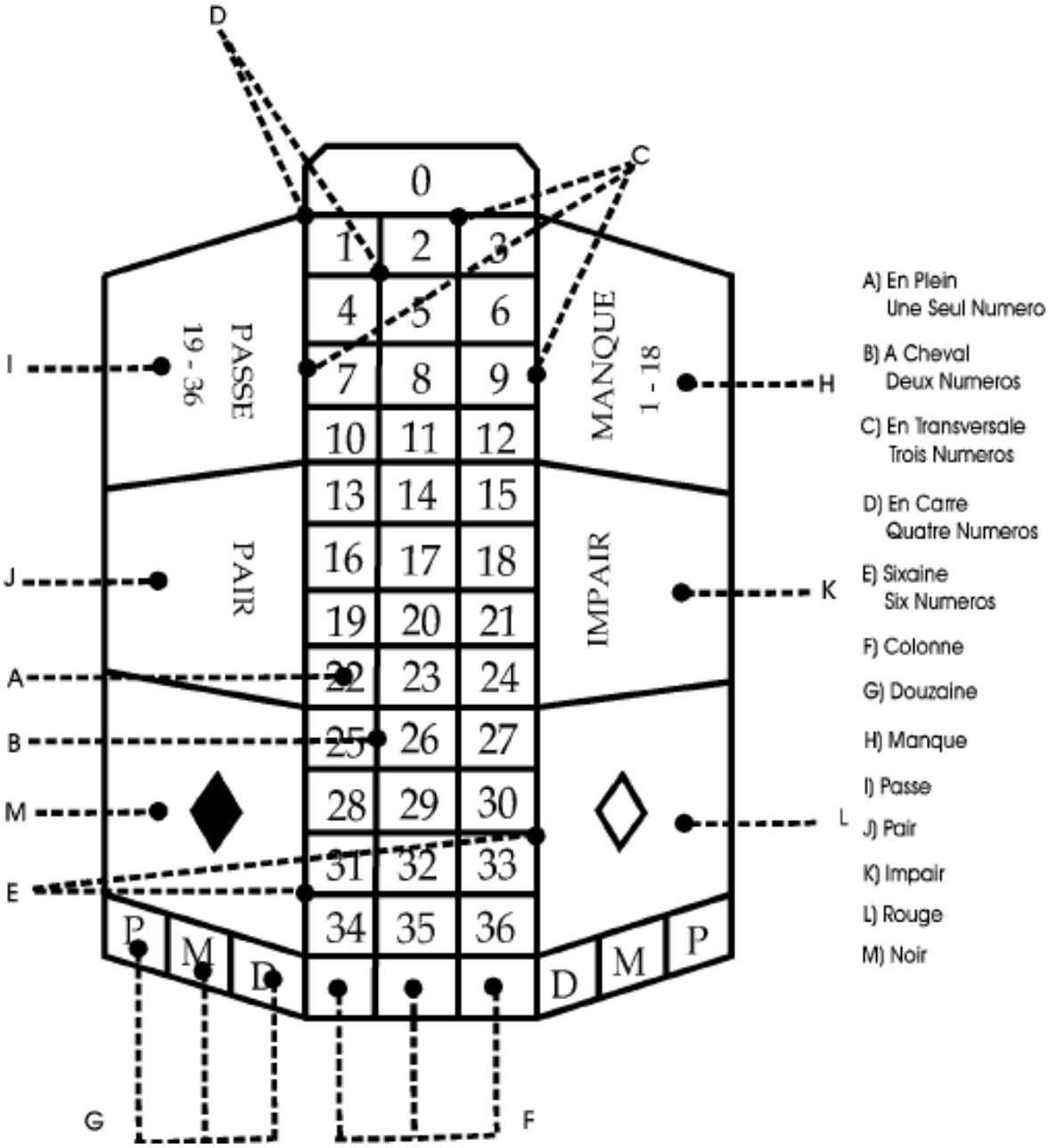
## DIAGRAM G


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j
i
m
k
i
c
b
a
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g
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23
24
25
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31
32
33
35
36
1st 12
2nd 12
3rd 12
EVEN
ODD
a) One number or Straight up
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) First Five

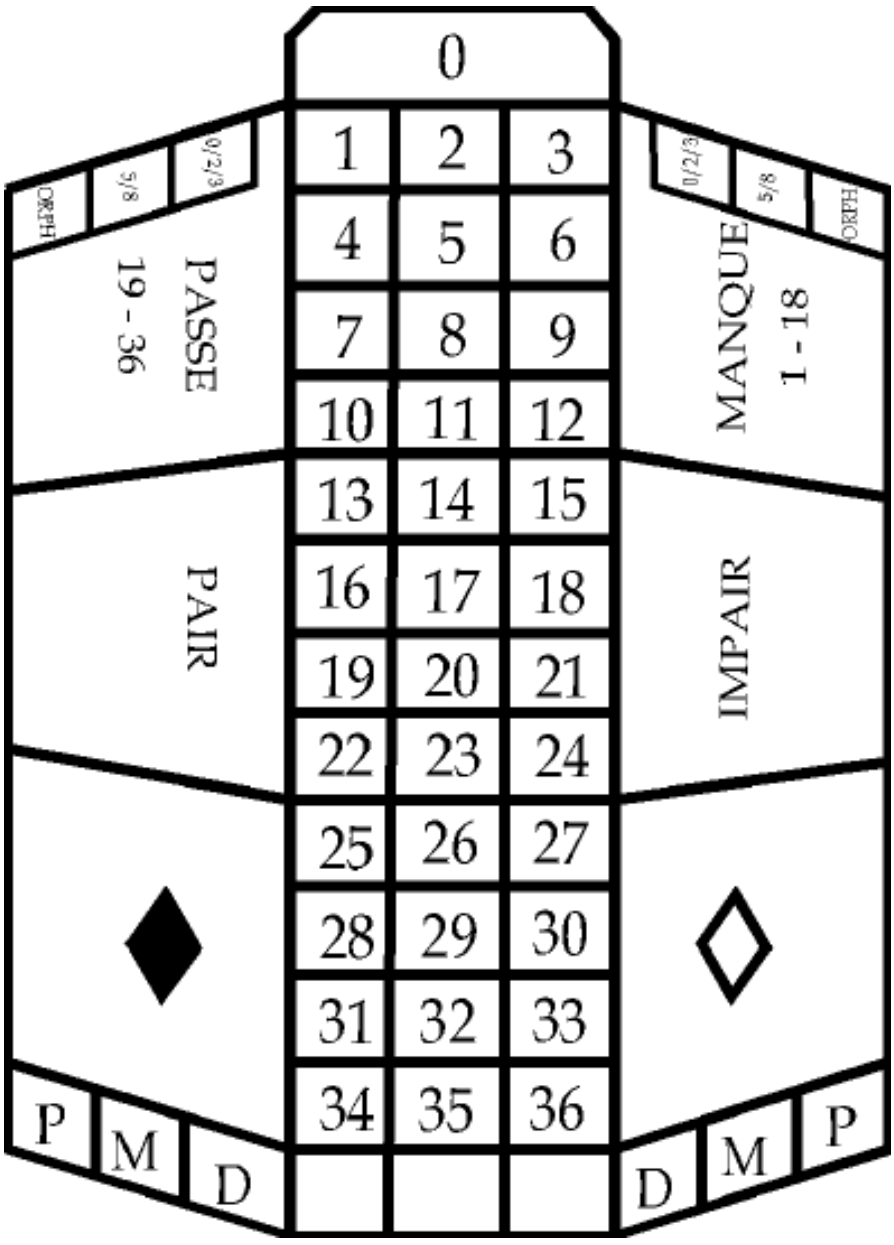
## DIAGRAM H


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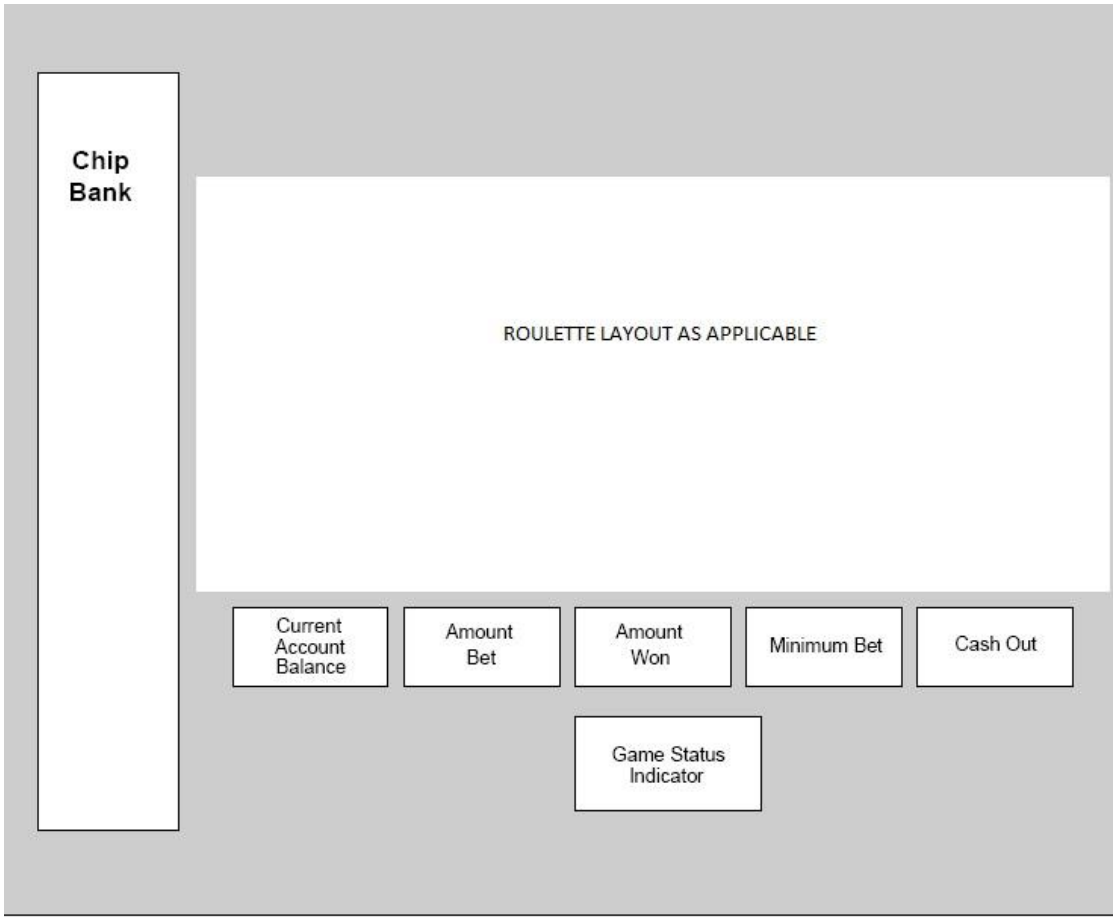
## DIAGRAM I


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C
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16
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32
33
34
35
36
PASSE
19 - 36
MANQUE
1 - 18
PAIR
IMPAIR
I
H
J
K
A
B
M
L
E
P
M
D
D
M
P
G
F
A) En Plein
Une Seul Numero
B) A Cheval
Deux Numeros
C) En Transversale
Trois Numeros
D) En Carre
Quatre Numeros
E) Sixaine
Six Numeros
F) Colonne
G) Douzaine
H) Manque
I) Passe
J) Pair
K) Impair
L) Rouge
M) Noir

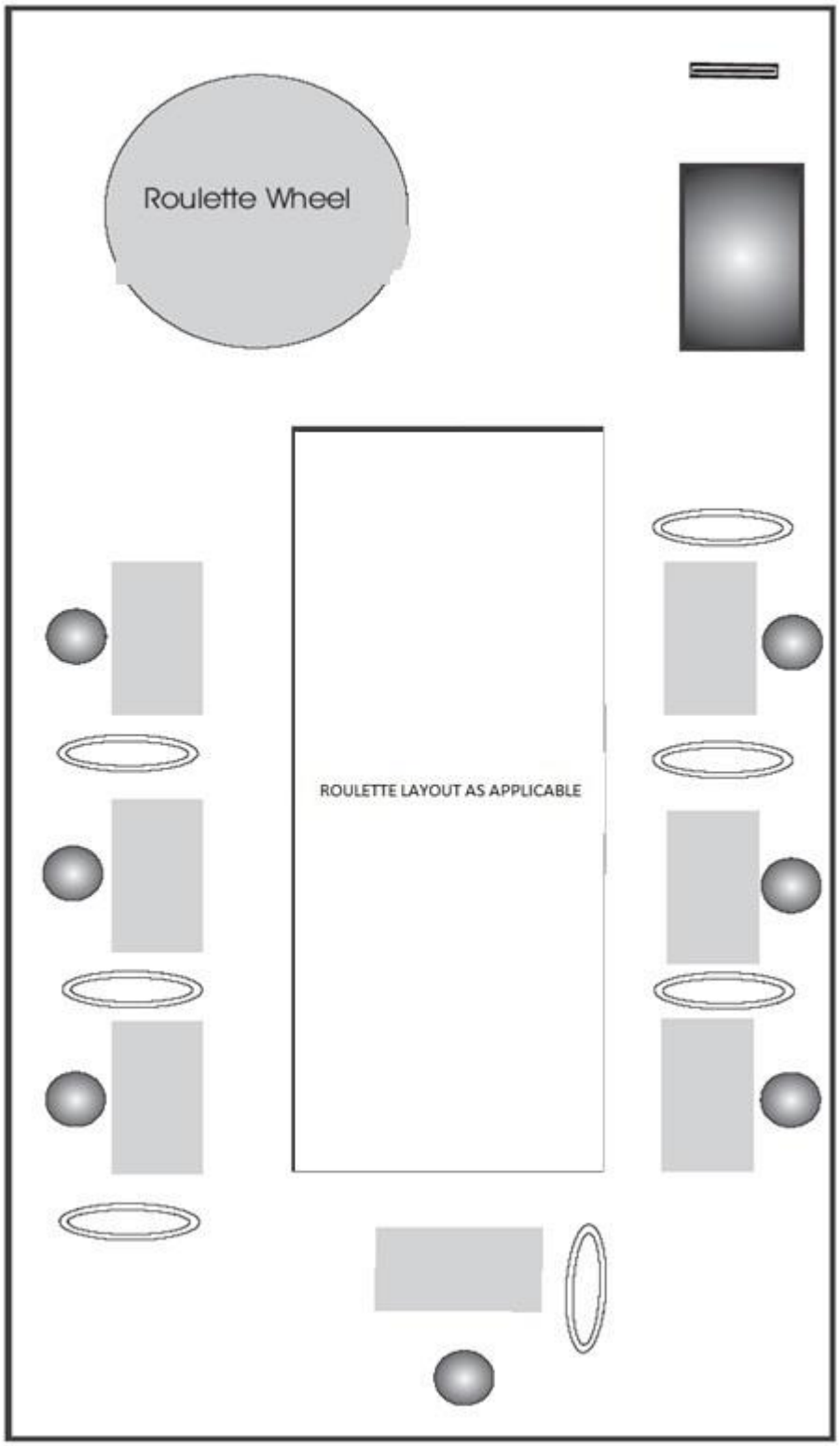
## DIAGRAM J


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28
29
30
31
32
33
34
35
36
0/2/3
5/8
0&2&3
PASSE
19 - 36
MANQUE
1 - 18
PAIR
IMPAIR
P
M
D
D
M
P

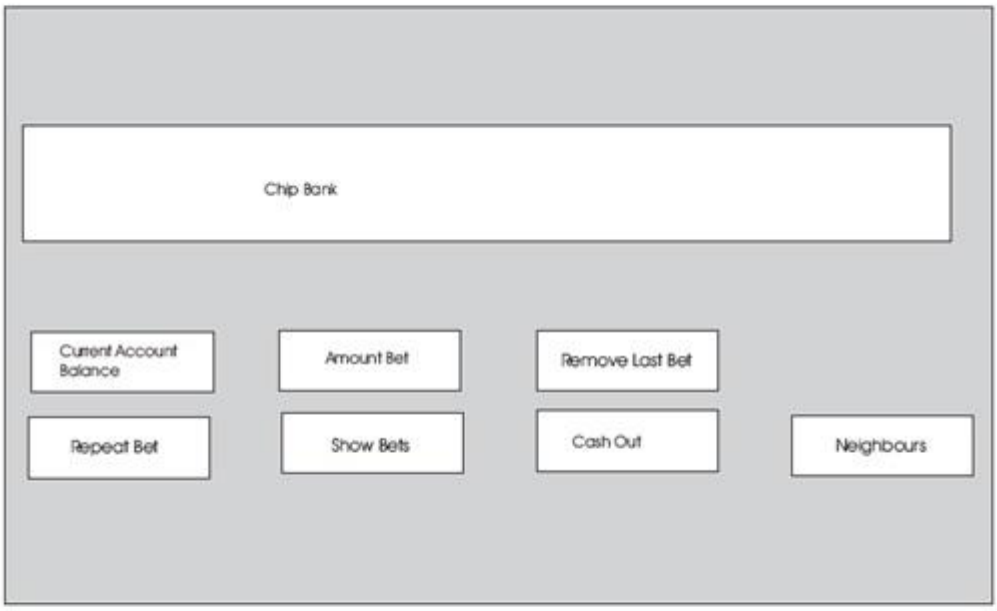
## DIAGRAM K


Chip Bank
ROULETTE LAYOUT AS APPLICABLE
Current Account Balance
Amount Bet
Amount Won
Minimum Bet
Cash Out
Game Status Indicator

## DIAGRAM L



## DIAGRAM M




## DIAGRAM N

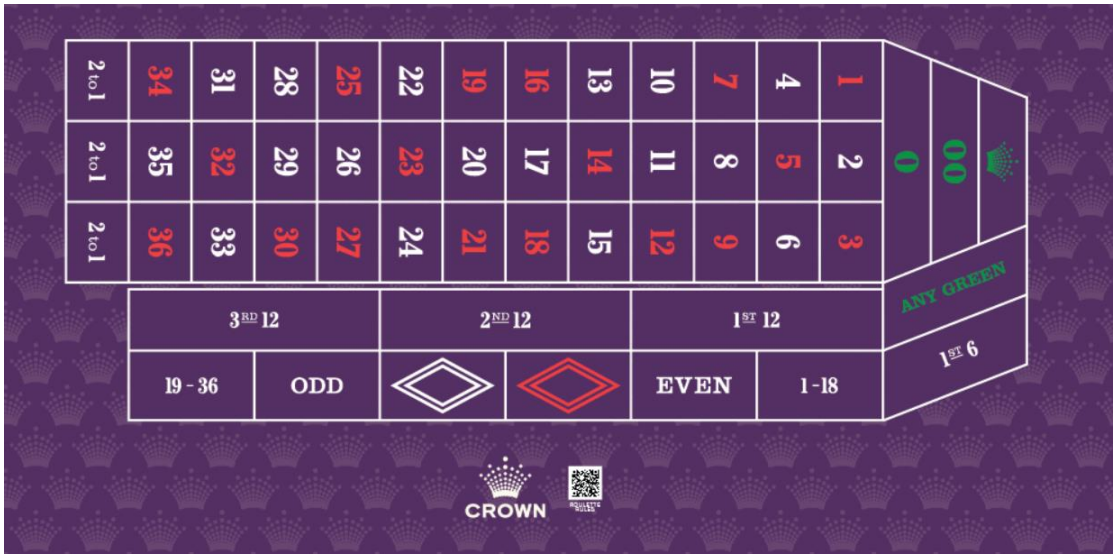
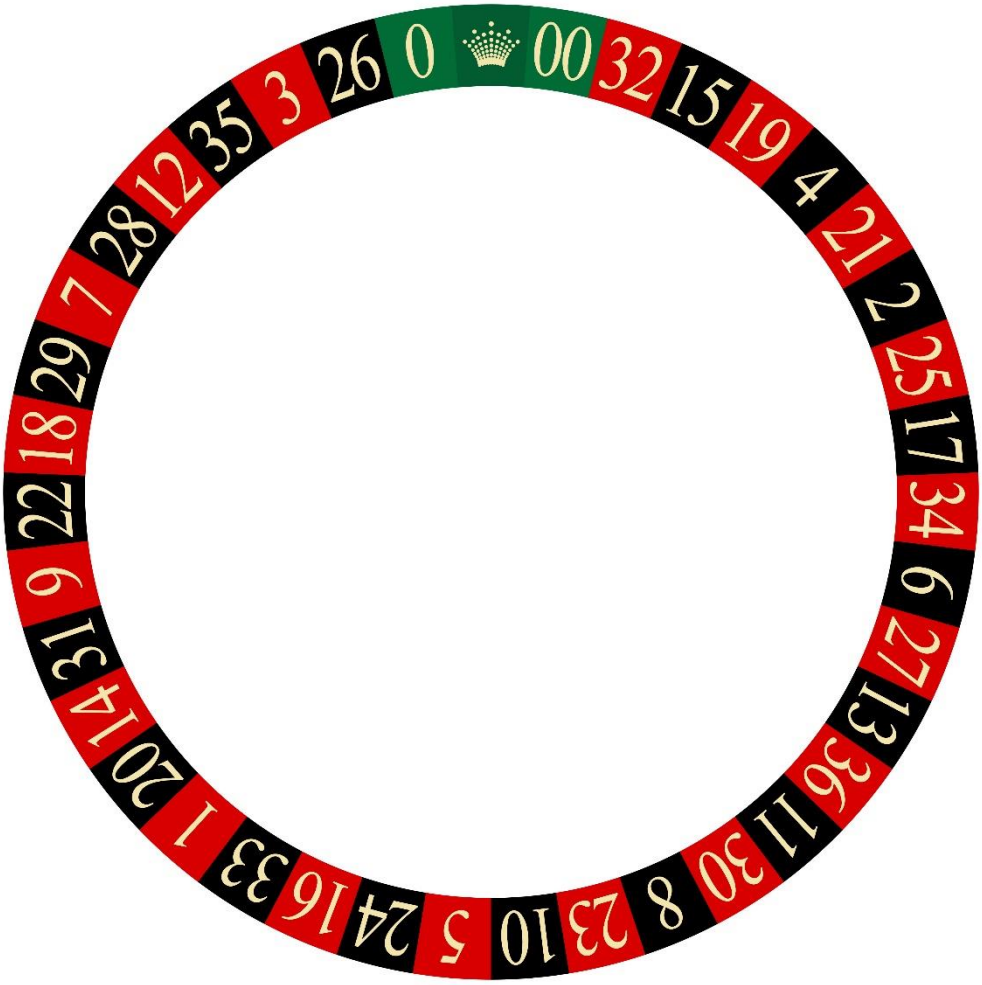

2 to 1
34 31 28 25 22 19 16 13 10 7 4 1
2 to 1
35 32 29 26 23 20 17 14 11 8 5 2
2 to 1
36 33 30 27 24 21 18 15 12 9 6 3
0
00
ANY GREEN
1ST 6
3RD 12
2ND 12
1ST 12
19 - 36
ODD
EVEN
1 - 18
CROWN

**DIAGRAM O**


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15
19
4
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23
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