

# RULES FOR RAPID ROULETTE

(Includes Single Zero Rapid Roulette and Double Zero Rapid Roulette)

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## 1. Definitions

1.1 In these rules—

**“ATS”** 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.

**“ATS chip account”** means an account established under rule 6.

**“Dealer”** means that person, employed as a dealer by the casino operator, who is conducting the game.

**“Casino Supervisor”** means a person, other than the Game Supervisor or the Dealer, who is employed by the casino operator to be responsible for the supervision and management of gaming operations.

**“game hardware”** means all the computer equipment needed for the conduct of the game, including one or more ATSS, an SGC, and where the game has a Jackpot component a Jackpot server, an image content server, an MTS server and a SQL server and routing, networking and communications devices and cabling.

**“Game Supervisor”** means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game.

**“game system”** means the configuration of software and game hardware—

- (a) Necessary to conduct the game at any time when it is not connected to a central monitoring system; and
- (b) Approved as gaming equipment for the purposes of these rules—

but does not include a WND.

**“image content server”** means an interface to the Jackpot server components.

**“individual spin”** means a single spin.

**"jackpot client viewer"** means a user interface to the jackpot meter display allowing displayed information to be adjusted.

**"jackpot meter display"** means a device designed to display on a screen visible to all players at the gaming table the current jackpot amount, promotional messages and winning jackpot messages.

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

- (a) Necessary to conduct a number of jackpots at any given time; and
- (b) Approved as gaming equipment for the purposes of these rules-

but does not include a jackpot meter display.

**"rapid games"** means games approved to run on Crown's Rapid Gaming System.

**"remote ATS"** means an ATS which forms part of a gaming table for Rapid Roulette as described in rule 2.2 and is located away from the roulette wheel within an approved distance from that wheel.

**"SGC"** means a device in the nature of a streamlined game console—

- (a) Designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and
- (b) Designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and
- (c) Approved as an item of gaming equipment.

**"syndicate play"** means when two or more persons act in concert to affect the chance of any person or persons winning a jackpot.

**"tournament"** means a competition conducted in accordance with **rule 11**.

**"tournament conditions"** means the conditions approved for a tournament in accordance with **rule 11**.

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

**“tournament player”** means a player in a tournament.

**“VCGR”** means Victorian Commission for Gambling Regulation.

**“wagering period”** means the period determined under rule 5.1 or applying by operation of rule 5.2.

**“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 Game Supervisor or a Casino Supervisor 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 Rapid Roulette played at a particular gaming table.

1.4 A reference in these rules—

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

1.4.2 To a wager is to the money appropriated to such a bet in a particular case.

**1.4.3 To Rapid Roulette, except as allowed for in Rule 10, is a reference to Single Zero Rapid Roulette.**

1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.

1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system must be regarded as imposing an obligation on the Dealer and the casino operator to ensure that the ATS, SGC or game system operates in the manner described.

## 2. Equipment

2.1 The display of the touch screen monitor of an open ATS—

2.1.1 Must—

- (a) Contain all the elements of the design set out in Diagram A; and
- (b) Contain any additional elements necessarily required by these rules; and
- (c) Be of similar appearance to Diagram A; and

2.1.2 May include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these rules.

2.2 A gaming table for Rapid Roulette is made up of the following equipment—

2.2.1 Up to 50 ATSs; and

2.2.2 An SGC; and

2.2.3 A game system (other than an SGC and one or more ATSs); and

2.2.4 A WND; and

2.2.5 A roulette wheel; and

2.2.6 A ball;

and where the game has a jackpot component:

2.2.7 A jackpot client viewer; and

2.2.8 A jackpot meter display.

- 2.3 The roulette wheel mentioned in rule 2.2.5 must have 37 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 red and black as shown in Diagram B.
- 2.4 A ball used for the game must be made completely of a non-metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter.

### **3. Placement of wagers**

- 3.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player’s ATS chip account to a particular bet (as specified in rule 7.1) in the manner shown in Diagram C prior to the end of the wagering period for that spin.
- 3.2 The method by which a person appropriates money standing to the credit of a player’s ATS chip account is by touching the display of the ATS so as—
  - 3.2.1 To make one or more chips appear to move from one part of the display to another; or
  - 3.2.2 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 ATS chip account.
- 3.3 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 3.4 A person may not occupy a place at a Rapid Roulette table without actively placing wagers on an ATS or occupy an area so that he or she restricts another player from gaining access to play Rapid Roulette.
- 3.5 A person must not hinder, harass, intimidate or interfere in any way with another person’s playing of Rapid Roulette or with any employee of the Casino Operator performing duties related to Rapid Roulette.
- 3.6 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.

- 3.7 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.8 At the settlement of wagers for a spin, each open ATS must—
  - 3.8.1 Clear any losing wager, by causing the chips representing that wager to disappear from the display; and
  - 3.8.2 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 ATS chip account.
- 3.9 Wagers may only be placed in accordance with rule 3.
- 3.10 A person must not engage or participate in Syndicate Play.
- 3.11 A person must not induce a player to vacate an ATS at a Rapid Roulette table or to engage in syndicate play, whether by threats, unpleasant behaviour, financial offer or any other method.
- 3.12 A person must not solicit or accept an inducement to engage in Syndicate Play.
- 3.13 Where a Rapid Roulette table offers a jackpot component a player placing a valid wager for a particular spin will, once the winning number for that spin has been confirmed by the Dealer in accordance with rule 5.4, automatically qualify to participate in that jackpot.

#### 4. Permissible Wagers

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the **Casino Control Act 1991**<sup>1</sup>.
- 4.2 Each ATS is a location within the casino for the purposes of section 66 of the **Casino Control Act 1991**.
- 4.3 If—
- 4.3.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and
- 4.3.2 A player attempts to place an individual wager—
- (a) In a multiple over the minimum which is not permitted;  
or
- (b) Which is greater than the permitted maximum wager—
- the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and
- 4.3.3 By the end of the wagering period for an individual spin, a player has placed one or more wagers which are in total less than the permitted minimum wager,, (and as displayed on the table limit sign in accordance with rule 4.2) those wagers must not be recognised by the ATS or the game system for the individual spin.

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

**66. Assistance to patrons**

- (1) A casino operator must—

...

- (c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

- (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.

## 5. Dealing the Game

- 5.1 A wagering period will be determined by:
  - 5.1.1 The casino operator; or
  - 5.1.2 If the casino operator has not made a determination, the wagering period is 30 seconds; or
  - 5.1.3 Where the Dealer has spun the ball as described in **rule 5.3.1** and the sensor on the roulette wheel recognises that the ball will fall into a numbered compartment prior to the expiry of the nominated wagering period as described in **rule 5.1.1** or **rule 5.1.2** above, the end of the wagering period will be indicated to the players and the amount of time available for wagering will automatically be reduced to zero.
- 5.2 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 5.3 The Dealer—
  - 5.3.1 May cause the ball to be spun at any time after the start of the wagering period, if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires; and
  - 5.3.2 If the ball has not been spun before the end of the wagering period, must cause the ball to be spun as soon as practicable after the wagering period expires.
- 5.4 When, after the ball is spun, it comes to rest, the Dealer must—
  - 5.4.1 Announce the number of the compartment; and
  - 5.4.2 Enter that outcome into the SGC.
- 5.5 When an outcome has been entered into the SGC, the game system must—
  - 5.5.1 Display the outcome of the spin on each open ATS; and

- 5.5.2 In respect of the wager or wagers placed on an ATS—
- (a) If an amount has been won, automatically calculate and display the amount; and
  - (b) Automatically calculate and display the balance of the ATS chip account as a result of the outcome—

in accordance with these rules.

## **6. ATS Chip Accounts**

- 6.1 An open ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy in either by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips or by inserting an amount of cash into the ATS Note Acceptor.
- 6.2.1 At a remote ATS there is no provision for a Dealer initiated buy in. A person wishing to buy in must do so by inserting an amount of cash into the ATS Note Acceptor.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer—
- 6.3.1 Must give the player control of an ATS; and
  - 6.3.2 Must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.4 Where a player inserts cash into an ATS Note Acceptor, the amount of cash will automatically be credited to the ATS chip account in respect of that ATS, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.

- 6.5 In accordance with rule 6.2, the person for the time being in control of an open ATS may at any time-
- 6.5.1 Tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as practicable, credit the amount tendered to the player's ATS chip account; or
  - 6.5.2 Insert a further amount of cash into the ATS Note Acceptor.
- 6.6 A player—
- 6.6.1 May leave the game at any time; and
  - 6.6.2 Must leave the game if the Dealer, 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.
- 6.7 If a player leaves the game:
- 6.7.1 A Dealer must pay out the full value of the player's ATS chip account balance by tendering chips and close the ATS chip account; or
  - 6.7.2 Where he/she is playing at a remote ATS and that ATS is equipped with a ticket printer, a ticket will be issued for the full value of the patron's ATS chip account. The ticket may be exchanged for cash or cash equivalent at a Casino Cage or a Cashier Booth. The player's account will then be closed.
    - (a) Once the ticket is printed the patron is responsible for presenting the ticket for redemption.
    - (b) 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 make a manual payment to the patron.
    - (c) Crown has no liability for any lost or stolen tickets or tickets which become illegible after printing.

## 7. Settlement

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

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

7.2 In rule 7.1—

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

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

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

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

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

7.2.4 a reference to a chip is a reference to a chip placed on the layout.

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

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

7.3.2 All other wagers are losing wagers.

## 8 Jackpot System

8.1 The casino operator may operate one or more approved “jackpot systems” with respect to rapid games and utilise a variety of jackpot styles, including, by way of example and not limitation, Mystery Jackpots, Stand Alone Progressive Jackpots, Linked Progressive Jackpots and Bonus Jackpots. For the purposes of this document the generic term “Jackpot” will be used for all Jackpot styles.

8.2 Equipment forming a Jackpot system includes:

8.2.1 A jackpot server;

8.2.2 A jackpot terminal or back of house monitoring system;

8.2.3 A jackpot meter display;

8.2.4 A jackpot client viewer;

8.2.5 An image content server; and

8.2.6 Software required to run the jackpot system

and is integrated with the SGC.

8.3 The following provisions apply to the operation of a jackpot system:

8.3.1 One or more particular tables may constitute a jackpot group.

8.3.2 A jackpot system must operate in respect of one or more jackpot groups;

8.3.3 A jackpot group may have one or more jackpots operate in respect of it;

8.3.4 A jackpot group may be added to or removed from a jackpot or transferred between one jackpot and another provided that prior to the change a sign giving notice of the addition, removal or transfer is displayed;

8.3.5 A jackpot may be closed at any time provided that a sign giving notice of the closure is displayed at every table in respect of which system is operating;

- 8.3.6 If a jackpot is closed, an amount equal to the value recorded on the jackpot meter must be transferred to the jackpot meter of one or more other jackpots;
- 8.3.7 Each table in respect of which a jackpot operates must be fitted with a jackpot meter display designed to show the value of the jackpot prize amount recorded from time to time on the jackpot meter and/or any goods or services constituting a jackpot prize.
- 8.3.8 The value of the prize recorded on the meter of a jackpot may be displayed on one or more electronic promotional displays in the casino.
- 8.3.9 In a round of play where there is a jackpot winner, the jackpot prize and the winning ATS number will be displayed on the SGC. Once confirmed by the Pit Boss:
- (a) Where the jackpot prize is cash, the jackpot amount will be credited directly to the respective ATS Chip Account.
  - (b) All jackpot prizes in the form of goods and/or services will be awarded to the player at a convenient time thereafter.
- 8.4 The casino operator must ensure that the jackpot meter for a jackpot from time to time records a monetary value no less than-
- 8.4.1 The minimum jackpot value, plus
  - 8.4.2 The amount wagered at all participating rapid gaming tables which has incremented to the jackpot meter at the rate specified in the approved jackpot system software.
- 8.5 If, in respect of a round of play, the value recorded on the jackpot meter of a jackpot would fall below the minimum jackpot value,, the casino operator must cause the jackpot meter for the jackpot system to be reset to an amount no less than this amount.

- 8.6 The electronic equipment for a Jackpot is operating properly if-
- 8.6.1 The jackpot server of the system is capable of posting contributions from patron wagers at the specified increment rate, calculating random jackpot seed values and recording winning jackpot records; and
  - 8.6.2 The Casino Supervisor can read the value of the jackpot prize at the time for settlement.
- 8.7 If at any time it is deemed that the jackpot is not operating properly, the jackpot prize/s offered with respect of that particular jackpot will not be offered to patrons and a regular Rapid Roulette game will be conducted.
- 8.8 Subject to rule 9.10, if a round of play in which a jackpot prize has been won is void, the amount of the jackpot prize as displayed on the meter of the jackpot must be re-credited to the meter of that particular jackpot or must be transferred to the meter of one or more other jackpots.

## 9. Irregularities

- 9.1 The Dealer must announce that a spin is a no spin if—
- 9.1.1 The wheel is not rotating at the time the ball is spun except where the wheel in use is a mechanically activated wheel; or
  - 9.1.2 The ball is spun in the same direction as the wheel is rotating; or
  - 9.1.3 He or she reasonably forms the opinion that the ball will not, before it comes to rest in a compartment, complete four revolutions around the track of the wheel; or
  - 9.1.4 A foreign object enters the wheel prior to the ball coming to rest; or
  - 9.1.5 The ball is propelled or falls out of the wheel; or
  - 9.1.6 The ball comes to rest before the end of the wagering period; or
  - 9.1.7 A person interferes with the ball or the rotation of the wheel; or

- 9.1.8 He/she reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring.
- 9.1.9 The wheel stops rotating prior to the ball coming to rest in a compartment of the wheel.
- 9.2 If the Dealer announces a no spin:
  - 9.2.1 He/she may attempt to prevent the ball from coming to rest in one of the compartments.
  - 9.2.2 That spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.
- 9.3 Unless covered by the situations described in rules 9.7 and 9.8 below, the Game Supervisor (or above) may invalidate the outcome of a game if the result of that game is affected by the malfunction of any gaming equipment approved for use on that game.
- 9.4 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.
- 9.5 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.
- 9.6 The WND must be disregarded if the WND displays a number other than the actual outcome.
- 9.7 If an ATS experiences a malfunction—
  - 9.7.1 Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed on the ATS for the relevant spin; and
  - 9.7.2 On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.

- 9.8 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage)—
- 9.8.1 Prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed by all players for the relevant spin; and
- 9.8.2 On or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 9.9 If the Dealer is unable, for the purposes of rules 9.7.2 and 9.8.2, to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.
- 9.10 Once a Jackpot has been confirmed it cannot be voided. In the event that a spin is declared a no spin after a Jackpot has been confirmed, payment of that Jackpot stands and the declaration of a no spin will have no effect on the result/s of any prior or subsequent rounds of play.

## 10 DOUBLE ZERO RAPID ROULETTE

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

### 10.2 Equipment

#### 10.2.1 The display of the touch screen monitor of an open ATS—

(a) **Must—**

- (i) **Contain all the elements of the design set out in Diagram D; and**
- (ii) **Contain any additional elements necessarily required by these rules; and**
- (iii) **Be of similar appearance to Diagram D; and**

(b) **May include features in addition to those shown in Diagram D, if those features are not inconsistent with Diagram D or these rules.**

**10.2.2 A Double Zero Rapid Roulette wheel will be configured as shown in Diagram E.**

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

### **10.3 Placement of Wagers**

**10.3.1 Wagers will be placed in accordance with rule 3 and placed in a manner similar to Diagram F.**

### **10.4 Settlement**

**10.4.1 Wagers will be settled in accordance with rule 7.1.**

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

**10.4.3 If the outcome of an individual spin is "00" —**

- (a) Only wagers placed on the bets of a Straight-Up on "00" or a Split on "00/0" are winning wagers; and**

- (b) All other wagers are losing wagers.**

## 11. Tournament Play

### 11.1 General

11.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Rapid Roulette with an equal chance.

11.1.2 The casino operator must appoint a Tournament Director.

11.1.3 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.

### 11.2 Tournament conditions

11.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount to be credited to ATS chip accounts at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of ATS account balances at the end of each session or round;
- (c) Whether there is a minimum or compulsory wager for each spin 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 or ATSS to be active in each round or session, the method of progression from round to round or session to session, repacege, 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 an 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 Rapid Roulette and that, in the event of any inconsistency, the rules prevail.

11.2.2 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.

11.2.3 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

11.2.4 The Tournament Director must be present during the whole of each session or round of play in a tournament.

### 11.3 Conduct of Play

11.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

11.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 11.3.1 is used exclusively for tournament play.

11.3.3 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.

11.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

11.3.5 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 spins 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 ATS chip account balances in cash at the end of the session or round, if all the players at the gaming table agree.

## 12 General Provisions

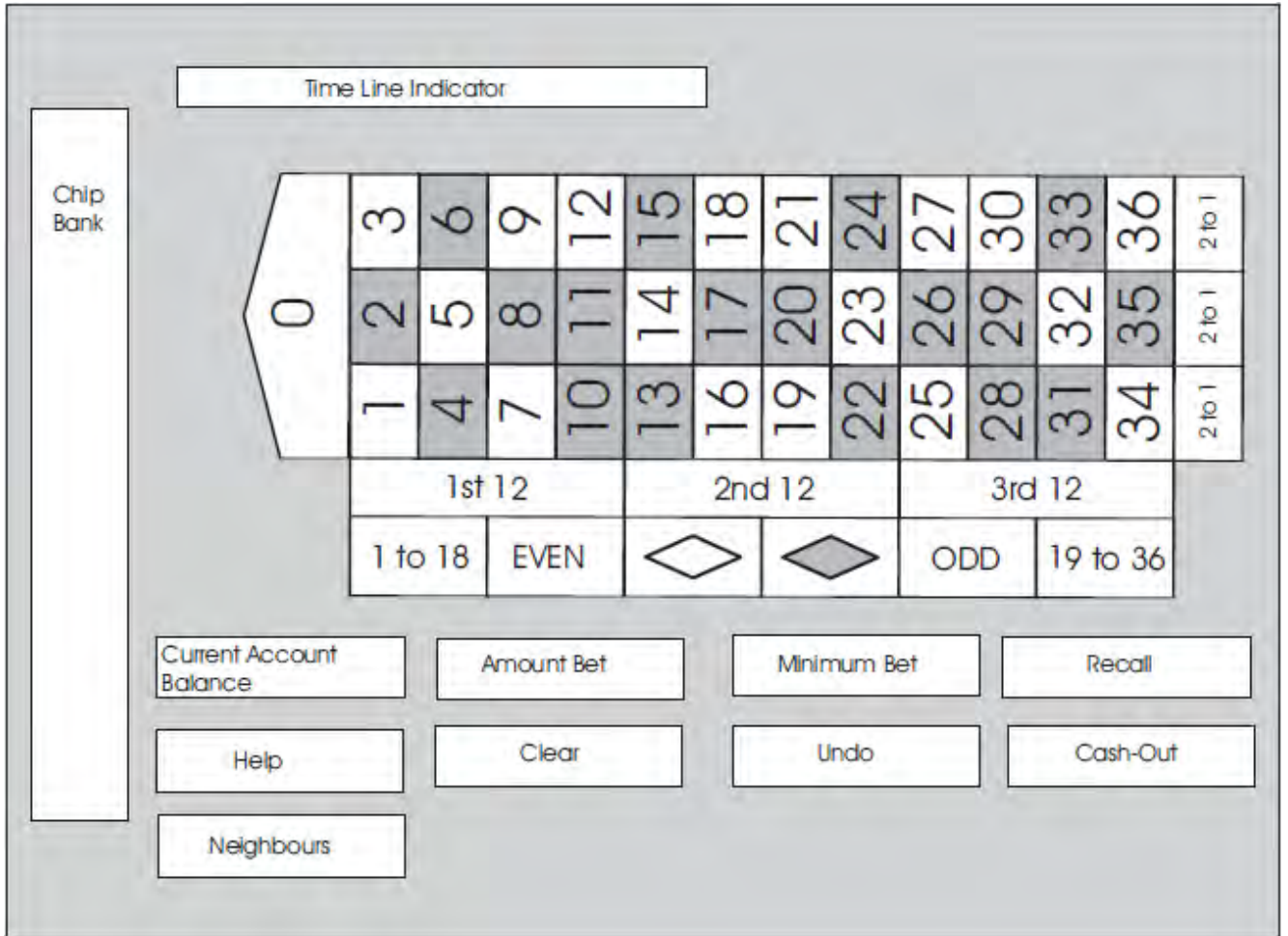
- 12.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with 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.
- 12.2 Where a player has contravened any provision of the rules a Casino Supervisor may:-
- 12.2.1 Declare that any wager made by the player(s) will be void;
- 12.2.2 Direct that the player(s) will be excluded from further participation in the game;
- 12.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation.
- 12.2.4 Confiscate the prohibited device; and
- 12.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 12.3 A Casino Supervisor may invalidate the outcome of a game if:-
- 12.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
- 12.3.2 Any fraudulent act is perpetrated by any person that affects the outcome of the game.
- 12.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 12.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 12.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.

- 12.7 The 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.
- 12.8 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.
- 12.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the Casino Supervisor will be final.
- 12.10 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.
- 12.11 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the Rules of Rapid Roulette.
- 12.12 Players are not permitted to have side bets against each other.
- 12.13 A copy of these rules will be made available, upon request.



Victorian Commission  
for Gambling Regulation

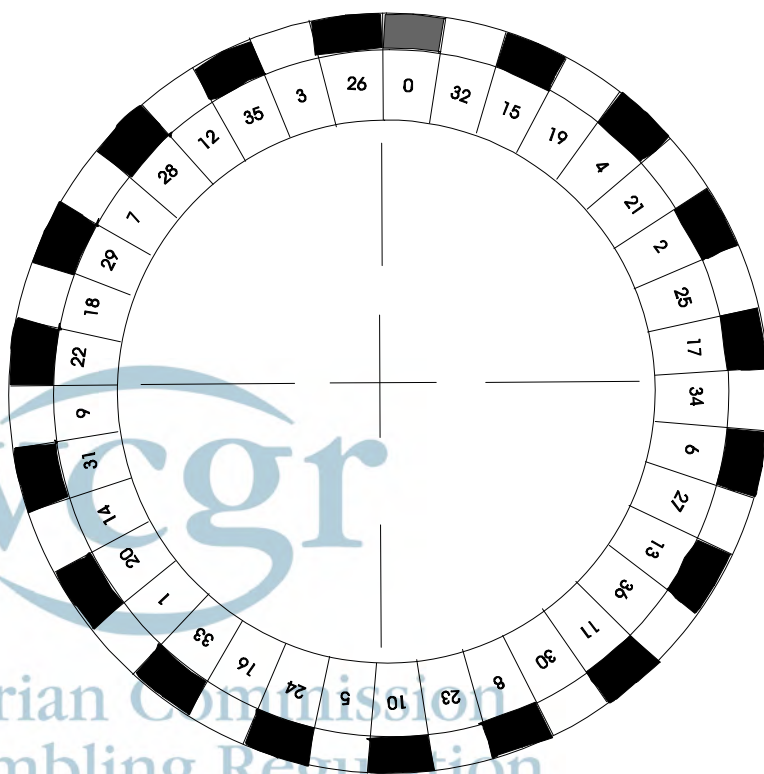
# DIAGRAM A



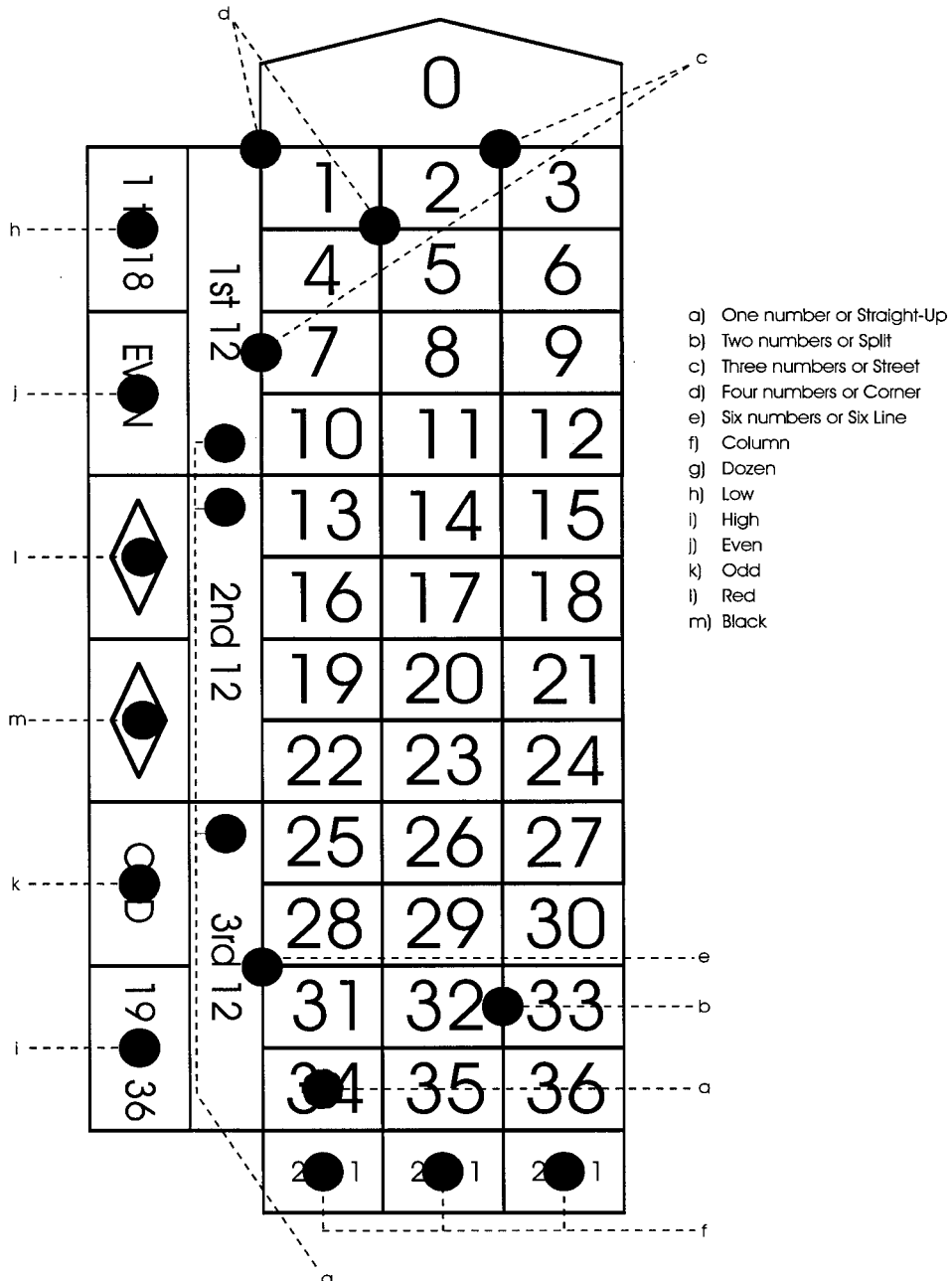
## DIAGRAM B

### LEGEND

-  Black
-  Red
-  Green



# DIAGRAM C



# DIAGRAM D

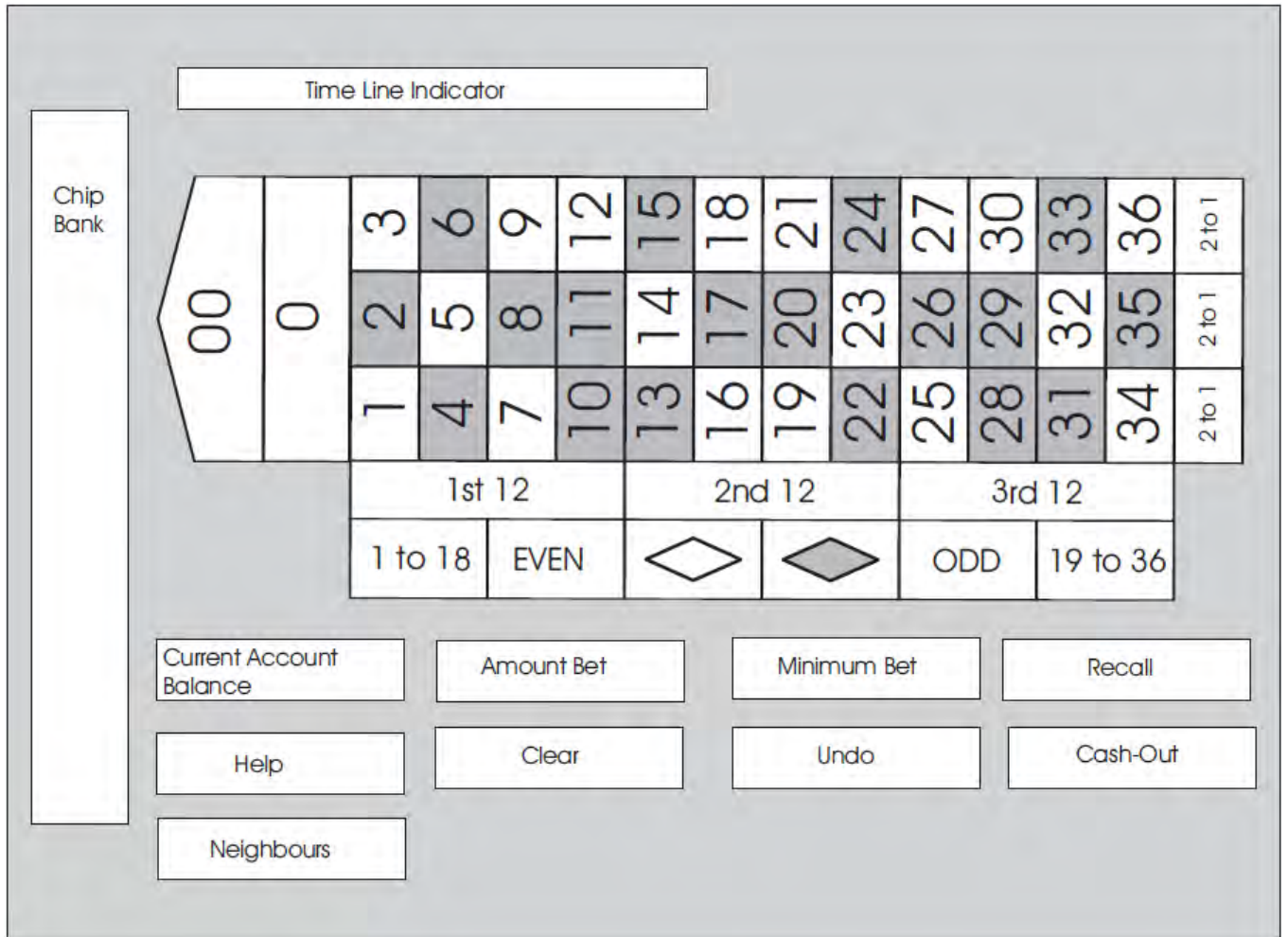


DIAGRAM E



DIAGRAM F

