



Crown Melbourne Limited Big Wheel Rules

Version 5.0



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1. DEFINITIONS

1.1. In these Rules the following meanings apply:-

'Dealer' means a 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 seat or player status at a Big Wheel table. Each object will be distinctly designed and marked to denote its purpose.

'Indicator' means the device, which will indicate the winning symbol by coming to rest in a compartment on the wheel once the wheel slows down and stops after having been rotated.

'TG Area Manager' means the person responsible for the management of Table Games operations, service and employees within an allocated area.

'TG Casino Manager' means the person responsible for the on-floor 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.

'VGCCC' means Victorian Gambling and Casino Control Commission and its successors from time to time.

'Void' means an invalid hand, wager or round of play with no result.

1.2. Unless 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 Big Wheel 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. Big Wheel will be played with a circular wheel which will have 52 equal compartments marked according to one of the following options:
 - 2.1.1. Option 1 as shown in diagram 'A'.
 - (a) 24 sections exhibiting one particular symbol; or number.
 - (b) 12 sections exhibiting a second particular symbol; or number.
 - (c) 8 sections exhibiting a third particular symbol; or number.
 - (d) 4 sections exhibiting a fourth particular symbol; or number.
 - (e) 2 sections exhibiting a fifth particular symbol; or number.
 - (f) 1 section exhibiting a sixth particular symbol; or number.
 - (g) 1 section exhibiting a seventh particular symbol; or number.
 - 2.1.2. Option 2 as shown in diagram 'C'.
 - (a) 24 sections exhibiting one particular symbol; or number.
 - (b) 12 sections exhibiting a second particular symbol; or number.
 - (c) 1 section exhibiting a third particular symbol; or number.
 - (d) 1 section exhibiting a fourth particular symbol; or number.
 - (e) 1 section exhibiting a fifth particular symbol; or number.
 - (f) 1 section exhibiting a sixth particular symbol; or number.
 - (g) 1 section exhibiting a seventh particular symbol; or number.
 - (h) 1 section exhibiting an eighth particular symbol; or number.
 - (i) 1 section exhibiting a ninth particular symbol; or number.
 - (j) 1 section exhibiting a tenth particular symbol; or number.
 - (k) 1 section exhibiting an eleventh particular symbol; or number.
 - (l) 1 section exhibiting a twelfth particular symbol; or number.

- (m) 1 section exhibiting a thirteenth particular symbol; or number.
- (n) 1 section exhibiting a fourteenth particular symbol; or number.
- (o) 1 section exhibiting a fifteenth particular symbol; or number.
- (p) 1 section exhibiting a sixteenth particular symbol; or number.
- (q) 1 section exhibiting a seventeenth particular symbol; or number.
- (r) 1 section exhibiting an eighteenth particular symbol; or number.

2.1.3. Option 3 as shown in diagram 'E'.

- (a) 8 sections exhibiting one particular symbol; or number.
- (b) 8 sections exhibiting a second particular symbol; or number.
- (c) 8 sections exhibiting a third particular symbol; or number.
- (d) 4 sections exhibiting a fourth particular symbol; or number.
- (e) 4 sections exhibiting a fifth particular symbol; or number.
- (f) 4 sections exhibiting a sixth particular symbol; or number.
- (g) 2 sections exhibiting a seventh particular symbol; or number.
- (h) 2 sections exhibiting an eighth particular symbol; or number.
- (i) 2 sections exhibiting a ninth particular symbol; or number.
- (j) 2 sections exhibiting a tenth particular symbol; or number.
- (k) 2 sections exhibiting an eleventh particular symbol; or number.
- (l) 2 sections exhibiting a twelfth particular symbol; or number.
- (m) 1 section exhibiting a thirteenth particular symbol; or number.
- (n) 1 section exhibiting a fourteenth particular symbol; or number.
- (o) 1 section exhibiting a fifteenth particular symbol; or number.
- (p) 1 section exhibiting a sixteenth particular symbol; or number.

2.1.4. Option 4 as shown in diagram 'G'.

- (a) 8 sections exhibiting one particular symbol; or number.
- (b) 8 sections exhibiting a second particular symbol; or number.



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- (c) 8 sections exhibiting a third particular symbol; or number.
- (d) 8 sections exhibiting a fourth particular symbol; or number.
- (e) 4 sections exhibiting a fifth particular symbol; or number.
- (f) 4 sections exhibiting a sixth particular symbol; or number.
- (g) 4 sections exhibiting a seventh particular symbol; or number.
- (h) 4 sections exhibiting an eighth particular symbol; or number.
- (i) 2 sections exhibiting a ninth particular symbol; or number.
- (j) 1 section exhibiting a tenth particular symbol; or number.
- (k) 1 section exhibiting an eleventh particular symbol; or number.

- 2.1.5. Option 5 shown in diagram 'I'.
- (a) 24 sections exhibiting one particular symbol; or number.
 - (b) 12 sections exhibiting a second particular symbol; or number.
 - (c) 8 sections exhibiting a third particular symbol; or number.
 - (d) 4 sections exhibiting a fourth particular symbol; or number.
 - (e) 2 sections exhibiting a fifth particular symbol; or number.
 - (f) 1 section exhibiting a sixth particular symbol; or number.
 - (g) 1 section exhibiting a seventh particular symbol; or number.
- 2.2. The table layout will be marked in a manner similar to those displayed in the diagrams.
- 2.2.1. The table layout used for Option 1 as described in 2.1.1 will be marked in a manner similar to that shown in diagram 'B' with:
- (a) The seven (7) symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
 - (b) The name and/or logo of the casino may be imprinted thereon.
- 2.2.2. The table layout used for Option 2 as described in 2.1.2 will be marked in a manner similar to that shown in diagram 'D' with:
- (a) The eighteen (18) symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
 - (b) The name and/or logo of the casino may be imprinted thereon.
- 2.2.3. The table layout used for Option 3 as described in 2.1.3 will be marked in a manner similar to that shown in diagram 'F' with:
- (a) The sixteen (16) symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
 - (b) The name and/or logo of the casino may be imprinted thereon.

- 2.2.4. The table layout used for Option 4 as described in 2.1.4 will be marked in a manner similar to that shown in diagram 'H' with:
- (a) The eleven (11) symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
 - (b) The name and/or logo of the casino may be imprinted thereon.
- 2.2.5. The table layout used for Option 5 as described in 2.1.5 will be marked in a manner similar to that shown in diagram 'J' or diagram 'K' with:
- (a) The seven (7) symbols or numbers and the odds applicable to each symbol or number imprinted thereon; and
 - (b) The name and/or logo of the casino may be imprinted thereon.

3. PLACEMENT OF WAGERS

- 3.1. Wagers will only be accepted in chips. 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 Big Wheel table may only be used for gaming at that table and may 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 TG Area Manager (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 nominated 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 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 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 they are accompanied by chips, authorised tokens, cash or vouchers. Cash, vouchers, and authorised tokens must be converted to chips prior to being placed on the layout. All wagers must be placed on the layout before the Dealer announces that no more bets may be placed.
- 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 the chips on the layout when the wheel stops and the indicator comes to rest in a compartment of the wheel.

- 3.6. At the settlement of wagers for a spin, the Dealer must—
- 3.6.1. Clear any losing wagers; and
 - 3.6.2. 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(1)(c) and section 66(2) of *the Casino Control Act 1991*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; and

¹ Sections 66(1)(c) and 66(2) of the **Casino Control Act 1991** state:

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.

- 4.2.2. A player attempts to place an individual wager that 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 which is 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. Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a Distinctive Marker.

5. DEALING THE GAME

- 5.1. The Dealer will:
 - 5.1.1. Announce to the players that they may place their bets.
 - 5.1.2. Spin the wheel so that it will complete at least three revolutions and announce to the players that no more bets may be placed.
 - 5.1.3. When the wheel stops and the indicator comes to rest in a compartment, announce the winning symbol and payable odds.
 - 5.1.4. Collect all losing wagers and then pay all winning wagers.
 - 5.1.5. 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 spin the wheel one or more times. Each time the wheel is spun, the Dealer will ensure compliance with Rules 5.1.1, 5.1.2 and 5.1.3.
- 5.2. The wheel may be spun in alternate directions.
- 5.3. During a round of play no person other than a Dealer (or above) who is responsible for the operation and integrity of the game, may interfere with the wheel or its rotation.

6. SETTLEMENT

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

Option 1		
Symbol A	The indicator comes to rest in the compartment designated by a chip on that symbol.	1 to 1.
Symbol B	The indicator comes to rest in the compartment designated by a chip on that symbol.	3 to 1.
Symbol C	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol D	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1.
Symbol E	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1.
Symbol F	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol G	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Option 2		
Symbol A	The indicator comes to rest in the compartment designated by a chip on that symbol.	1 to 1.
Symbol B	The indicator comes to rest in the compartment designated by a chip on that symbol.	3 to 1.
Symbol C	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol D	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol E	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol F	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol G	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol H	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol I	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol J	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.



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Option 2 (cont'd)		
Symbol K	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol L	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol M	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol N	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol O	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol P	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol Q	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol R	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Option 3		
Symbol A	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1
Symbol B	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1
Symbol C	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1
Symbol D	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1
Symbol E	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1
Symbol F	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1
Symbol G	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1
Symbol H	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1
Symbol I	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1
Symbol J	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1
Symbol K	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1



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Symbol L	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1
Symbol M	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1
Option 3 (cont'd)		
Symbol N	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1
Symbol O	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1
Symbol P	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1
Option 4		
Symbol A	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol B	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol C	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol D	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol E	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1.
Symbol F	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1.
Symbol G	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1.
Symbol H	The indicator comes to rest in the compartment designated by a chip on that symbol.	11 to 1.
Symbol I	The indicator comes to rest in the compartment designated by a chip on that symbol.	23 to 1.
Symbol J	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Symbol K	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1.
Option 5		
Symbol A	The indicator comes to rest in the compartment designated by a chip on that symbol.	1 to 1.
Symbol B	The indicator comes to rest in the compartment designated by a chip on that symbol.	3 to 1.
Symbol C	The indicator comes to rest in the compartment designated by a chip on that symbol.	5 to 1.
Symbol D	The indicator comes to rest in the compartment designated by a chip on that symbol.	10 to 1.

Symbol E	The indicator comes to rest in the compartment designated by a chip on that symbol.	20 to 1.
Symbol F	The indicator comes to rest in the compartment designated by a chip on that symbol.	45 to 1.
Symbol G	The indicator comes to rest in the compartment designated by a chip on that symbol.	45 to 1.

7. IRREGULARITIES

- 7.1. The Dealer must announce that a spin is a no spin if:
- 7.1.1. The wheel does not complete at least three revolutions.
 - 7.1.2. The indicator does not come to rest clearly inside one of the compartments on the wheel; or
 - 7.1.3. Physical interference or a mechanical malfunction occurs while the wheel is spinning.
- 7.2. If the Dealer announces that a spin is a no spin; that spin is of no effect, regardless of whether the indicator comes to rest in one of the compartments.

8. BIG WHEEL TOURNAMENT PLAY

- 8.1. The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play any variation of Big Wheel being offered with an equal chance.
- 8.2. For each tournament conducted by the casino operator, the casino operator must:
- 8.2.1. In accordance with clause 8.4, document relevant Terms and Conditions;
 - 8.2.2. 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.
 - 8.2.3. 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.

- 8.2.4. Designate the gaming tables to be used in the conduct of the tournament.
- 8.2.5. Ensure that, during the conduct of a tournament, a gaming table designated under Rule 8.2.4 is used exclusively for tournament play.
- 8.3. Prior to the commencement of play in a tournament:
 - 8.3.1. The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.
 - 8.3.2. 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'.
- 8.4. The Tournament Terms and Conditions referred to in Rule 8.2.1 must include the following information at a minimum:
 - 8.4.1. 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.

8.4.2. 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).

8.4.3. 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 round(s) or session(s) 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.

8.4.4. 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.

8.4.5. Elimination

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

8.4.6. Winners

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

8.4.7. 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.

8.4.8. 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 tournament 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 Big Wheel and that in the event of any inconsistency, the Rules of the relevant variation of Big Wheel 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 Big Wheel.
- (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 VGCCC, pursuant to legislative requirements and the Rules of Big Wheel.

9. GENERAL PROVISIONS

- 9.1. A person will not, with respect to a game of Big Wheel 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.
- 9.2. Where a player has contravened any provision of the rules a TG Casino Manager (or above) may:
 - 9.2.1. Declare that any wager made by the player(s) will be void;
 - 9.2.2. Direct that the player(s) will be excluded from further participation in the game;

- 9.2.3. 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
- 9.2.4. 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*.
- 9.3. A TG Casino Manager (or above) may invalidate the outcome of a game if any fraudulent act that affects the outcome of the game is perpetrated by any person.
- 9.4. A TG Higher Duties Dealer (or above) may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or an Act of God.
- 9.5. Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 9.6. A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7. No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 9.8. The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three spins' notice is given to the players.
- 9.9. A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 9.10. Complainants in all unresolved disputes will be advised of the presence of, and their right to consult a VGCCC Inspector.
- 9.11. In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the TG Area Manager (or above) will be final, subject to a review by a VGCCC Inspector, if requested.
- 9.12. Players are not permitted to have side bets against each other.
- 9.13. A copy of these rules will be made available, upon request.



10. Version Control Table

Version Number	Date of Crown Revision	Summary of Revisions
4.0	27/04/2022	
5.0	03/10/2025	Updated the formatting of the Big Wheel Rules. Included pay table Option 5 on page 13. Included Wheel and Layout diagrams for new pay table option in appendix A.

DIAGRAM C

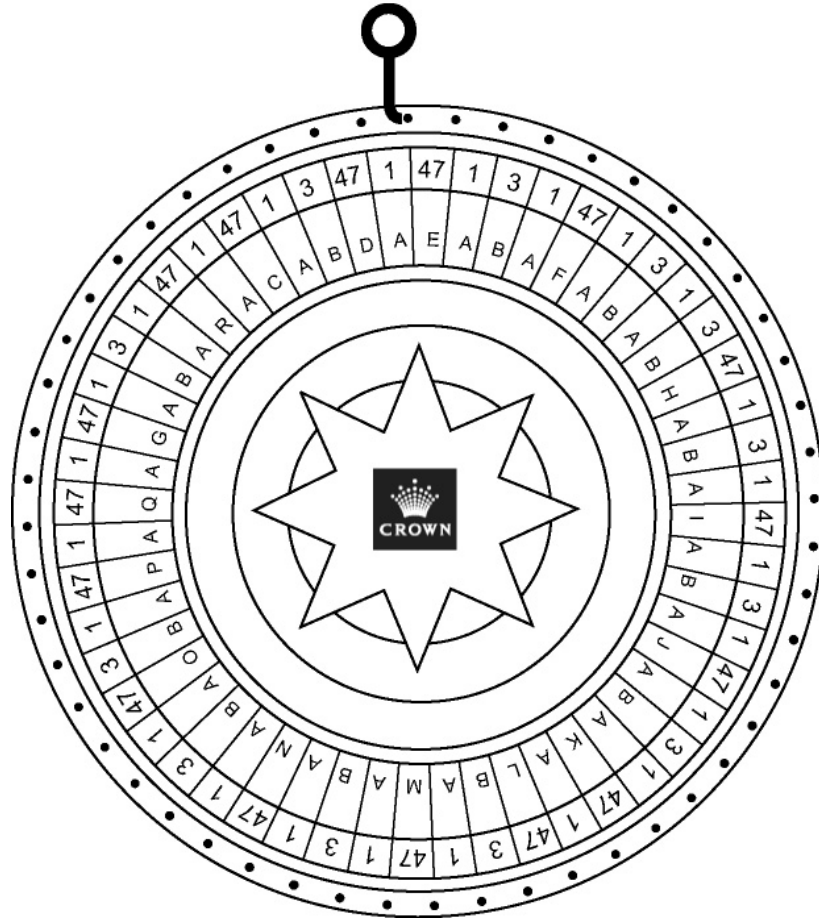
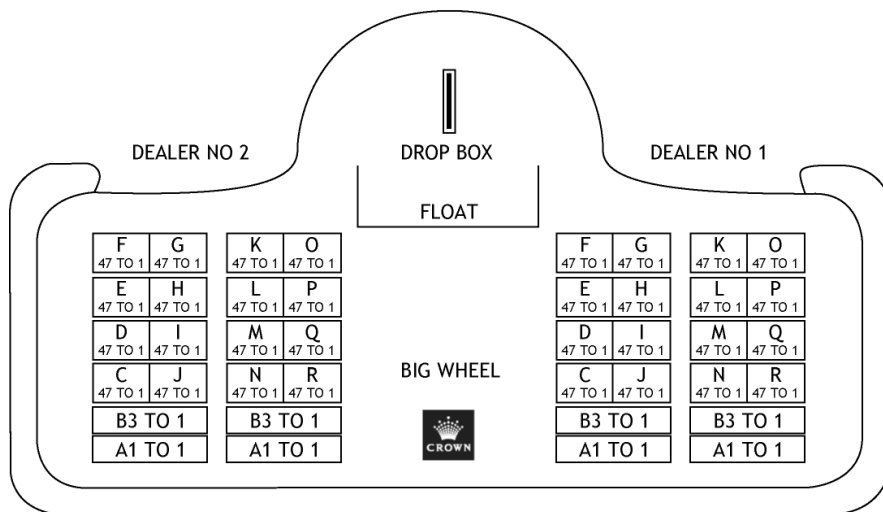


DIAGRAM D

WORK AREA





**Table Games
Big Wheel Rules**

DIAGRAM E

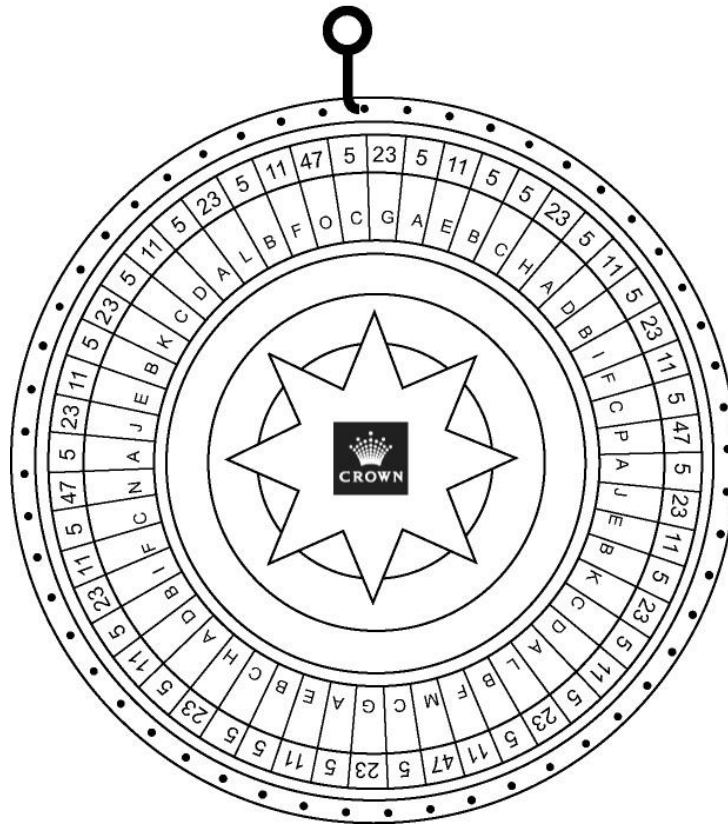


DIAGRAM F

WORK AREA

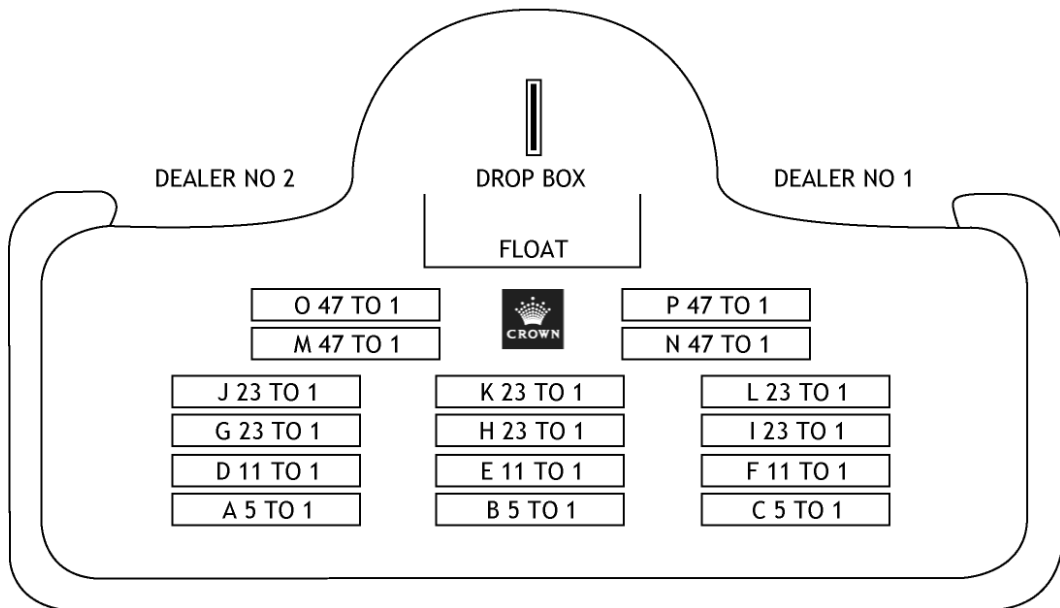


DIAGRAM K

