

ROULETTE

(WITH RACETRACK AND COMPLETE BET)

(RWS)

Game Rules

Version 2

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 (With Racetrack And Complete Bet) (Version 2)" 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 **Complete Bet button** refers to a marker used to identify the unit value and the placement of Bets for a Complete Bet on a number.
- 1.3 **Complete Maximum Bet button** refers to a marker used to identify the unit value and the placement of Bets for a Complete Maximum Bet.
- 1.4 **Dealer** refers to the person responsible for the dealing of the game.
- 1.5 **Dozen with 100 Units Bet button** refers to a marker used to identify the unit value and the placement of a Bet for a Dozen with 100 Units Bet.
- 1.6 **Dozen with 100 Units Maximum Bet button** refers to a marker used to identify the unit value and the placement of Bets for a Dozen with 100 Units Maximum Bet.
- 1.7 **House** refers to the Casino Operator.
- 1.8 **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.
- 1.9 **Player** refers to a person who places a Bet during a Round of play.
- 1.10 **Revolution** refers to the completion of a 360 degree movement around the ball track of the wheel by the ball.
- 1.11 **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.

- 1.12 **Spin** refers to an action by the Dealer to cause the ball to roll along the ball track around the wheel.
- 1.13 **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 (with Racetrack and Complete Bet) may be played only on tables displaying the layout as shown in Appendices A and B. Appendix D 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 Each Player may choose to Bet on **Racetrack Bet, Complete Bet on a number and/or Dozen with 100 Units Bet** in the game of Roulette (with Racetrack and Complete Bet) as shown in Appendices E, F, G, H, I and Diagrams A and B.
- 3.7 **Racetrack Bets**

- 3.7.1 Racetrack Bets may be placed in accordance with Appendices E, F, G, H and I as follows:

Types	Definition	Appendix
Tiers	A six piece Bet with one piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.	E
Orphelins	A five piece Bet with one piece on each of 1, 6/9, 14/17, 17/20 and 31/34.	F
Voisins du Zero	A nine piece Bet with one piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and 2 pieces on each of 25/29 and 0/2/3.	G
O-Spiel	A four piece Bet with one piece on each of 0/3, 12/15, 26 and 32/35.	H
Neighbours	A five piece Bet with one piece on a specific number and each of the two neighbouring numbers on either side, e.g. a Bet on 31 would consist of the number 31 and its neighbours of 20, 14, 9 and 22.	I

3.8 Complete Bet

3.8.1 The following are four types of Bets:

- a. Complete Bet on a number (Complete Bet on a number); or
- b. Dozen with 100 Units Bet (Dozen with 100 Units Bet); or
- c. Complete Maximum Bet (Complete Maximum Bet); or
- d. Dozen with 100 Units Maximum Bet (Dozen with 100 Units Maximum Bet).

For the avoidance of doubt, the Dozens/ Columns/ Even chances are not included as part of Complete Bets calculation or placement.

3.8.2 A **Complete Bet on a number** is a set unit Bet which consists of the following units of Betting and the placement of Bets for each betting position on a specific number:

Betting Position	Units of Bet
Straight Up	1
Split	2
Street	3
Corner	4
Line	6

3.8.3 The chips used for a Complete Bet on a number shall be placed on the specific number and be accompanied by the Complete Bet button placed on top of the chips to indicate a Complete Bet on a number.

3.8.4 Complete Bet Illustration

- a. As illustrated in Diagram A, a Complete Bet on number 0 would consist of a 17 units Bet (the number within each circular chip representation indicating the units of Bets).

Diagram A



Betting Position	Units of Bet
Straight Up	1
Split	2
Split	2
Split	2
Street	3
Street	3
Corner	4
Total Bets Placed	17

3.8.5 A **Dozen with 100 Units Bet** is a set unit Bet which consists of the following units of Betting for each betting position available to the numbers within a particular Dozen excluding the adjacent Dozen(s) and/or the number 0:

Betting Position	Units of Bet
Straight Up	1
Split	2
Street	3
Corner	4
Line	6

- 3.9 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.10 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.
- 3.11 The winning number is determined when the ball has come to rest in any compartment of the wheel.
- 3.12 In the event the ball comes to rest in the compartment "0" (ZERO), all Bets shall lose with the exception of those Bets on (a) "0" (ZERO) number or (b) any combination involving "0" (ZERO) number.
- 3.13 All losing Bets shall be cleared and winning Bets shall be paid in accordance with the Roulette (with Racetrack and Complete Bet) Pay Table in paragraph 4.1.

4. Settlement

4.1 Odds of Each Winning Bet

Roulette (with Racetrack and Complete Bet) 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
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

Layout

0			1ST 12		1-18
1	2	3	2ND 12	EVEN	
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		19-36	
31	32	33			
34	35	36	3RD 12		
2to1	2to1	2to1			

8	23	10	5	24	16	33	1	20	14	31	9	22	18	29	7	28	12	35	3	26	0	32	15	19	4	21	2	25	17	34	6	27	13	36	11	30	8		
TICKETS										CHIPS										VENDING MACHINE										0-5000									

Layout

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

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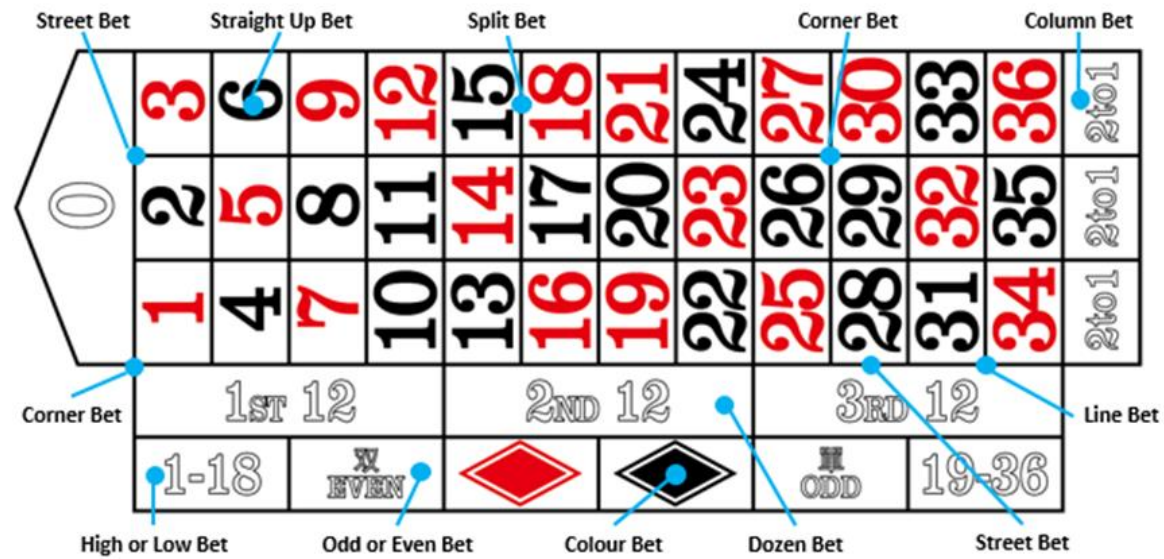
Appendix C

Magnified Version of the Racetrack

10	5	24	16	33	1	20	14	31	9	22	18	29	7	28	12	35	3	26	0	30	11	36	13	27	6	34	17	25	2	21	4	19	15	32	0	8	23	10
TIERES										ORPHELINS										VOISINS DU ZERO										0-SPIEL								

Appendix D

Types of Bets



Type of Bet	Description
Straight Up Bet	A Bet on any single number including "0", 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 1, 0 and 2 or 0 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 for (a) 0, 1 and 2 and (b) 0, 2 and 3 where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch. Also can be placed for 0, 1, 2 and 3 at the Corner where 0 touches the line at the end of the row of 1, 2 and 3.
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.
High or Low Bet	A Bet on all High numbers (number 19 – 36) or all Low numbers (number 1 – 18), placed on the 19-36 or 1-18 boxes respectively.

Five Types of Racetrack Bets

Appendix E – Tiers

A six piece Bet with one piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

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

Appendix F – Orphelins

A five piece Bet with one piece on each of 1, 6/9, 14/17, 17/20 and 31/34.

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		X EVEN						H ODD		19-36																												

Appendix G – Voisons du Zero

A nine piece Bet with one piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and 2 pieces on each of 25/29 and 0/2/3.

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

Appendix H – O-Spiel

A four piece Bet with one piece on each of 0/3, 12/15, 26 and 32/35.

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

Appendix I – Neighbours

A five piece Bet with one piece on a specific number and each of the two neighbouring numbers on either side, e.g. a Bet on 31 would consist of the number 31 and its neighbours of 20, 14, 9 and 22.

10	5	24	16	33	1	20	14	31	9	22	18	29	7	28	12	35	3	
10	5	24	16	33	1	20	14	31	9	22	18	29	7	28	12	35	3	
23	23	TIERS				ORPHELINS				VOISINS DU ZERO				0-SPIEL				26
8	8	30	11	36	13	27	6	34	17	25	2	21	4	19	15	32	0	
30	11	36	13	27	6	34	17	25	2	21	4	19	15	32	0	0	0	

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			X EVEN									III ODD			19-36																															