

ROULETTE COMPLETE BET
(MBS)
Game Rules
Version 3

w.e.f. 14 August 2019



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 Complete Bet (Version 3)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

- 1. Definitions**
- 2. Mode of Play**
- 3. How to Play**
- 4. Settlement**
- 5. Irregularities**
- 6. General Provisions**

1. Definitions

1.1 In these rules:

- 1.1.1 “Colour chips” means chips without denomination markings that are issued to a Player. The value of a colour chip is established by the Player at the time of purchase. When colour chips are issued at an amount higher than the minimum, a marker or cash chip of the equivalent value shall be used to clearly denote the value of the colour chips and shall be placed either on the bank of colour chips or on a stand specifically for this purpose.
- 1.1.2 “Complete bet” maximum wager marker button is the object used to identify the unit value and the placement of the wagers for a complete maximum wager.
- 1.1.3 “Complete bet” wager marker button is the object used to identify the unit value and the placement of the wagers for a complete wager.
- 1.1.4 “Dolly” is the object that is placed on the winning number.
- 1.1.5 “Revolution” means the movement of the ball completing a rotation round the wheel along the ball track.
- 1.1.6 “Round of play” means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.7 “Spin” means the process that begins with the Dealer causing the ball to be spun in the opposite direction to the rotation of the wheel and ends when the ball falls into the winning number.

2. Mode of Play

- 2.1 The layout for this game is as shown in Appendix “A” with designated playing areas for the placement of wagers. Appendix “B” is a magnified version of the “Racetrack” shown in Appendix “A”. Appendix “C” indicates examples of the placement of the available wagers.

3. How to Play

- 3.1 Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2 Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3 A Player in the game of Roulette Complete Bet places one or more wagers using cash chips or colour chips or both on any of the different types of wagers (listed under Rules 3.4, 3.5 and 3.6) on the layout.
 - 3.3.1 Each wager at a particular playing area may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the table.
- 3.4 Wagers on the numbers are placed as follows and as shown in Appendix “C”:
 - 3.4.1 Straight Up – centrally on the desired number.
 - 3.4.2 Split – on the line dividing the two desired numbers.
 - 3.4.3 Corner – on the intersecting line between the four desired numbers.

- 3.4.4 Street – on the outside double line (separating the playing areas for the individual numbers from the playing areas for Dozens) of the first of the three consecutive desired numbers.
- 3.4.5 Six Line - on the outside double line (separating the playing areas for the individual numbers from the playing areas for Dozens) of the first two of the six desired numbers.
- 3.4.6 Column – within the outside section directly below the column of 12 numbers beginning with either 34, 35 or 36 in a straight line to 0.
- 3.4.7 Dozen – within the section marked “1st 12”, “2nd 12” or “3rd 12” that includes the numbers 1 to 12, 13 to 24 or 25 to 36, respectively.
- 3.4.8 1 to 18 – within the section marked “1 - 18” that includes the numbers 1 to 18.
- 3.4.9 19 to 36 – within the section marked “19 - 36” that includes the numbers 19 to 36.
- 3.4.10 Black – within the section displaying the diamond shaped symbol representing the colour black that includes all black numbers.
- 3.4.11 Red – within the section displaying the diamond shaped symbol representing the colour red that includes all red numbers.
- 3.4.12 Odd – within the outside section marked “Odd” that includes all odd numbers from 1 to 35.
- 3.4.13 Even – within the outside section marked “Even” that includes all even numbers from 2 to 36.
- 3.5 Players may choose to wager on the racetrack system for multiple piece wagers as shown in Appendix “D” to Appendix “H”.
- 3.6 “Complete bet” wagers and “Complete bet” maximum wagers
 - 3.6.1 A “Complete bet” wager is a wager placed to cover each possible playing area within a number (Appendix “I”) or numbers within a dozen (Appendix “J”). Dozens, Columns and Even chances are not included for “Complete bet” wager calculations or placement.
 - 3.6.2 A “Complete bet” maximum wager is a “Complete bet” wager to the stated table maximum for that number or dozen.
 - 3.6.3 The chips used for the “Complete bet” wager and the “Complete bet” maximum wager must be placed upon the desired number or the dozen section corresponding to the desired numbers and be accompanied by the complete wager marker button and the complete maximum wager marker button respectively.
- 3.7 The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player prior to “no more bets” being announced. It is the Player’s responsibility to ensure that the placement is carried out correctly.
- 3.8 When a Player requests to wager a “Complete bet” wager;
 - 3.8.1 The Player shall call a number for a “Complete bet” wager and the value of each piece to wager by providing at least minimum required value in chips.
- 3.9 The Dealer shall spin the ball in a direction opposite to the rotation of the wheel and the ball shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- 3.10 While the ball is still rotating around the wheel, the Dealer shall announce “No more bets” to signify the closing of bets.

- 3.11 The winning outcome shall be determined based on the compartment which the ball comes to rest in. Upon the ball coming to rest in a compartment of the wheel, the Dealer shall announce the outcome and shall place the dolly on the corresponding number on the layout.
- 3.12 After the ball comes to rest in a compartment, if there are wagers on the layout which were not placed clearly or inadvertently moved during the round of play, the Pit Supervisor or above shall determine the treatment of such wagers on the layout. It is the Player's responsibility to ensure that wagers are clearly placed on the layout.
- 3.13 Where a flat maximum is used, it shall mean that the same maximum wager amount as displayed at the table shall apply to straight up, split, corner, street, and six line wagers. The flat maximum shall not preclude the Players' ability to place a racetrack wager on "Grand Series 0/2/3 – Voisins du Zero". The standard 0/2/3 x 2 pieces and 25/26/28/29 x 2 pieces shall be accepted, overriding the flat maximum.

4. Settlement

- 4.1. Settlement of wagers shall be as follows:

Number / Section	Pays
One number (Straight Up)	35 to 1
Two numbers (Split)	17 to 1
Three numbers (Street)	11 to 1
Four numbers (Corner)	8 to 1
Six numbers (Six Line)	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

- 4.2. When the outcome is 0, wagers placed on a straight up 0 or on any combination of the 0 and the numbers 1, 2 and/or 3 shall win and all other wagers shall lose.
- 4.3. Except in the case of Rule 3.12, wagers shall be settled strictly in accordance with the position of chips on the layout when the Dealer calls "No more bets".

5. Irregularities

- 5.1 If the ball is spun in the same direction as the rotating wheel, the round of play shall be void.
- 5.2 If the ball does not spin around the rotating wheel before being dropped into a compartment of the wheel, the round of play shall be void.
- 5.3 If the ball does not complete four revolutions around the track of the wheel, the round of play shall be void.
- 5.4 If a foreign object enters the wheel prior to the ball coming to rest, the round of play shall be void.
- 5.5 If the ball fails to fall into one of the compartments, the round of play shall be void.
- 5.6 If the ball is propelled out of the wheel, the round of play shall be void.
- 5.7 If the ball breaks, the round of play shall be void.
- 5.8 If the wheel stops rotating while the ball is spinning, the round of play shall be void.
- 5.9 If the wheel is not rotating while the ball is being spun, the round of play shall be void.
- 5.10 If any person interferes with the ball or the rotation of the wheel, the round of play shall be void.
- 5.11 In the event of a power failure:
 - 5.11.1 If the ball has not dropped into a compartment and “no spin” as described in Rule 5.12 was announced, the round of play shall be void.
 - 5.11.2 If the ball has not dropped into a compartment and “no spin” as described in Rule 5.12 was not announced, play shall continue and the round of play shall be concluded.
- 5.12 A Dealer, Pit Supervisor or Pit Manager can announce “no spin” in the case or suspicion of any irregularity in these rules. After an announcement of “no spin”, the round of play shall be void regardless of whether or not the ball comes to rest in one of the compartments.
- 5.13 Unless otherwise stated in these rules, after the Dealer has announced “No more bets”, no wager may be placed or increased and any wager so placed or to the extent increased shall be refused and/or shall not be honoured.
- 5.14 Unless otherwise stated in these rules, after the Dealer has announced “No more bets”, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the outcome of the round of play.
- 5.15 Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.16 Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.
- 5.17 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.18 In the event that a wager was insufficient for a “Complete bet” wager, the round of play is not void, and the Player shall be required to make up the deficiency and the wager shall be paid or collected accordingly.

6. General Provisions

- 6.1 At the Pit Manager's discretion, the Dealer may announce "No more bets" prior to the spin.
- 6.2 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.
- 6.3 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.
- 6.4 Any display information provided by the Casino Operator on the outcome of the current and/or previous rounds of play is for information purposes only. In the event that the display information provided by the Casino Operator shows an incorrect outcome of the current and/or previous rounds of play, the actual outcome (based on the compartment which the ball comes to rest in) of the round of play shall stand, given the round of play has been conducted in accordance with these rules.

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
	2 to 1	2 to 1	2 to 1

1-18	EVEN			ODD	19-36
1 ST 12		2 ND 12		3 RD 12	

0-SPIN

VOISINS

ORPHELINS

TIERS

0

3

26

23

8

32

15

19

4

21

2

25

17

34

6

27

13

36

11

30

0	1	2	A	6	9	12	15	18	21	24	27	30	33	36	2 to 1
	4	5	B	8	11	14	17	20	23	26	29	32	35	2 to 1	
	7	10	C	13	16	19	22	25	28	31	34	2 to 1			
	1 ST 12	2 ND 12	3 RD 12												
1	H	E	J	N	L	M	K	O	I	6					

A	One number (Straight Up)
B	Two numbers (Split)
C	Three numbers (Street)
D	Four numbers (Corner)
E	Six numbers (Six Line)
F	Column
G	Dozen
H	Low (1-18)
I	High (19-36)
J	Even
K	Odd
L	Red
M	Black

“Tiers” (six piece wager - Appendix “D”): 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.

Appendix “D”

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

“Orphelins” (five piece wager – Appendix “E”): 1, 6/9, 14/17, 17/20 and 31/34.

Appendix “E”

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

“Voisins du Zero” (nine piece wager – Appendix “F”): 0/2/3 x 2 pieces, 4/7, 12/15, 18/21, 19/22, 25/26/28/29 x 2 pieces and 32/35.

Appendix “F”

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

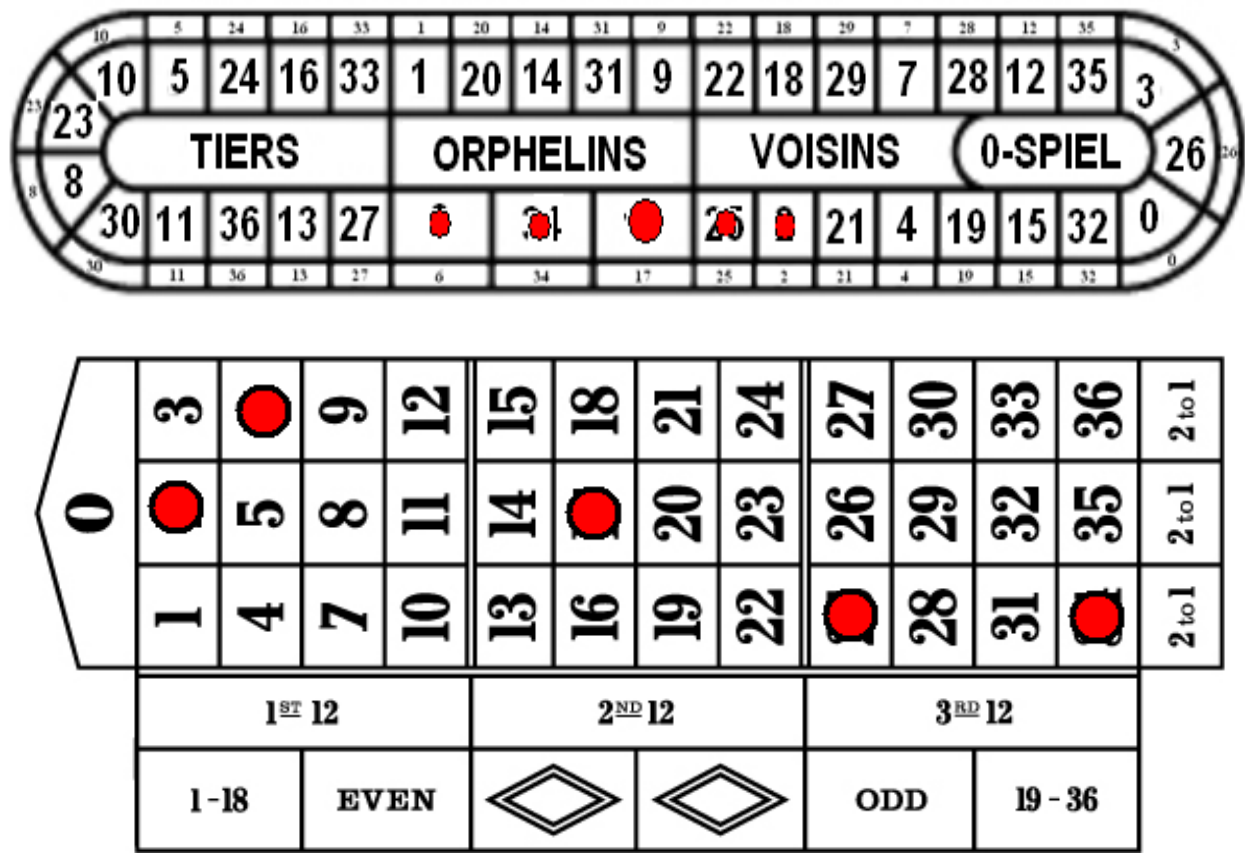
“0-Spiel” (four piece wager – Appendix “G”): 0/3, 12/15, 26 and 32/35.

Appendix “G”

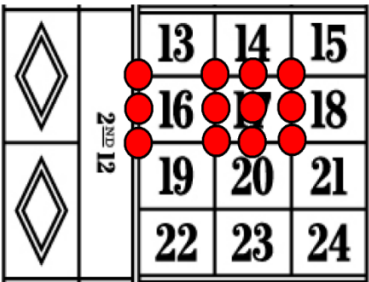
0	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1
	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
	1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
1 ST 12		2 ND 12		3 RD 12									
1 - 18		EVEN						ODD		19 - 36			

“Neighbours” (five piece wager – Appendix “H”): a specific number with two neighbouring numbers either side, e.g. 17 and the neighbours = 2, 25, 17, 34 and 6.

Appendix “H”



Appendix “I”



Appendix “J”

