



BIG WHEEL

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

“Authority” means the Independent, Liquor and Gaming Authority;

“casino promotional token” means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for an equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

“casino supervisor” means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a gaming supervisor/Assistant Gaming Manager;

“colour checks” means chips without denomination markings;

“dealer” means a person responsible for the operation of the game;

“gaming supervisor” means a person responsible for the immediate supervision of the operation of the game;

“inspector” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“marker button” means a button used to denote the value of colour checks;

“promotional prize(s)” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“value chips” means chips marked with denominations of value;

“void” means invalid with no result;

“wagering period” means the period determined by the casino supervisor during which a player is permitted to place, move or cancel bets. The period commences when the dealer starts a new game and finishes when the dealer calls ‘no more bets’;

“WND” (Winning Number Display) means an electronic display and sensor that may, at the discretion of the casino operator, be attached to a table for the purpose of recording and displaying the present and most recent winning results at the table.

2. Table Layout and Equipment

2.1 The game of Big Wheel shall be played at a table having on one side places for the players, and on the opposite side a place for the dealer(s) with a circular wheel of not less than 1.5 metres in diameter.

- 2.2 The rim of the wheel shall be divided, by means of pegs, into 52 equally spaced sections which shall be marked in the same order shown in diagram "A" and have the following:
- 2.2.1 24 sections exhibiting one particular symbol or number;
 - 2.2.2 12 sections exhibiting a second particular symbol or number;
 - 2.2.3 8 sections exhibiting a third particular symbol or number;
 - 2.2.4 4 sections exhibiting a fourth particular symbol or number;
 - 2.2.5 2 sections exhibiting a fifth particular symbol or number;
 - 2.2.6 1 section exhibiting a sixth particular symbol or number;
 - 2.2.7 1 section exhibiting a seventh particular symbol or number.
- 2.3 The layout of the table shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "B", "C" or "E".
- 2.4 The table may be fitted with electronic equipment which would, by the activation of the relevant button or switch, illuminate the winning areas on the table.
- 2.5 The following equipment shall also be used:
- 2.5.1 an indicator which stops the wheel and indicates the winning section;
 - 2.5.2 marker buttons, constructed of plastic in different colours, sufficient to indicate the values of the colour checks in use at the table.
- 2.6 The table shall have a drop box attached to it.

3. Wagers

- 3.1 A permissible wager by a player shall be a wager on a particular symbol or number which shall:
- 3.1.1 win if the indicator comes to rest in a section of the wheel depicting that particular symbol or number; and
 - 3.1.2 lose if the indicator comes to rest in a section of the wheel depicting any other symbol or number.
- 3.2 All wagers shall be made by placing value chips or colour checks and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 3.3 The colour checks of a set shall each bear the same distinguishing emblem or mark to differentiate them from colour checks of other sets in use at other tables. Each set shall be subdivided into various colours.

- 3.4 Colour checks issued at a Big Wheel table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino.
- 3.5 Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino unless that table is closed at the time of the redemption request.
- 3.6 No player shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another player at the same table unless the player(s) issued with the colour checks agreed to the issue.
- 3.7 Where a player purchases colour checks, the specific value to be assigned to each shall be ascertained by the dealer and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that player.
- 3.8 At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table, provided that as a result, no other player is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.9 Immediately before the wheel is spun the dealer shall call "no more bets". A wager cannot be withdrawn, changed or placed once the wheel has been activated nor shall wagers be placed or removed until winning wagers from the previous result have been paid.
- 3.10 Wagers orally declared shall be accepted only when accompanied by chips or colour checks or casino promotional tokens and the dealer has sufficient time to place the wager on the layout prior to the wheel being spun.
- 3.11 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.
- 3.12 Wagers shall be settled strictly in accordance with the position of chips or colour checks or casino promotional tokens on the layout when the indicator comes to rest in a section of the wheel.
- 3.13 A casino supervisor may modify the application of rule 3.12 if it is apparent, in the circumstances, that a strict application of the rule would be unfair to the player.

4. Minimum and Maximum Wagers

- 4.1 The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 4.2 A wager found to be below the stated minimum, after the call of no more bets, shall be valid.
- 4.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the

stated maximum on any previous spin(s) the wagers and results of the previous spin(s) shall stand.

- 4.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 4.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 4.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

5. Rotation of the Wheel

- 5.1 The wheel shall be spun by either a dealer or casino supervisor and the direction of the wheel may be alternated. The wheel must complete at least three revolutions, measured from the moment the dealer or casino supervisor removes their hand from the wheel for the final time to the time that the indicator comes to rest in a section of the wheel, to constitute a valid spin.
- 5.2 Upon the indicator coming to rest in a section of the wheel, the dealer or casino supervisor shall announce the winning symbol or number and then the dealer(s) shall first collect all losing wagers and then pay all winning wagers.
- 5.3 No person other than a dealer or casino supervisor responsible for the operation and integrity of the game, shall, at any time during play interfere with the wheel or the rotation of the wheel.
- 5.4 The indicator must be clearly inside one of the sections at the completion of a spin to constitute a valid spin.

6. Settlement Odds

- 6.1 Winning wagers at the game of Big Wheel shall be paid at the odds listed below:

Wager	Odds
24 sections referred to in rule 2.2.1	1 to 1
12 sections referred to in rule 2.2.2	3 to 1
8 sections referred to in rule 2.2.3	5 to 1
4 sections referred to in rule 2.2.4	11 to 1
2 sections referred to in rule 2.2.5	23 to 1
1 section referred to in rule 2.2.6	47 to 1
1 section referred to in rule 2.2.7	47 to 1

7. Irregularities

- 7.1 If a dealer or the casino supervisor anticipates that the wheel will not complete three revolutions, the dealer or casino supervisor shall announce "no-spin".
- 7.2 If the indicator stops on the peg between two sections, all wagers shall be void on that spin and a dealer or the casino supervisor shall announce "no spin".
- 7.3 If there is a physical interference or a mechanical malfunction with the spin of the wheel, a dealer or the casino supervisor shall announce "no-spin".
- 7.4 If a dealer or the casino supervisor announces "no-spin", all wagers shall be void on that spin.
- 7.5 Once the dealer or a casino supervisor has announced "no spin", it shall be an invalid spin regardless of whether or not the indicator comes to rest in one of the sections of the wheel.
- 7.6 After a "no spin" the dealer shall re-spin in accordance with rule 5.
- 7.7. If the electronic equipment referred to in rule 2.4 fails to illuminate the winning areas, or fails to illuminate the winning areas correctly, all wagers shall be collected and paid according to the result shown on the Wheel, and rule 7.8 shall apply; and
- 7.8 In the event of an equipment malfunction as referred to in rule 7.7, an inspector shall be notified immediately and no further play shall be permitted until the fault has been rectified.
- 7.9 The WND unit must be disregarded if the WND unit displays a result other than the actual outcome.

8. General Provisions

- 8.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 8.2 Rule 8.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 8.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 8.1, he/she may:
 - 8.3.1 declare that any wager made by the person is void;
 - 8.3.2 direct that the person shall be excluded from further participation in the game;
 - 8.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;

- 8.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 8.4 A casino supervisor may invalidate the outcome of a game if:
- 8.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
- 8.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 8.5 Where the outcome of a game is invalidated under rule 8.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 8.4.2 be forfeited.
- 8.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 8.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 8.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 8.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 8.10 Players and spectators are not permitted to have side bets with or against each other.
- 8.11 A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the call of no more bets and in so doing may cause the wager(s) to be removed from the layout.
- 8.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor
- 8.13 In any dispute arising from these rules, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 8.14 A copy of these rules shall be made available for inspection upon request.

9. Player Rewards and Promotional Prizes

- 9.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

- 9.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 9.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 9.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 9.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
- 9.5.1 tobacco in any form;
 - 9.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 9.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 9.5.4 more than 20 litres of liquor; or
 - 9.5.5 any item or service prescribed by the regulations.
- 9.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 9.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 9.7.1 the manner in which a Promotional Prize is to be awarded;
 - 9.7.2 when and where the Promotional Prize will be awarded;
 - 9.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 9.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 9.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

- 9.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 9.7.7 the place, date and time of any Promotional Prize promotion;
- 9.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 9.7.9 how the winner of a Promotional Prize will be notified;
- 9.7.10 how the results of a Promotional Prize will be published;
- 9.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 9.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 9.7.11.2 If the prize is a motor vehicle, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories; and
 - iv) whether registration and other on-road costs are included.
 - 9.7.11.3 If the prize is travel, details shall also include:
 - i) number of persons entitled to take advantage of the travel prize;
 - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - iii) restrictions on when the travel must be taken;
 - iv) if spending money is included.
 - 9.7.11.4 If the prize is real estate, details shall also include:
 - i) the type of dwelling;
 - ii) plans;
 - iii) contract details;
 - iv) easement details;
 - v) address or other location;
 - vi) what is included – conveyancing, legal costs, fixtures, furniture.

- 9.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino

operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 9.8.1 face-to-face; or
 - 9.8.2 mail; or
 - 9.8.3 telephone; or
 - 9.8.4 email.
- 9.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.
- 9.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.
- 9.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:
- 9.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.
- 9.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 9.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

DIAGRAM A

BIG WHEEL

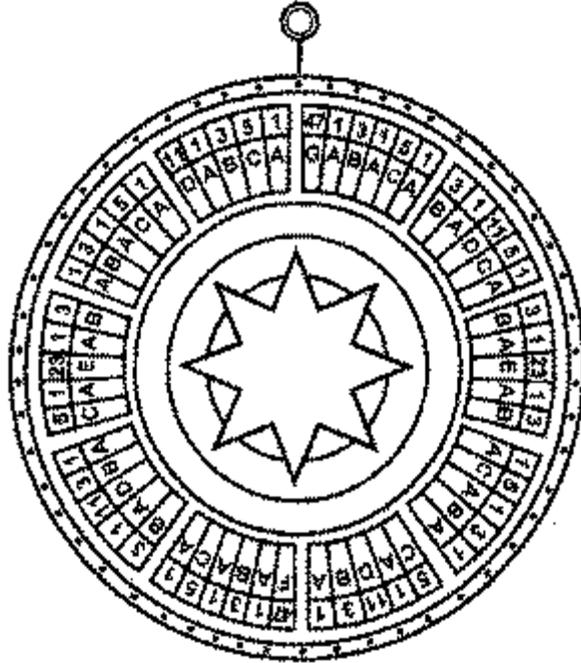


DIAGRAM B

BIG WHEEL LAYOUT

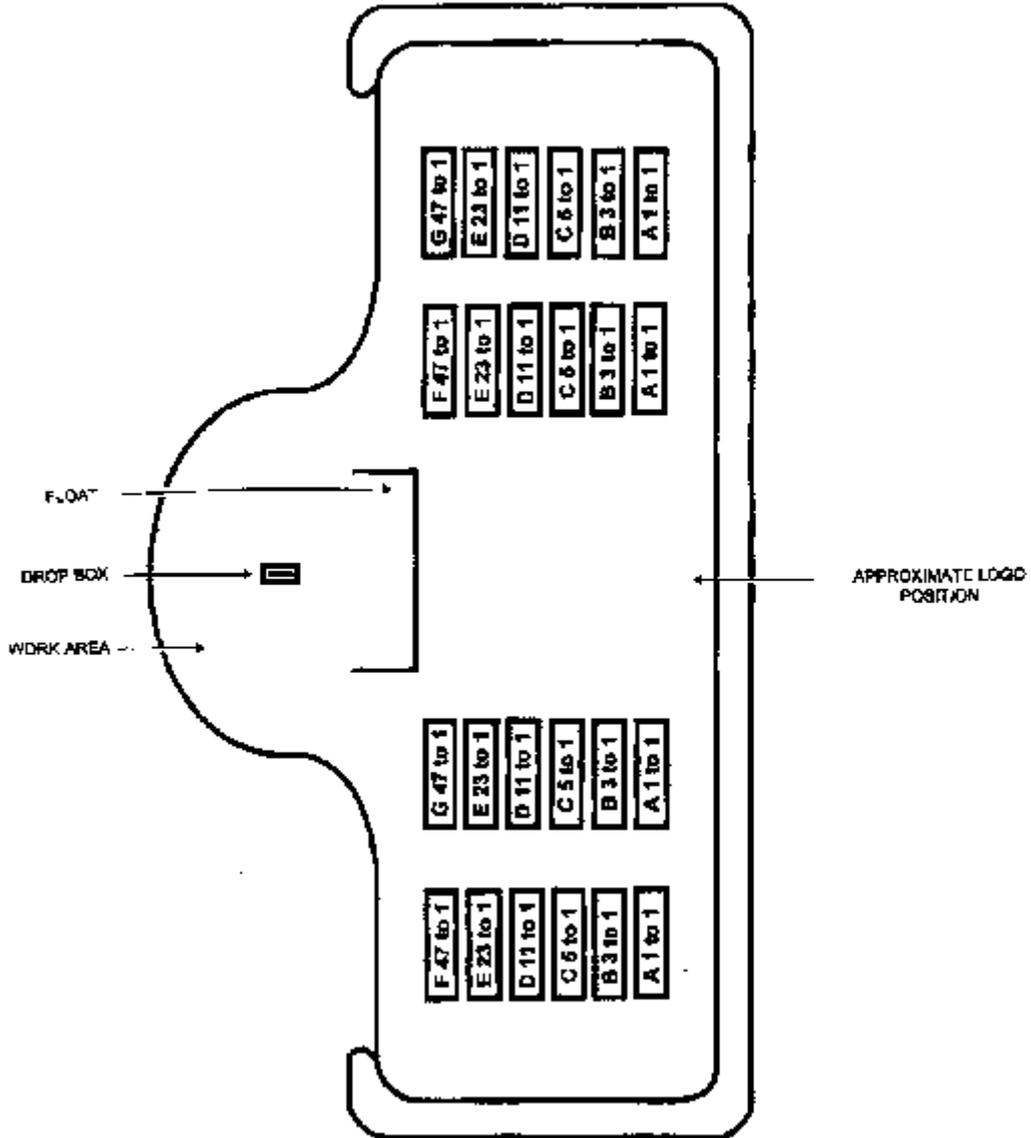


DIAGRAM C

BIG WHEEL LAYOUT



DIAGRAM D

BIG WHEEL

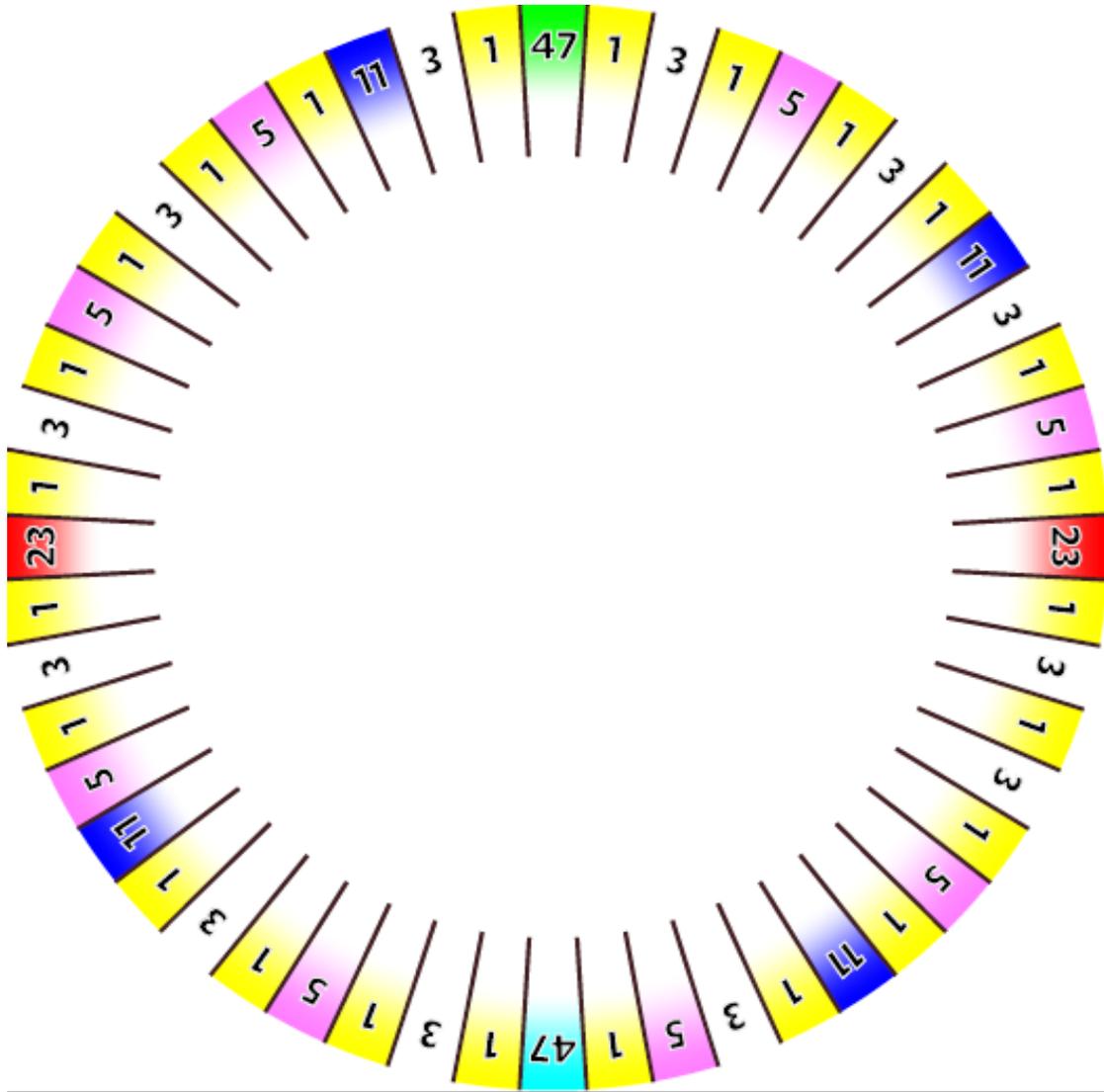


DIAGRAM E

BIG WHEEL LAYOUT

