

ROULETTE

(DOUBLE ZERO)

(RWS)
Game Rules
Version 3

w.e.f. 23 October 2019, 0800hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Roulette (Double Zero) (Version 3)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Dealer** refers to the person responsible for the dealing of the game.
- 1.3 **House** refers to the Casino Operator.
- 1.4 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.5 **Player** refers to a person who places a Bet during a Round of play.
- 1.6 **Revolution** refers to the completion of a 360 degree movement around the ball track of the wheel by the ball.
- 1.7 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.8 **Spin** refers to an action by the Dealer to cause the ball to roll along the ball track around the wheel.
- 1.9 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

- 2.1.1 Roulette Double Zero may be played only on tables displaying the layout as shown in Appendices A and B. Appendix C indicates examples of the placement of the available Bets.

3. How to Play

- 3.1 The objective of the game is to Bet on a number which matches the respective numbered compartment in the wheel where the ball comes to rest.
- 3.2 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.3 The permissible minimum and maximum limits shall be displayed at the table.
- 3.4 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.5 Where applicable, no Player playing in any betting box and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that betting box to be taken up by any other Player.
- 3.6 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.7 The ball shall be Spun in a direction opposite to the rotation of the wheel and the ball must complete at least four Revolutions to constitute a valid Spin.
- 3.8 The winning number is determined when the ball has come to rest in any compartment of the wheel.
- 3.9 In the event the ball comes to rest in the compartment "0" (ZERO) or "00" (DOUBLE ZERO), all Bets shall lose with the exception of those Bets on (a) "0" (ZERO) or "00" (DOUBLE ZERO) number or (b) any combination involving "0" (ZERO) or "00" (DOUBLE ZERO) number.
- 3.10 All losing Bets shall be cleared and winning Bets shall be paid in accordance with the Roulette Double Zero Pay Table in paragraph 4.1.

4. Settlement

4.1 Odds of Each Winning Bet

Roulette Double Zero Pay Table		
Type	Bet/Rules	Pays
Straight Up	One number Bet	35 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Five number Bet	6 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1

5. Irregularities

- 5.1 In the event that the total Bets on any betting boxes exceed the maximum permissible limit, and this is noticed by the Dealer before the Bets are closed, the House shall reject and return the excess Bets which were placed later in time.
 - 5.1.1 In the event that the total Bets placed on any betting boxes exceed the maximum permissible limit, and the Dealer fails to notice and to reject such excess Bets before the Bets are closed, winning Bets shall only be paid up to the maximum permissible limit and losing Bets shall only be collected up to the maximum permissible limit. The excess amount of Bets which were placed later in time shall be returned.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

- 5.5 In the event that any of the following situations occur:
- 5.5.1 the ball is not being Spun above the revolving wheel but is dropped into a compartment of the wheel; or
 - 5.5.2 the Spinning ball does not complete four Revolutions; or
 - 5.5.3 the ball does not drop into any compartment of the wheel after the ball is Spun; or
 - 5.5.4 the ball is flung out of the wheel; or
 - 5.5.5 the wheel is not rotating at the time the ball is Spun; or
 - 5.5.6 the ball is Spun in the same direction as the rotating wheel; or
 - 5.5.7 a foreign object enters the wheel prior to the ball coming to rest in a compartment of the wheel; or
 - 5.5.8 a person interferes with the Spinning ball or the rotation of the wheel; or
 - 5.5.9 the wheel stops rotating prior to the ball coming to rest in a compartment of the wheel,
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 In the event that the ball breaks, all affected Rounds of play shall be Voided.
- 5.7 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.8 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.

- 5.9 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.10 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.
- 5.11 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.12 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.13 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Game Shift Manager or above.

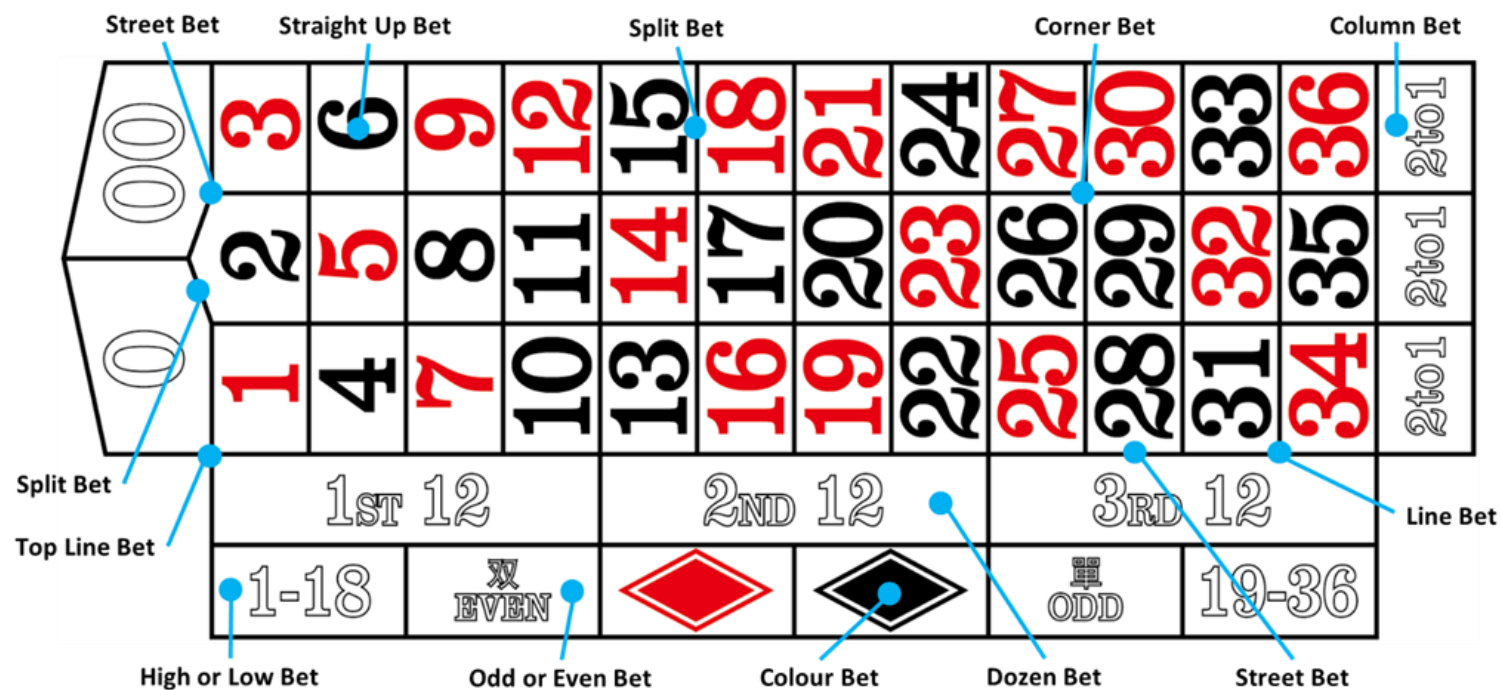
Appendix A

00		0																																																					
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	2to1	2to1	2to1															
1st 12				2nd 12				3rd 12																																															
1-18																																																							
EVEN				ODD				EVEN				ODD																																											
19-36																																																							

Appendix B

0			00				
1	2	3	4	5	6	7	8
10	11	12	13	14	15	16	17
19	20	21	22	23	24	25	26
28	29	30	31	32	33	34	35
2to1	2to1	2to1	2to1	2to1	2to1	2to1	2to1
1st 12			2nd 12			3rd 12	
1-18			EVEN			ODD	
						19-36	

Appendix C



Type of Bet	Description
Straight Up Bet	A Bet on any single number including "0" and "00", placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the 2 numbers. Also can be made between 0 and 00, 0 and 1, 0 and 2, 00 and 2 or 00 and 3.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed at the corner on 0, 1 and 2 or 00, 2 and 3 or 0, 00 and 2 where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch.
Top Line Bet	This is a Bet which covers the Top Line of the betting area and includes 0, 00, 1, 2 and 3 placed at the end of two rows on the line between them.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective "2 to 1" box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the "1 st 12", "2 nd 12" or "3 rd 12" boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured "<>" symbol respectively.
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers includes all even numbers other than 0 and 00.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the "19-36" or "1-18" boxes respectively.