

Ref: DF26/052513

CASINO CONTROL ACT 1992**Order**

Pursuant to section 66(1) of the *Casino Control Act 1992*, the delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Roulette in the Restricted Gaming Facility operated by Crown Sydney Gaming Pty Ltd under licence granted by the Regulator:

(1) Amended Rules for the playing of Roulette

The amended rules for the playing of the game of Roulette in the Restricted Gaming Facility as set out in **Annexure A**, are approved.

This Order shall take effect on the date of publication on Crown Sydney's website.

Signed at Sydney, NSW, this **24th** day of September 2026.



Ryan Williams
Manager Technology Approvals
For and on behalf of the **NSW Independent Casino Commission**

Encl.

Annexure A – Game Rules v2.3 - Roulette



ROULETTE

Approved Rules of the Game

Version 2.3

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1. DEFINITIONS

1.1. In these Rules:

'Act' means the Casino Control Act 1992 (NSW).

'Area Manager' means the authorised person responsible for the on-floor supervision of Table Games operations, service and Dealers within an allocated area.

'Casino Manager' means the authorised senior manager responsible for the management of Table Games operations, service and employees.

'Casino Promotional Token' means a token(s) issued by the Dealer in exchange for a Table Play Voucher of nominated value issued by Crown Sydney to enable a player to wager at a gaming table. Any winnings from such tokens wagered are to be paid in chips and the Dealer will retain the token(s) at settlement.

'Complementary Chip Voucher' means a voucher issued from Crown to the patron that can be redeemed for cash chips. No wagering requirements.

'Crown Roulette Wheel' means a Roulette wheel with 39 equally spaced compartments around its perimeter, one being marked with the numeral '0', another being marked with the numerals '00' and another being marked with either the numerals '000' or a Crown symbol and all coloured green and the others marked with the numerals from '1' to '36' arranged and coloured red and black, and marked in accordance with Diagram H.

'Crown Sydney' means Crown Sydney Gaming Pty Ltd, the casino operator licensed to operate the Barangaroo restricted gaming facility defined in section 6 of the Act.

'Dealer' means the authorised person responsible for the operation of the game.

'Distinctive Marker' means an object used to identify a particular action or function including, but not limited to, designating player status or colour chip value at a Roulette table. Each object will be distinctly designed and marked to denote its purpose.

'Dolly' means an indicator used to denote the winning number.

'Double Zero Roulette Wheel' means a Roulette wheel with 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, and marked in accordance with Diagram F.

'Higher Duties Dealer' means the authorised person responsible for the supervision of routine operational matters relating to the conduct of gaming as may be required from time to time.

'ILGA' means the Independent Liquor and Gaming Authority.

'Inspector' means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007 (NSW).

'Promotional Prize' means a promotional prize offered by Crown Sydney to patrons of the casino in connection with gaming conducted by way of a prize draw or element of chance (or part chance, part skill).



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‘Proxy Betting’ means a prohibited form of betting, where one person places a wager on behalf of another person who is not present in the casino boundary.

‘Side Wager’ means a betting option which is an accessory to the main game and on which a player(s) may place a wager in addition to or instead of, a Roulette wager. For example: Spread-Bet Roulette.

‘Single Zero Roulette Wheel’ means a Roulette wheel with 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 alternately red and black as shown and marked in accordance with Diagram D.

‘Spin’ means when the Dealer (or a mechanical device) causes the ball to rotate around a Roulette Wheel which will then drop into a numbered compartment in the Roulette Wheel, determining an outcome for a round of play in the game of Roulette.

‘Tournament’ means a competition conducted in accordance with Rule 9.

‘Tournament Director’ means the person responsible for the overall management of a Tournament.

‘Tournament Player’ means a player in a Tournament.

‘Tournament Terms and Conditions’ means the Terms and Conditions approved for a Tournament in accordance with Rule 9.

‘Void’ means an invalid Spin or wager, as the context requires, with no result.

‘WND’ means winning number display.

- 1.2. Unless otherwise specified, a Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.3. A reference in these Rules to a:
 - 1.3.1. The game; is a reference to the game of Roulette played at a particular gaming table;
 - 1.3.2. A bet; is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.3.3. A wager; is the money appropriated to such a bet in a particular case.

2. TABLE LAYOUT AND EQUIPMENT

- 2.1. A Roulette (or variation) table:
 - 2.1.1. Will contain areas specifically designed for the placement of wagers, being similar in appearance to those depicted in Diagram A, Diagram E, Diagram G, Diagram I, Diagram J or Diagram K.
 - 2.1.2. May contain the following equipment:
 - (a) Distinctive Markers;
 - (b) Where required, a chipping machine;



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- (c) A WND;
 - (d) A Dolly; and
 - (e) Where cash is accepted at the table, a drop box will be attached.
- 2.2. The Roulette wheel will be either a Single Zero Roulette Wheel, Double Zero Roulette Wheel, or a Triple Zero Roulette Wheel, depending on the variation of Roulette in play.
- 2.3. The ball used for play on a game of Roulette must be made completely of a non-metallic substance and must not be less than seventeen (17) millimetres and not more than twenty-three (23) millimetres in diameter.

3. VARIATIONS OF ROULETTE

- 3.1. Crown Sydney may offer the following variations of Roulette, provided that the variation is appropriately displayed at the table:
- 3.1.1. Single Zero Roulette;
 - 3.1.2. Double Zero Roulette; or
 - 3.1.3. Crown Roulette.
- 3.2. Crown Sydney may offer any of the Side Wagers listed in Rule 4.3 in conjunction with the variation of Roulette in play provided that the table layout contains betting areas for those Side Wagers and the odds of those Side Wagers are appropriately displayed at the table.
- 3.3. An Area Manager (or above) may change the variation of Roulette in play:
- 3.3.1. If no players are present; as soon as practicable; or
 - 3.3.2. If players are present:
 - (a) By placing a sign indicating the change to be implemented and that sign has been displayed for at least twenty (20) minutes prior to the time of the proposed change.
 - (b) Where the players collectively consent to the change, the change may occur as soon as practicable.

4. WAGERS

- 4.1. Wagers will only be accepted in chips or Casino Promotional Tokens.
- 4.2. All wagers must be placed on a betting area before:
- 4.2.1. The Dealer announces or indicates that no more bets may be placed; or
 - 4.2.2. The ball comes to rest in a numbered compartment.
- 4.3. Players may place wagers on betting areas prescribed for (see Rule 7.3 for Settlement):
- 4.3.1. Inside Bets:
 - (a) Straight-Up, which will:



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- (i) Win if the ball comes to rest in the numbered compartment that corresponds with a chip placed directly on the area marked with the number of that compartment on the layout; or
 - (ii) Lose on all other outcomes.
- (b) Split, which will:
 - (i) Win if the ball comes to rest in one (1) of the two (2) numbered compartments that correspond with a chip placed on the line between adjacent numbers of those compartments on the layout; or
 - (ii) Lose on all other outcomes.
- (c) Street, which will:
 - (i) Win if the ball comes to rest in one (1) of the three (3) numbered compartments that correspond with a chip placed on the point which covers the numbers of those compartments on the layout. A 'Street' can cover one (1) of the following options:
 - The numbers 0, 1, 2; or
 - The numbers 0, 2, 3; or
 - Any three (3) consecutive numbers ending in a multiple of 3 as marked on the layout (1, 2, 3 or 4, 5, 6 and so on); or
 - (ii) Lose on all other outcomes.
- (d) Corner, which will:
 - (i) Win if the ball comes to rest in one (1) of the four (4) numbered compartments that correspond with a chip placed on the point where four (4) numbers meet on the layout (or, in the case of 0, 1, 2, 3 – where 0, 1, or 3, and 1st Dozen meet known as the 'First Four'); or
- (e) Lose on all other outcomes Six-Line / First Six, which will:
 - (i) Win if the ball comes to rest in one (1) of the six (6) numbered compartments that correspond with a chip placed on the point where the two (2) Streets meet on the layout; or
 - (ii) Win if the ball comes to rest in one (1) of the six (6) numbered compartments that correspond with a chip placed on the point where 0, 00, 000/Crown, 1, 2 and 3 meet or in the section of the layout marked 'First Six', as applicable; or
 - (iii) Lose on all other outcomes.
- (f) Where offered, 5-Line / First Five, which will:



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- (i) Win if the ball comes to rest in one (1) of the five (5) numbered compartments that correspond with a chip placed on the point where 0, 00, 1, 2 and 3 meet or in the section of the layout marked 'First Five', as applicable; or
- (ii) Lose on all other outcomes.

4.3.2. Outside Bets:

(a) Column, which will:

- (i) Win if the ball comes to rest in one (1) of the twelve
- (ii) (12) numbered compartments that correspond with a chip placed on an area marked '2 to 1', which covers the twelve (12) numbered compartments located directly above that area on the layout. A 'Column' can cover one (1) of the following three (3) options:
 - The numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34; or
 - The numbers 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35; or
 - The numbers 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36.
- (iii) Lose on all other outcomes.

(b) Dozen, which will:

- (i) Win if the ball comes to rest in one (1) of the twelve (12) numbered compartments that correspond with a chip placed on an area which covers the range 1-12 ('1st Dozen'), 13-24 ('2nd Dozen') or 25-36 ('3rd Dozen') as marked on the layout; or
- (ii) Lose on all other outcomes.

(c) Low, which will

- (i) Win if the ball comes to rest in one (1) of the eighteen (18) numbered compartments that correspond with a chip placed on an area which covers the range 1-18 as marked on the layout; or
- (ii) Lose on all other outcomes.

(d) High, which will:

- (i) Win if the ball comes to rest in one (1) of the eighteen (18) numbered compartments that correspond with a chip placed on an area which covers the range 19-36 as marked on the layout; or
- (ii) Lose on all other outcomes.

(e) Even, which will:



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- (i) Win if the ball comes to rest in one (1) of the eighteen (18) even numbered compartments that correspond with a chip placed on an area marked 'Even' on the layout, which covers even numbers in the range 2-36; or
 - (ii) Lose on all other outcomes.
- (f) Odd; which will:
 - (i) Win if the ball comes to rest in one (1) of the eighteen (18) odd numbered compartments that correspond with a chip placed on an area marked 'Odd' on the layout, which covers the odd numbers in the range 1- 35; or
 - (ii) Lose on all other outcomes.
- (g) Red, which will:
 - (i) Win if the ball comes to rest in one (1) of the eighteen (18) numbered compartments coloured red that correspond with a chip placed on an area marked 'Red' on the layout; or
 - (ii) Lose on all other outcomes.
- (h) Black, which will:
 - (i) Win if the ball comes to rest in one (1) of the eighteen (18) numbered compartments coloured black that correspond with a chip placed on an area marked 'Black' on the layout; or
 - (ii) Lose on all other outcomes.
- (i) Any Zero / Any Green, which will:
 - (i) Win if the ball comes to rest in either one (1) of the three (3) compartments coloured green that correspond with a chip placed on an area marked 'Green', 'Any Zero', or 'Any Green' on the layout.

4.3.3. If the outcome of an individual Spin is '0':

- (a) Only wagers placed on the Straight-Up on '0' or a Split, Street or Corner which involve a '0' and any of '1', '2' or '3' or First Five, First Six, or Any Zero are winning wagers; or
- (b) All other wagers are losing wagers.

4.3.4. If the outcome of an individual Spin is '00':

- (a) Only wagers placed on the Straight-Up on '00', a Split on '00' and '0', or First Five, First Six, or Any Zero are winning wagers; or
- (b) All other wagers are losing wagers.



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4.3.5. If the outcome of an individual Spin is '000'/'Crown':

- (a) Only wagers placed on the Straight-Up on '000'/'Crown', a Split on '000'/'Crown and '00', First Five, First Six, or Any Zero are winning wagers; or
- (b) All other wagers are losing wagers.

4.4. Where a Roulette table includes a race-track system similar in appearance to those depicted in Diagram B or Diagram C, the bets which can be placed in respect of an individual Spin are:

Name	Definition
Series 5/8 / Tier	A six-piece wager with one (1) piece on each of 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36.
Orphans / Orphelins	A five-piece wager with one (1) piece on each of 1, 6/9, 14/17, 17/20 and 31/34.
Grand Series 0/2/3 / Voisins Du Zero	A nine-piece wager with one (1) piece on each of 4/7, 12/15, 18/21, 19/22, 32/35 and two (2) pieces on 25/29 and 0/2/3.
Zero Game / 0-Spiel	A four-piece wager with one (1) piece on each of 0/3, 12/15, 26 and 32/35.
Neighbours	A three (3), five (5), or seven (7)-piece wager (depending on configuration of the table) with one (1) piece on a specific number and each of: • For a three (3)-piece wager, the neighbouring number either side e.g. '17 and the neighbours' = 25, 17 and 34. • For a five (5)-piece wager, the two (2) neighbouring numbers either side e.g. '17 and the neighbours' = 2, 25, 17, 34 and 6; or • For a seven (7)-piece wager, the three (3) neighbouring numbers either side, e.g. '17 and the neighbours' = 21, 2, 25, 17, 34, 6 and 27.
Finales	A three (3), four (4), or five (5)-piece wager (depending on configuration of the table) with one (1) piece on the last digit of a specific number between 0 (including 00, and 000) and 9 e.g. 'Finales of 1' = 1, 11, 21 and 31, 'Finales of 9' = 9, 19, 29.

4.5. Chips used for play on the game may be either:

- 4.5.1. Cash chips marked with denominations of value; or
- 4.5.2. Colour chips, which are non-value chips without denomination markings:
- 4.5.3. The colour chips of a particular set will each bear the same distinguishing emblem or mark to differentiate them from colour chips of other sets in use at other tables. Each set will be subdivided into various colours.
 - (a) Colour chips issued at a particular Roulette table will only be used for gaming at that table.
 - (b) The Dealer may accept a colour chip(s) for redemption only if:



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- (i) The colour chip(s) was issued at that particular table; or
 - (ii) The colour chip(s) was issued at a table that is now closed. In this situation, Surveillance may be notified and the value at which the colour chip(s) was initially issued will, where possible be determined. If the initial value of the colour chip(s) cannot be established, they will be exchanged at the lowest table minimum offered by Crown Sydney for the particular game played at the closed table at the time the player requests redemption. The exchange will be verified by an Area Manager (or above).
 - (c) The Dealer will not issue colour chips with the same colour and design to more than one (1) player at the same time unless the players issued with the chips agree.
 - (d) The specific value to be assigned to each colour chip is set at the table minimum, unless the purchaser requests a different value and the request is approved by an Area Manager (or above).
 - (e) The dealer will denote the requested value by displaying the relevant cash chip(s) or Distinctive Marker.
 - (f) At the discretion of a Higher Duties Dealer (or above), a player may be issued with colour chips of more than one (1) colour chip set at the same table provided no other player as a result is precluded from wagering with colour chips.
 - (i) In such instances, the colour chip sets issued to the one player may be of different values providing the value of each colour chip set is declared by the purchaser according to Rule 4.4.2 (e).
- 4.6. Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, changed or withdrawn after the Dealer has announced or indicated that no more bets may be placed except that a winning wager may be withdrawn before the next Spin. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. They must ensure that any instructions given to the Dealer are correctly carried out.

5. MINIMUM AND MAXIMUM WAGERS

- 5.1. The minimum and maximum wagers that may be played by a player and/or each betting area will be displayed at the table.
- 5.2. If a player attempts to place an individual wager that is:
 - 5.2.1. Less than the minimum wager for a particular bet as displayed on the table limit sign prior to announcing or indicating no more bets, the player will be advised that their wager must meet the minimum and will be given the opportunity to retract or top up their wager(s) to the minimum permissible wager; or
 - 5.2.2. Less than the minimum permissible wager for a particular bet as approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed, the wager will be declared Void and the wager returned to the player; or



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- 5.2.3. Less than the minimum wager for a particular bet as displayed on the table limit sign, but equal to or greater than the minimum approved by the NSW Independent Casino Commission, previously known as Independent Liquor and Gaming Authority and remains undetected until after the Dealer announces or indicates that no more bets may be placed, the wager may be paid or taken according to the rules of the game.
- 5.2.4. Greater than the maximum wager for a particular bet, as displayed on the table limit sign prior to announcing or indicating no more bets may be placed, the player will be advised, and the Dealer will return the amount exceeding the maximum to the player or give the player the opportunity to reduce their wager; or
- 5.2.5. Greater than the maximum wager for a particular bet, as displayed on the table limit sign and remains undetected until after the Dealer announces or indicates that no more bets may be placed and the initial deal has commenced, the wager will be paid or collected to the maximum at settlement.
- 5.3. If a winning wager is in bet units which is not permitted with those stated on the table limit sign or where it is not possible to pay the wager exactly in chips; it will be paid to the next highest amount to which payment can be made in chips.
- 5.4. Minimum and maximum wagers which differ from those displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a Distinctive Marker.
- 5.5. An Area Manager (or above) may alter the limits on a gaming table at any time, except that a minimum wager can only be changed to a higher minimum:
 - 5.5.1. If no players are present, as soon as practicable; or
 - 5.5.2. If players are present, by placing a sign showing the proposed new minimum and that sign is displayed at the table for at least twenty (20) minutes prior to the time of the proposed change taking effect.

6. DEALING THE GAME

- 6.1. At the completion of all payouts from the previous Spin or before the ball is spun, the Dealer will announce or indicate that players may place their bets.
- 6.2. The Dealer will cause the ball to be spun in the opposite direction to the rotation of the wheel. The ball must complete at least four (4) revolutions around the track of the wheel to constitute a valid Spin.
- 6.3. While the ball is still rotating around the wheel, the Dealer will indicate and announce that no more bets may be placed.
- 6.4. When the ball comes to rest in a compartment in the wheel, the Dealer will:
 - 6.4.1. Announce the number of the compartment;
 - 6.4.2. Place the Dolly on that number on the layout; and
 - 6.4.3. Commence settlement of wagers for the Spin by clearing all losing wagers from the layout and paying all winning wagers in accordance with Rule 7.



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- 6.5. When there are no wagers on the layout or players present at the table, the Higher Duties Dealer (or above) may direct the Dealer to perform additional or continuous Spins. Additional or continuous Spins may be performed in accordance with Rules 6.1 to 6.4 (inclusive).

7. SETTLEMENT

- 7.1. Wagers will be settled strictly in accordance with the position of chips when the ball falls to rest in a compartment in the wheel.
- 7.2. At settlement of wagers for a Spin, the Dealer will:
- 7.2.1. Clear any losing wagers from the table layout; and
 - 7.2.2. Pay any winning wagers.
- 7.3. The bets which can be placed in respect of an individual Spin and the odds payable for them are:

Table 1: Single Zero, Double Zero and Crown Roulette

Inside Bets	
Name	Odds
Straight-Up	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1
Six-Line/First Six	5 to 1
Outside Bets	
Name	Odds
Column	2 to 1
Dozen	2 to 1
Low	1 to 1
High	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1



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Table 2: Double Zero Roulette

Where provided for by the table layout (similar to Diagram E), in addition to those bets described in Table 1, the following bet may be placed in respect of an individual Spin:

Inside Bets	
Name	Odds
Five-Line/First Five	6 to 1

Table 3: Crown Roulette

Where provided for by the table layout (similar to G), in addition to those bets described in Table 1, the following bet may be placed in respect of an individual Spin:

Inside Bets	
Name	Odds
Any Zero/Any Green	11 to 1



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8. IRREGULARITIES

- 8.1. The Dealer (or above) will declare that a Spin is a 'no Spin' (i.e. declare Void) if:
 - 8.1.1. The wheel is not rotating at the time the ball is spun, except where the wheel in use is a mechanically activated wheel; or
 - 8.1.2. The ball is spun in the same direction as the wheel is rotating; or
 - 8.1.3. The Dealer (or above) reasonably forms the opinion that the ball will not, before it comes to rest in a compartment of the wheel, complete four (4) revolutions around the track of the wheel; or
 - 8.1.4. A foreign object enters the wheel prior to the ball coming to rest in a compartment of the wheel; or
 - 8.1.5. The ball is propelled or falls out of the wheel; or
 - 8.1.6. A person interferes with the ball or the rotation of the wheel; or
 - 8.1.7. The Dealer (or above) reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring; or
 - 8.1.8. The wheel stops rotating prior to the ball coming to rest in a compartment of the wheel.
- 8.2. If the Dealer (or above) announces a no Spin:
 - 8.2.1. They may attempt to prevent the ball from coming to rest in one of the compartments; and
 - 8.2.2. That Spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.
- 8.3. A Higher Duties Dealer (or above) may declare Void the outcome of a Spin if the result of that Spin is affected by the malfunction of any gaming equipment approved for use on that game.
- 8.4. The WND must be disregarded if it fails to display or displays a result other than the actual outcome as indicated by the ball placement within the compartment of the winning number in the Roulette Wheel.
- 8.5. Where a Higher Duties Dealer (or above) reasonably forms the opinion that the ball will not come to rest in a compartment in a reasonable timeframe, they may announce a no Spin. That Spin will be Void, regardless of whether the ball eventually comes to rest in one (1) of the compartments.
- 8.6. If a Spin that does not constitute a valid Spin as described in Rule 6.2 occurs, but is not disclosed until after the commencement of a subsequent Spin, the result of that Spin will stand.



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9. SPREAD-BET ROULETTE

- 9.1. Where the variation of Roulette in play incorporates Spread-Bet Roulette Side Wagers, the approved Rules for Roulette will apply except where the Rules are inconsistent with the Rules for Spread-Bet Roulette, in which case the Rules for Spread-Bet Roulette will prevail.

9.2. Additional Definitions

‘Bonus Number’ means the number on the inner ring of the WND which is randomly aligned to the Winning Number, when the inner and outer wheels both stop Spinning.

‘Number Spread’ means a defined range of numbers between 0 and 72 which players have the option to wager on.

‘Spread-Bet Number’ means the number that results when the Winning Number and the Bonus Number are added together.

‘Stand-Off’ means the wager neither wins nor loses.

‘Winning Number’ means the number of the compartment which the ball comes to rest in, after it has been spun as, described in Rule 6.4

9.3. Additional Equipment

- 9.3.1. The table will include an electronic system which will be used to generate the Spread-Bet result.

- 9.3.2. The WND will display the Spread-Bet result. It will be configured to show two (2) wheels, an outer wheel and an inner wheel which will rotate in opposite directions whilst Spinning. The wheels will be marked:

- (a) Identically to each other in accordance with Diagram D or Diagram F depending on the variation of Roulette being played at the table; and
- (b) Identically to the Roulette wheel in use at the table.

9.4. Placement of Wagers

- 9.4.1. Players may wager on any one or more of the Number Spreads by placing a chip(s) on the applicable area of the table layout.

- 9.4.2. Wagers may be placed on:

- (a) 0-1;
- (b) 2-4;
- (c) 5-28;
- (d) 29-47;
- (e) 48-67;
- (f) 68-70; and



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(g) 71-72.

9.4.3. A Spread-Bet Roulette wager will:

- (a) Win, when the Spread-Bet Number falls into the Number Spread which the player has wagered on; and
- (b) Stand-off, In the event of a double zero result; and
- (c) Lose, on all other outcomes.

9.5. The Result

9.5.1. Before the two (2) wheels described in Rule 9.3.2 slow, stop Spinning and randomly align, it will be communicated to the players that no more bets may be placed in accordance with Rule 4.2.

9.5.2. After the ball comes to rest in accordance with Rule 6.4:

- (a) The Winning Number will be highlighted on the outer wheel displayed on the WND;
- (b) The Bonus Number will be highlighted on the inner wheel displayed on the WND;
- (c) The Winning Number and the Bonus Number will automatically be added together, creating the Spread-Bet Number; and
- (d) The Spread-Bet Number will be displayed on the WND.

9.5.3. Wagers will be settled strictly in accordance with the results displayed on the WND.

9.6. Settlement

9.6.1. The odds payable for winning wagers placed on a Spread-Bet Roulette wager are:

Table 1: Games Played using a Single Zero or Double Zero Roulette wheel:

(a) In the event of a double zero result, all Spread-Bet wagers will standoff.

Spread	0-1	2-4	5-28	29-47	48-67	68-70	71-72
Odds	400 to 1	100 to 1	2 to 1	1 to 1	3 to 1	100 to 1	400 to 1

9.7. Irregularities

9.7.1. If the electronic equipment required to generate the Spread Bet Number experiences a malfunction (including by reason of physical damage), either before or after the Dealer announces that no more bets may be placed, all Spread-Bet Side Wagers placed by all players for the relevant Spin must be treated as Void.

9.7.2. Where the electronic equipment required to generate the Spread-Bet Number is not operating properly, the Spread Bet Side Wager will not be offered.



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10. ROULETTE TOURNAMENT PLAY

- 10.1. Crown Sydney may conduct Tournaments in which all Tournament players have the opportunity to play an approved version of Roulette, with an equal chance.
- 10.2. For each Tournament conducted by Crown Sydney, Crown Sydney must:
 - 10.2.1. In accordance with Rule 9.4, document relevant Terms and Conditions.
 - 10.2.2. Prior to a Tournament being conducted and entries having been taken, make the relevant Terms and Conditions available to patrons.
 - 10.2.3. Appoint a Tournament Director who must be present for the duration of the Tournament.
 - 10.2.4. The Tournament Director may, at their discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.
 - 10.2.5. Designate the gaming tables to be used in the conduct of the Tournament.
 - 10.2.6. Ensure that, during the conduct of a Tournament, a gaming table designated under Rule 9.2.5 is used exclusively for Tournament play.
- 10.3. Prior to the commencement of play in a Tournament:
 - 10.3.1. The Tournament Director must brief the Tournament Players on the Terms and Conditions of the Tournament and be satisfied that they understand.
 - 10.3.2. Tournament Players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice Spins'.
- 10.4. The Tournament Terms and Conditions referred to in Rule 9.2.1 must include the following information at a minimum:
 - 10.4.1. Tournament Details:
 - (a) Information pertaining to:
 - (i) When the Tournament will be conducted.
 - (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.
 - (iii) The minimum and maximum number of Tournament players.
 - (iv) The location of the Tournament.
 - (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the Tournament players.
 - 10.4.2. Conditions of Entry
 - (a) In respect of eligibility for entry:



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- (i) A statement to the effect that participation in the Tournament constitutes an acceptance of the Tournament Terms and Conditions.
 - (ii) A statement to the effect that only persons who are not excluded or otherwise prohibited from entering the casino are eligible to register for the Tournament.
 - (iii) If Crown Sydney is reserving the right generally to deny entry to a Tournament, a statement that Crown Sydney may refuse any application.
 - (iv) If Crown Sydney is applying general selection criteria to determine eligibility to enter a Tournament, details of those criteria.
- (b) In respect of the Terms and Conditions:
- (i) A statement to the effect that all Tournament Players must abide by the Tournament Terms and Conditions or risk disqualification; and
 - (ii) Information detailing how the Tournament Terms and Conditions will be made available to Tournament Players.
- (c) The method of entry into the Tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

10.4.3. Tournament Format

- (a) Information regarding how the Tournament will be structured including:
- (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
 - (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there are opportunities for an eliminated Tournament Player to buy back into the Tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a Tournament Player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all Tournament Players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.



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- (c) As applicable, the disposition of Tournament chips at the completion of the Tournament.

10.4.4. Wagers

- (a) The type of chips to be used for Tournament play.
- (b) If there is a minimum or compulsory wager for each Spin in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or Spin and details of how to make a secret wager.
- (d) If pass cards are to be made available, the number of pass cards in a session or Spin and details of how to use a pass card.
- (e) Any other additional wagers or features that are available to Tournament Players and how they may be utilised.

10.4.5. Elimination

- (a) The criteria for how Tournament Players will be eliminated from the Tournament.

10.4.6. Winners

- (a) The criteria for how the winner(s) will be determined.

10.4.7. Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

10.4.8. Conduct of Play

- (a) The circumstances under which a Tournament Player may:
 - (i) Be penalised and any relevant penalties;
 - (ii) Be disqualified from the Tournament;
 - (iii) Nominate a substitute; and
 - (iv) Have their entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
 - (i) Late arrival or non-attendance for a round or session in the Tournament;
 - (ii) Absence from the Tournament;
 - (iii) Use of a mobile phone or similar device during play;



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- (iv) Nominating a substitute;
 - (v) Disqualification, including action regarding Tournament chips in the player's possession; and
 - (vi) Retirement from the Tournament.
- (c) A statement that the Tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Roulette and that in the event of any inconsistency, the Rules of Roulette shall prevail.
- (d) A statement to the effect that the Tournament Director may conclude Tournament play at a particular gaming table prior to the completion of the scheduled number of Spins or the scheduled completion time:
 - (i) If the Tournament Player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of Tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that Tournament Players' personal information collected during the Tournament will be handled in accordance with Crown Sydney's Privacy Policy (available on request or on Crown Sydney's web site) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to Tournament Players' permission, Crown Sydney reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown Sydney.
- (g) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final. Where a Tournament Player is not satisfied with a decision made or has a complaint relating to the conduct of gaming in the casino by Crown Sydney, the Tournament Player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Roulette.
- (h) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the Competition and Consumer Act 2010 (Cth), Crown Sydney (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.



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11. PLAYER REWARDS AND PROMOTIONAL PRIZES

- 11.1. Crown Sydney may offer Promotional Prizes in connection with gaming.
- 11.2. Promotional Prize draws may be overseen by a scrutineer nominated by Crown Sydney where an individual prize has a value over \$10,000.
- 11.3. The non-monetary prize rules in section 66(4) of the Act apply such that Promotional Prizes will not comprise or include any of the following:
 - 11.3.1. Tobacco in any form; or
 - 11.3.2. A firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996 (NSW); or
 - 11.3.3. A prohibited weapon within the meaning of the Weapons Prohibition Act 1998 (NSW); or
 - 11.3.4. More than twenty (20) litres of liquor; or
 - 11.3.5. Any item or service prescribed by the Casino Control Regulation 2019 (NSW).
- 11.4. Crown Sydney will document Terms and Conditions associated with a Promotional Prize promotion and refer to those Terms and Conditions in marketing material. The Terms and Conditions will be readily available within the casino boundary or through other appropriate means, including (but not limited to) being made available online, direct mail or brochures.
- 11.5. The Terms and Conditions for Promotional Prize promotions must include, but are not limited to, the following:
 - 11.5.1. The manner in which a Promotional Prize is to be awarded;
 - 11.5.2. When and where the Promotional Prize will be awarded;
 - 11.5.3. The criteria or requirements that must be met for a player to become eligible for a Promotional Prize;
 - 11.5.4. If there is a minimum / compulsory wager a player must make in order to be eligible for a Promotion Prize;
 - 11.5.5. The nature of the Promotional Prize and any qualification, reservation or guarantee given by Crown Sydney, if applicable;
 - 11.5.6. The closing date and time for entries to be received into any Promotional Prize promotions;
 - 11.5.7. The method for claiming a Promotional prize (including any requirement for players to be physically present);
 - 11.5.8. How the winners of a Promotional Prize promotion will be notified and published; and
 - 11.5.9. Details of the prizes and their value including any conditions in relation to receiving, using or accepting prizes, including specifically:
 - (a) For machinery or appliances:



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- (i) Make;
 - (ii) Model; and
 - (iii) Included accessories:
 - (b) For motor vehicles:
 - (i) Make;
 - (ii) Model;
 - (iii) Include accessories; and
 - (iv) What other on-road costs are included (for example, registration).
 - (c) For travel / holidays:
 - (i) How many guests the winner is entitled to bring on the travel Promotional Prize;
 - (ii) Airfares, accommodation, transfers, meals;
 - (iii) Any restrictions as to when travel must be taken; and
 - (iv) Any spending money included.
 - (d) If the prize is real estate:
 - (i) The type of dwelling;
 - (ii) Floor plans;
 - (iii) Contract details;
 - (iv) Easement details;
 - (v) Address of other location;
 - (vi) Any other inclusions – conveyancing, legal costs, fixtures and fittings.
- 11.6. Where a patron is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by Crown Sydney to notify the winner of any Promotional Prize within two (2) days of the draw by the following methods:
- 11.6.1. In person; or
 - 11.6.2. Mail; or
 - 11.6.3. Telephone; or
 - 11.6.4. E-mail.



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- 11.7. Crown Sydney will provide ILGA with a copy of the Terms and Conditions of a Promotional Prize promotion under these Rules on request.
- 11.8. If Crown Sydney refuses to offer a Promotional Prize to a patron for reasons including (but not limited to) self-exclusions, cheating matters or other unacceptable behaviour that result in that patron being excluded or otherwise prohibited from entering the casino before or during the Promotional Prize promotion, Crown Sydney will inform that patron as soon as practicable and must retain all details of claims of Promotion Prizes over \$100 which have been refused.
- 11.9. In the event of a dispute in relation to the Terms and Conditions of a Promotional Prize promotion, the decision of Crown Sydney management is final. Where a patron is not satisfied with a decision made by Crown Sydney in relation to a Promotional Prize promotion, the patron will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Roulette.
- 11.10. Should Crown Sydney determine that the integrity of the Promotional Prize promotion has been compromised, the promotion may be postponed until such time where the integrity is validated or otherwise, cancel the promotion. For cancellations, an Inspector must be notified as soon as practicable.

12. GENERAL PROVISIONS

- 12.1. A person will not, with respect to a game of Roulette, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 12.2. Where a player(s) has contravened any provision of these Rules, a Casino Manager (or above) may:
 - 12.2.1. Declare that any wager made by the player(s) will be Void; or
 - 12.2.2. Direct that player(s) will be excluded from further participation in the game; or
 - 12.2.3. Exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 12.2.4. Immediately escalate a matter to an Inspector or a police officer as appropriate in the event a player(s) is found in possession of a prohibited device.
- 12.3. A Casino Manager (or above) may declare the outcome of a Spin or any wager Void if;
 - 12.3.1. The game is disrupted by circumstances outside Crown Sydney's reasonable control, including (but not limited to) forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery or an act of God; or
 - 12.3.2. Any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 12.4. Where the outcome of a Spin or wager is declared Void, those wagers for that particular outcome will be refunded to the players.
- 12.5. A Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) Spins' notice is given to the player.



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- 12.6. A player will not be advised by an employee of Crown Sydney on how to play, except to ensure compliance with these Rules.
- 12.7. No onlooker or any player wagering at any table may, unless permitted by a player, influence another player's decisions of play.
- 12.8. Proxy betting is not permitted.
- 12.9. Players are not permitted to have side bets against each other.
- 12.10. A seated player who abstains from wagering for three (3) consecutive Spins whilst all other seats at that table are occupied may be directed to vacate that seat.
- 12.11. A Higher Duties Dealer (or above) may refuse, on reasonable grounds, any wager made by a player prior to the Dealer indicating that no more bets may be placed, and in doing so cause the wager(s) to be removed from the layout.
- 12.12. In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the Area Manager (or above) will be final. Where a player is not satisfied with the decision of the Area Manager (or above) relating to the conduct of gaming, the player will be advised how to contact an Inspector and their right to have their complaint investigated by an Inspector pursuant to legislative requirements and the Rules of Roulette.
- 12.13. A copy of these Rules will be made available on request.



DIAGRAM A

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



DIAGRAM B



DIAGRAM C





DIAGRAM D

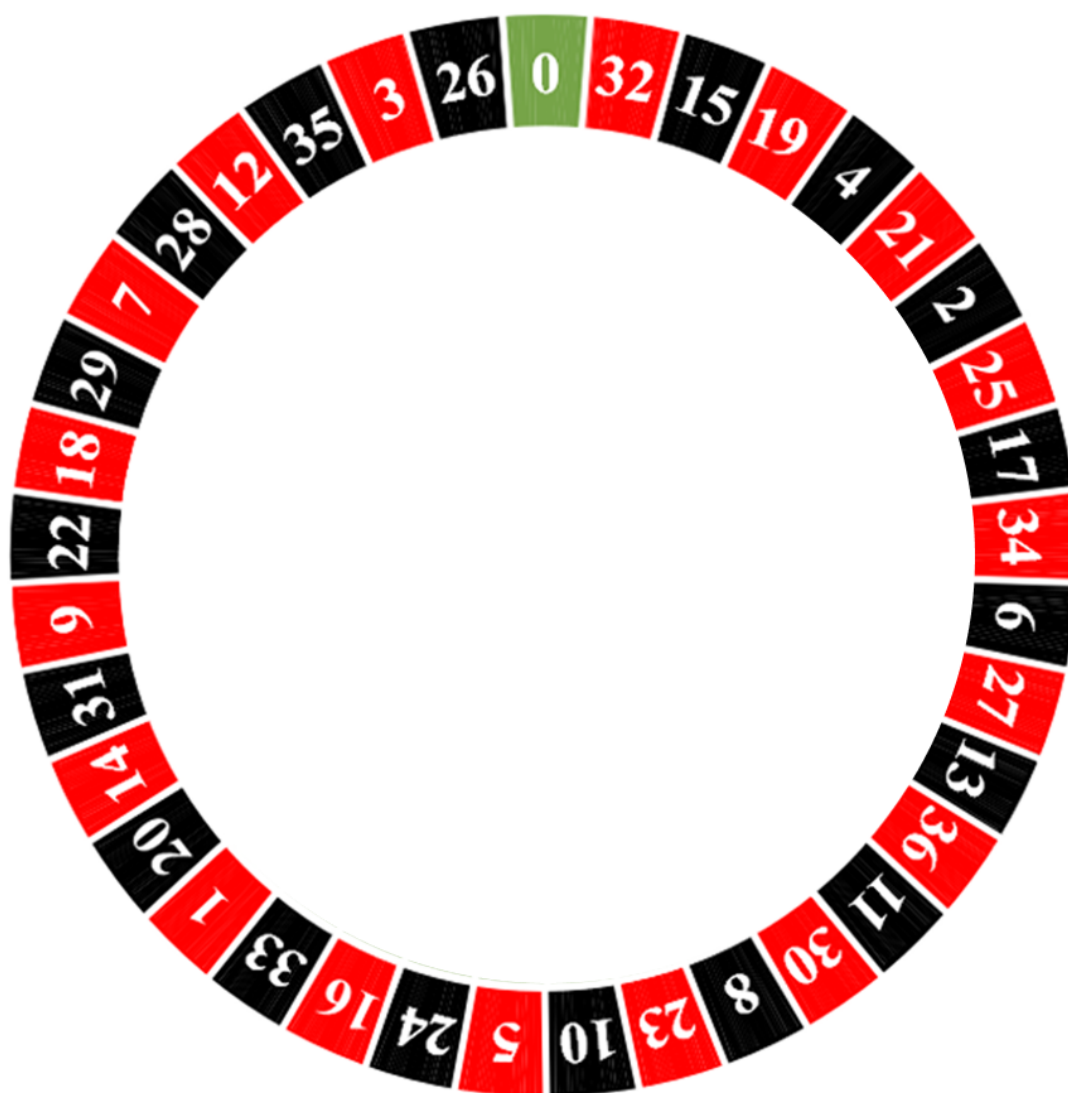




DIAGRAM E

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



DIAGRAM F

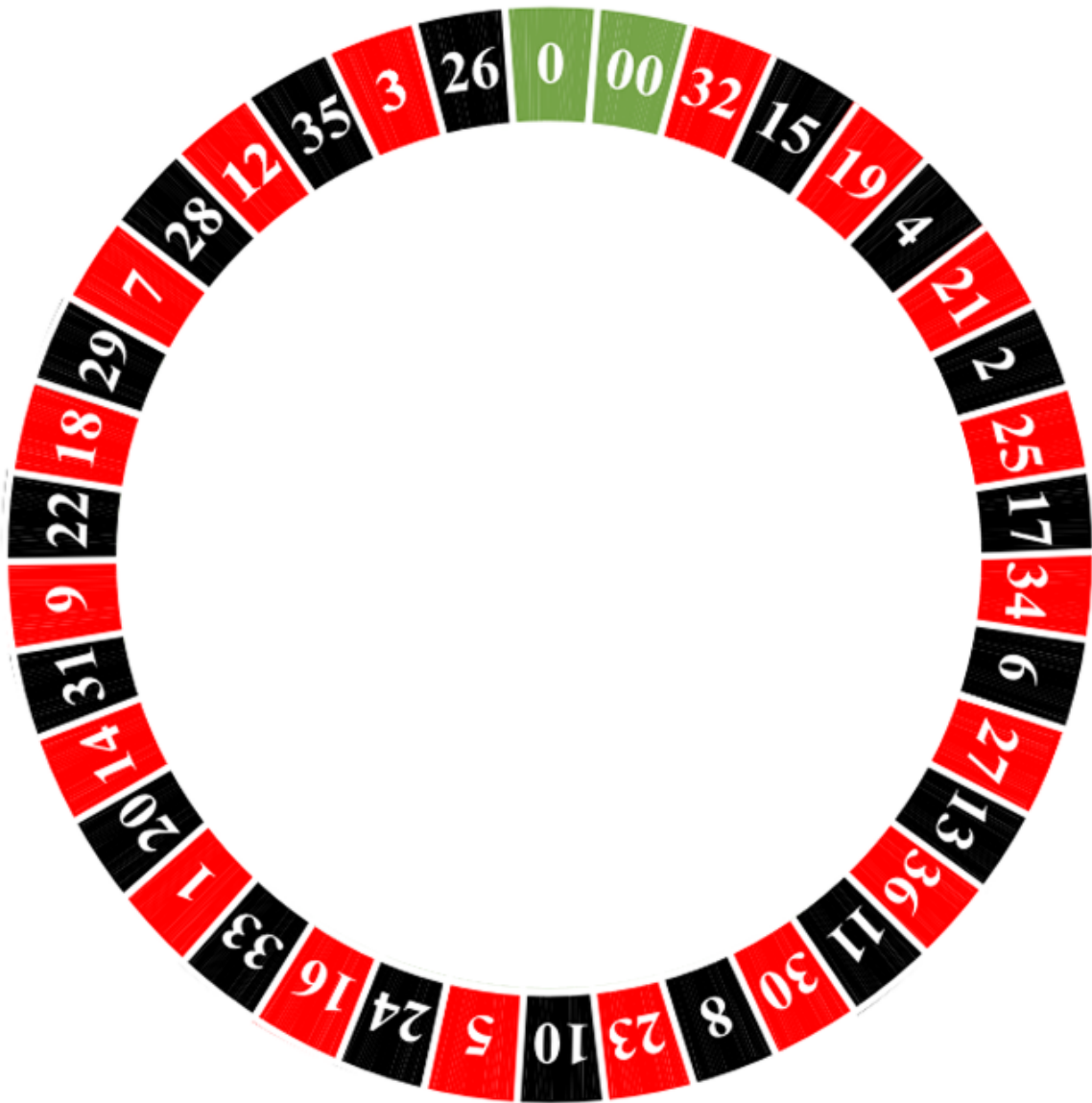




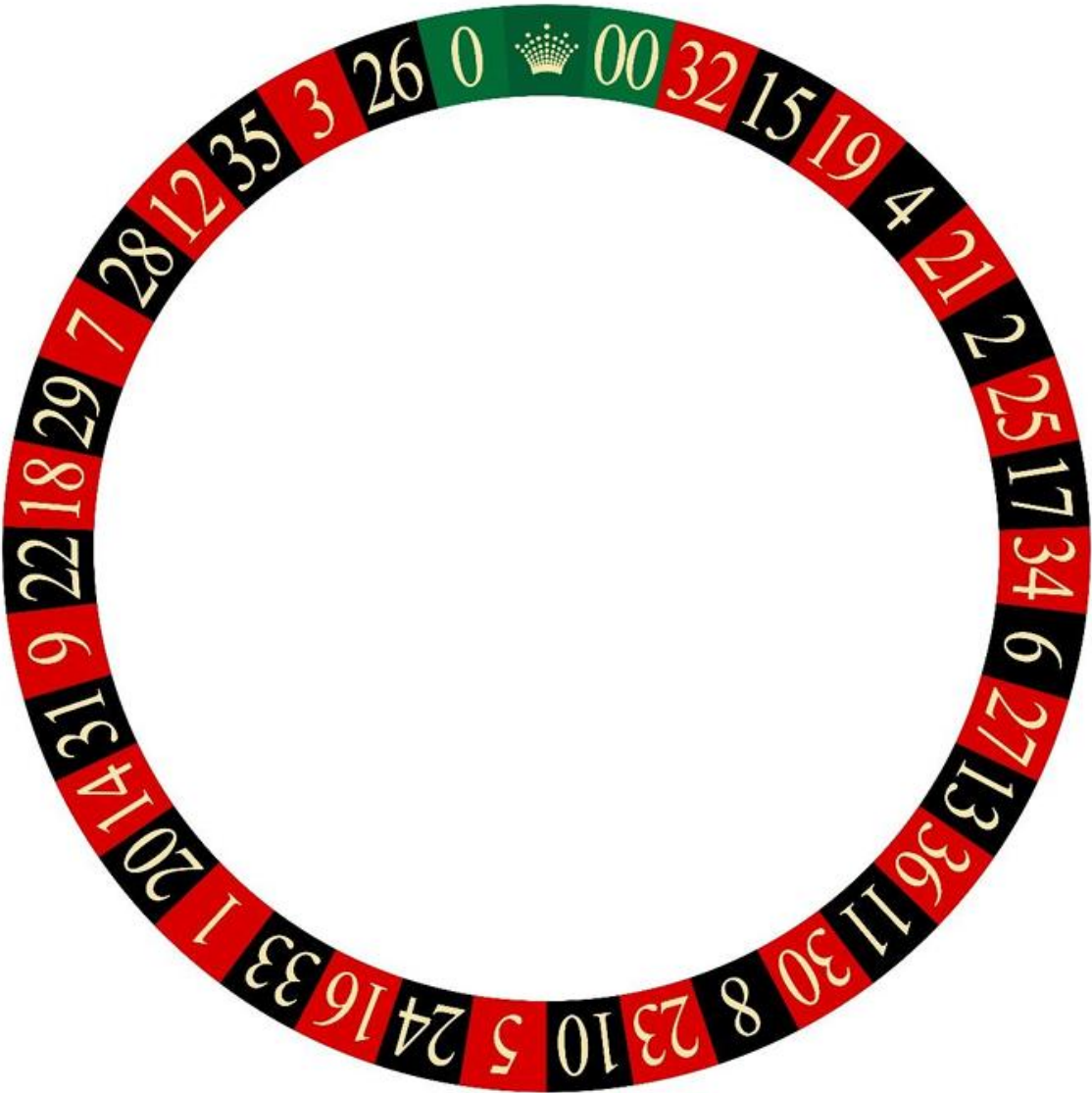
DIAGRAM G

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

00 0 1-18						
1 ST 6			ANY GREEN			
1 ST 12				1	2	3
EVEN				4	5	6
				7	8	9
			10	11	12	
ODD			13	14	15	
19 - 36			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	



DIAGRAM H





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DIAGRAM I

1ST 5 00 0	1ST 12												2ND 12		3RD 12																								
	1 - 18		EVEN						ODD		19 - 36																												
	SPREAD 1		SPREAD 2		SPREAD 3		SPREAD 4		SPREAD 5		SPREAD 6		SPREAD 7																										
	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

Note: All 'Spread' betting areas will be appropriately labelled in accordance with the number ranges as described in Rule 9.6.1. The 'Spread' betting area layout may be applied to Single Zero or Double Zero variations.

DIAGRAM J

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

SPREAD 1

SPREAD 2

SPREAD 3

SPREAD 4

SPREAD 5

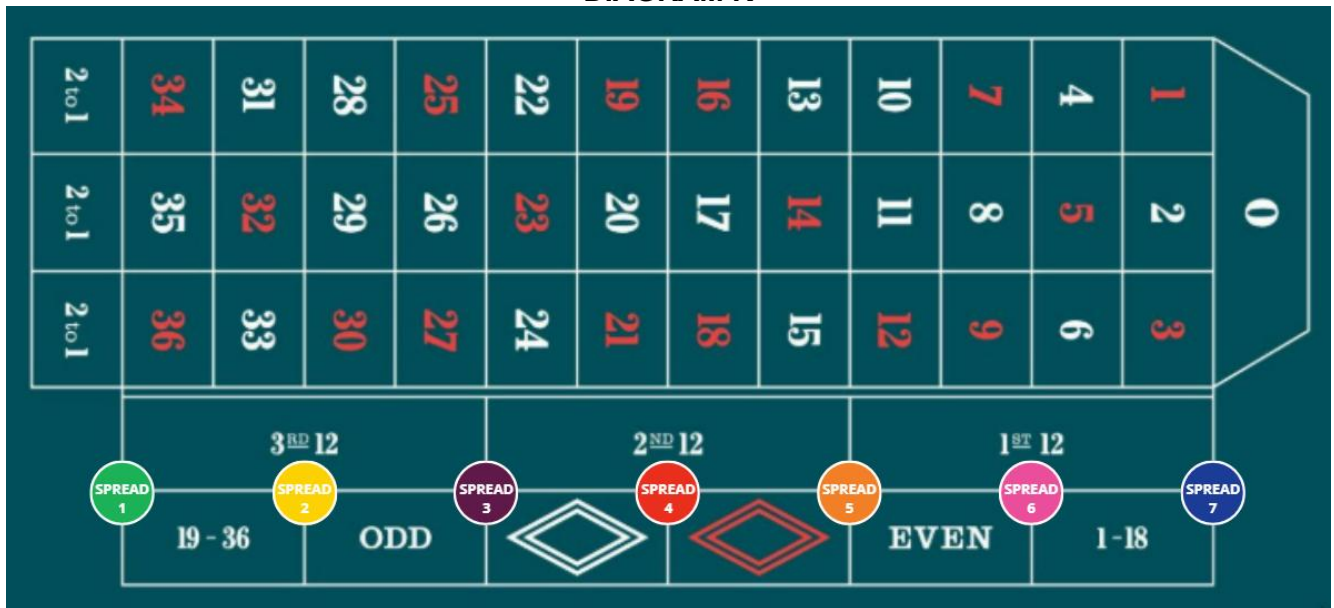
SPREAD 6

SPREAD 7

Note: All 'Spread' betting areas will be appropriately labelled in accordance with the number ranges as described in Rule 9.6.1. The 'Spread' betting area layout may be applied to Single Zero or Double Zero variations.



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DIAGRAM K


Note: All 'Spread' betting areas will be appropriately labelled in accordance with the number ranges as described in Rule 9.6.1. The 'Spread' betting area layout may be applied to Single Zero or Double Zero variations.