

# Crown Casino

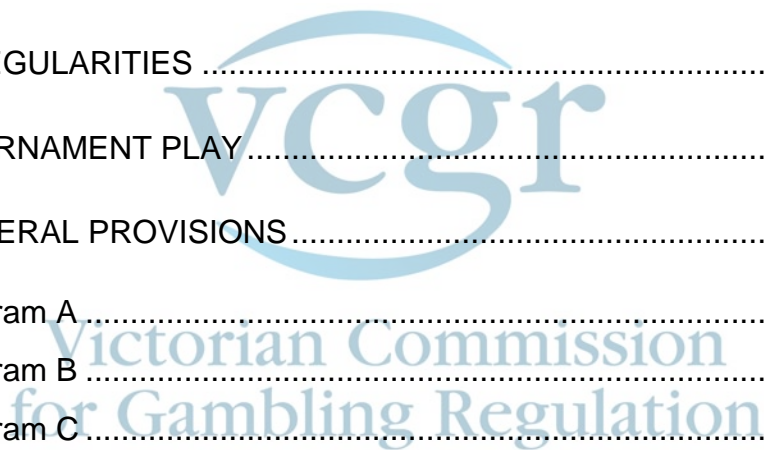


Victorian Commission  
for Gambling Regulation  
**Big Wheel Rules**

# RULES OF THE GAME

## BIG WHEEL

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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 a marker button labelled with, but not limited to, the words personal limit or higher limit.

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

**"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.

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

1.3 A reference in these rules to the game is a reference to the game of 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.
- (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.

2.2 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 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 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 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 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 Pit Boss (or above).
  - (d) The Dealer will not issue colour chips with the same colour and design to more than one player at the same time unless the particular players issued with the chips agree.
  - (e) The specific value to be assigned to each chip will be declared by the purchaser. If that value exceeds the table minimum it will be denoted by a colour chip and a related marker button bearing a number on it to designate the value nominated by that person.
  - (f) At the discretion of a **Pit Boss (or above)**, a player may be issued with colour chips of more than one colour at the same table provided no other player as a result is precluded from wagering with colour chips.
    - (i) In such instances the colours issued 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—
- (a) Clear any losing wagers; and.
  - (b) Pay any winnings wagers
- 3.7 Wagers may only be placed in accordance with rule 3.

#### 4 PERMISSIBLE WAGERS

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the Casino Operator is responsible under section 66(1)(c) and section 66(2) of the **Casino Control Act 1991**<sup>1</sup>.

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<sup>1</sup> 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 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
  - 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 Game Supervisor (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-

<b>Option 1</b>		
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.
<b>Option 2</b>		
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.

<b>Option 2 (cont)</b>		
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.
<b>Option 3</b>		
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
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
Symbol N	The indicator comes to rest in the compartment designated by a chip on that symbol.	47 to 1

<b>Option 3 (cont)</b>		
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
<b>Option 4</b>		
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.

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### 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 TOURNAMENT PLAY

### 8.1 General

8.1.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play Big Wheel with an equal chance.

8.1.2 The Casino Operator—

- (a) Must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
- (b) May nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

8.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the **Executive Commissioner of the VCGR**.

### 8.2 Tournament conditions

8.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount of tournament chips to be allocated to the player at the commencement of a session;
- (c) Whether there is a minimum or compulsory wager for each round of play in a session or round;
- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;

- (e) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) In respect of eligibility for entry—
  - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) If the Casino Operator is reserving the right generally to deny entry to the tournament, a statement that the Casino Operator may refuse any application; and
  - (iii) If the Casino Operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (h) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy-in is refundable in whole or in part;
- (i) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (j) The prizes;
- (k) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Big Wheel and that, in the event of any inconsistency, the rules prevail.

- 8.2.2 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.
- 8.2.3 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 8.2.4 The Tournament Director must be present during the whole of each session or round of play in a tournament.

### 8.3 Conduct of Play

- 8.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
- 8.3.2 The Casino Operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 8.3.1 is used exclusively for tournament play.
- 8.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.
- 8.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 8.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—
  - (a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and
  - (b) If the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

## 9 GENERAL PROVISIONS

- 9.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 9.2 Where a player has contravened any provision of the rules a **Pit Boss (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 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 9.2.4 Confiscate the prohibited device; and
- 9.2.5 Cause the person/s in possession of the prohibited device to be detained in accordance with section 81 of the **Casino Control Act 1991**.
- 9.3 A **Pit Boss (or above)** may invalidate the outcome of a game if:-
- 9.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 9.3.2 Any fraudulent act is perpetrated by any person, which affects the outcome of the game.
- 9.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 9.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.

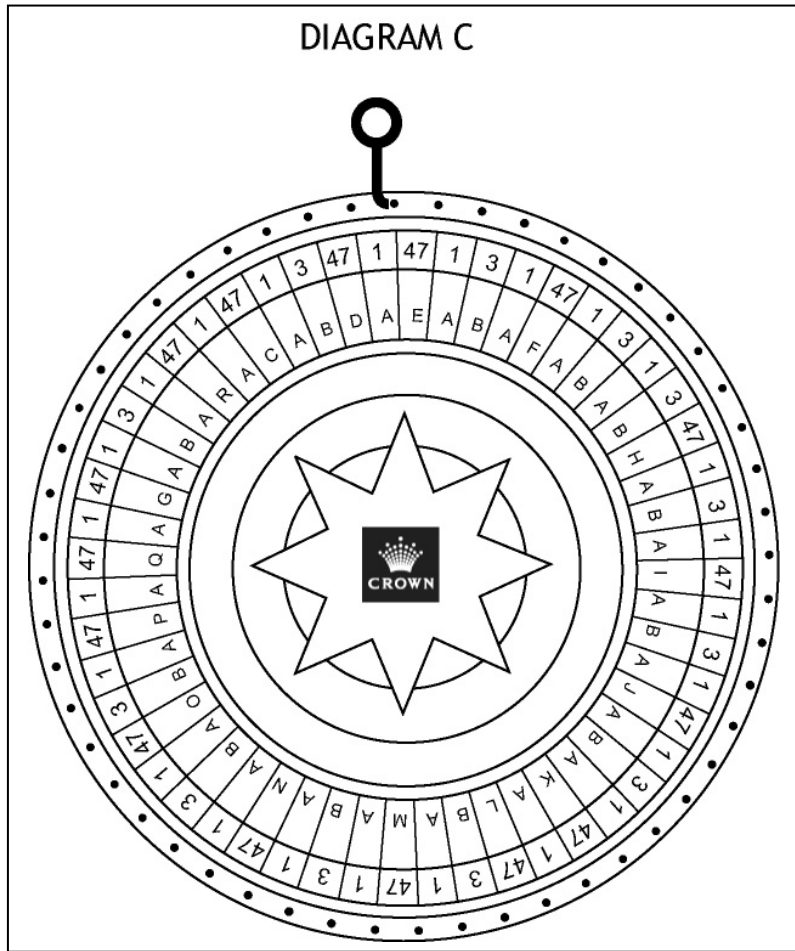
- 9.7 The **Pit Boss (or above)** may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.8 **In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the Pit Boss (or above) will be final.**
- 9.9 **Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an inspector appointed under the Casino Control Act 1991.**
- 9.10 Players are not permitted to have side bets against each other.
- 9.11 A copy of these rules will be made available, upon request.



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DIAGRAM C

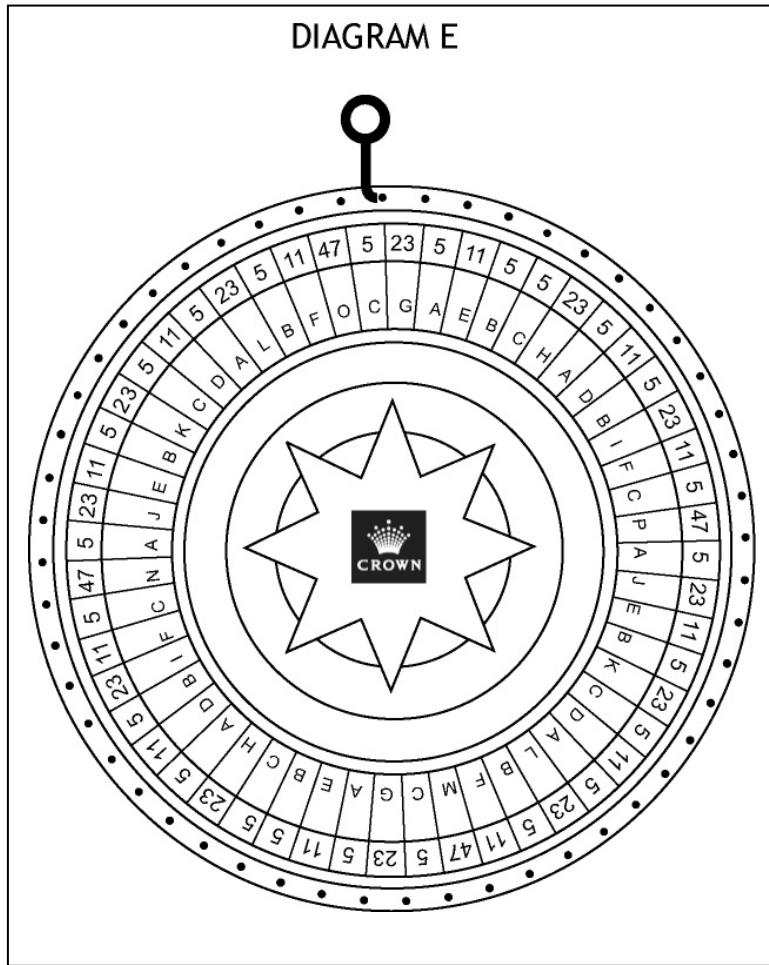


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DIAGRAM D



DIAGRAM E



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DIAGRAM F

