

Australian Capital Territory

Casino Control (Money Wheel)

Approval 2005 (No 1)

Notifiable instrument NI2005—78

made under the

Casino Control Act 1988, subsection 72(1) (Rules for authorised games).

I approve the rules for the authorised game of “Money Wheel” as set out in the attached schedule.

Desmond Edward McKee

Delegate

ACT Gambling and Racing Commission

14 February 2005

SCHEDULE

This is the accompanying schedule to the instrument of approval made under subsection 72(1) (Rules for Authorised Games) of the *Casino Control Act 1988* on 14 February 2005 by Desmond Edward McKee, Delegate of the ACT Gambling and Racing Commission.

CASINO CANBERRA LIMITED

RULES

OF

MONEY WHEEL

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A. DICTIONARY OF TERMS USED IN MONEY WHEEL

(nb. terms defined in the dictionary are underlined throughout this document.)

Approved

Means approved in writing by the ACT Gambling and Racing Commission.

Casino Operator

The organisation or person responsible for the conduct of gaming in the casino.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

Colour Chips

Chips having a nominated value that may be used only at the table at which they were purchased. Used to help distinguish players' bets.

Dealer

A person responsible for the operation of the game.

Indicator

A device used to indicate the winning segment.

Round of play

That part of the game that commences when the dealer announces "Place Your Bets" and concludes once all payouts have been completed.

Void

Neither the player nor the dealer wins; any chips wagered or paid shall be returned as if the round of play had never occurred.

Wheel

An approved circular apparatus described in Rule 2.1 used to determine the outcome of a game.

B. RULES OF MONEY WHEEL

1. MONEY WHEEL TABLE

- 1.1 The Money Wheel table shall be approved prior to use.

2. MONEY WHEEL

- 2.1 The wheel shall be approved and not be less than 1.5 metres in diameter and shall have 52 equal compartments.

- (a) 24 segments depicting symbol a;
- (b) 12 segments depicting symbol b;
- (c) 8 segments depicting symbol c;
- (d) 4 segments depicting symbol d;
- (e) 2 segments depicting symbol e;
- (f) 1 segment depicting symbol f; and
- (g) 1 segment depicting symbol g.

- 2.2 Symbols a, b, c, d, e, f and g shall be approved prior to use.

3. MINIMUM AND MAXIMUM WAGERS

- 3.1 The casino operator shall display the minimum and maximum wagers per segment on a sign at or near the table and may change these limits, provided that prior notice of the change is given to the players.
- 3.2 The casino operator may allow a player to wager in excess of the stated segment maximum provided that a marker denoting the new limit is placed adjacent to the player.
- 3.3 The multiples of wagers allowable shall be displayed at the table.
- 3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

4. WAGERS

- 4.1 Prior to the dealer announcing “NO MORE BETS”, each player shall be given the opportunity to place a wager.
- 4.2 All wagers shall be made by placing gaming chips or colour chips on the appropriate area of the layout.
- 4.3 Once the dealer has announced “NO MORE BETS”, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.
- 4.4 The permissible wagers by a player at the game of Money Wheel shall be on any of the represented segments of the wheel that are depicted on the layout.
- 4.5 Each player shall be responsible for the correct positioning of their wager on the Money Wheel layout whether assisted by the dealer or not.
- 4.6 The casino operator or its employees may require a player to use colour chips.

5. ROTATION OF WHEEL

- 5.1 Prior to spinning the wheel the dealer shall announce “NO MORE BETS”.
- 5.2 The wheel must make a minimum of two complete revolutions to constitute a valid spin.
- 5.3 The dealer may alternate the direction of rotation of the wheel on each spin.
- 5.4 No person, other than a casino employee who is responsible for the operation of the game, shall, at any time, interfere with the wheel, or the rotation of the wheel.

6. PAYOUT ODDS

- 6.1 Winning wagers shall be paid as follows:

	WAGERS	PAYOUT
(a)	24 segments depicting symbol a	1 to 1
(b)	12 segments depicting symbol b	3 to 1

(c)	8 segments depicting symbol c	5 to 1
(d)	4 segments depicting symbol d	11 to 1
(e)	2 segments depicting symbol e	23 to 1
(f)	1 segment depicting symbol f	47 to 1
(g)	1 segment depicting symbol g	47 to 1

7. SETTLEMENT OF WAGERS

- 7.1 A wager shall win when the indicator comes to rest in a corresponding segment after the motion of the wheel has ceased.
- 7.2 Each wager shall be settled strictly in accordance with its position on the layout when the indicator comes to rest in a segment of the wheel.

8. IRREGULARITIES

- 8.1 If the wheel fails to make two complete revolutions all wagers shall be void on that spin.
- 8.2 If there is a physical interference or a mechanical malfunction with the spin of the wheel all wagers shall be void on that spin, regardless of whether or not the Indicator comes to rest in one of the segments on the wheel.
- 8.3 If the indicator stops on the divider between two segments, all wagers shall be void on that spin.

9. TABLE CLOSURE

- 9.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.
- 9.2 Subject to Rule 9.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

10. GENERAL PROVISIONS

- 10.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 10.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by a player shall be void; and
 - (b) direct that the player shall be excluded from further participation in the game.
- 10.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 10.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 10.5 An employee of the casino shall:
- (a) not advise a player on how to play except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 10.6 A person shall not instruct or influence another player's decision of play.
- 10.7 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 10.8 Players are not permitted to have side bets against each other.
- 10.9 A copy of these rules shall be made available by the casino operator, upon request.