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**Consultation on applications to amend**

**casino game rules**

**September 2020**

**Introduction**

1. SKYCITY Casino Management Limited (SKYCITY) has applied for changes to a number of casino game rules.

**Submissions**

1. The proposed amendments described below will be assessed in accordance with the purposes of the Gambling Act 2003. The Department welcomes comment on the application. Comment in relation to the purposes of the Act is valued, with particular reference to whether any of the proposed amendments to the existing games will impact on the purposes to:
* Prevent and minimise the harm caused by gambling, including problem gambling
* Ensure the integrity and fairness of games
* Limit opportunities for crime and dishonesty
* Facilitate responsible gambling

We ask you to make your submission with these particular purposes in mind.

**Analysis of harm**

1. In particular, the Department assesses the potential effect of such applications with respect to harm minimisation and prevention. As such, we ask you specifically to comment on whether you think the proposals may raise harm prevention and minimisation issues that you believe require consideration.

**Making a submission**

1. Please address your submissions to matthew.sinclair@dia.govt.nz or:

*Matthew Sinclair*

*Gambling Group*

*Department of Internal Affairs Te Tari Taiwhenua*

*PO Box 805*

*Wellington 6140*

1. Should you require further information on these proposals, please contact Matthew on the above email address or by telephone at 04 382 3605.
2. Any submissions need to be received by 5pm on 26 October 2020.
3. If any amendments are made to these rules following this consultation, a notice will be published in the New Zealand Gazette stating that the game rules have been amended, made or revoked and the date on which the changes take effect.

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# Details of the Application

1. Details of the proposed casino game rule changes are set out below.

## Amendments to Electronic Games

1. SKYCITY has proposed a change to the rules of a number of electronic casino games which include:

Division 5A Electronic Baccarat – section 3.3

Division 8A Electronic Roulette – section 3.1

Division 9A Electronic Tai Sai – section 3.1

Division 10A Electronic Money Wheel – section 3.1

1. The proposed changes would increase the number of permitted player terminals for each of these games from 30 to 50.
2. Player terminals are electronic devices that allow patrons at the casino to participate in casino table games. The terminals can be linked to a number of tables that contain physical games run by croupiers (dealers) that are assisted by the use of technology that sends the outcome of a table game to a player terminal.
3. Because the terminals are linked to a number of different table games, players are able to select what table game they wish to play. The total limit for the number of players participating in one game is determined by the player limit specified in the game rules times the number of table games a terminal is linked to.
4. For example, SKYCITY currently runs 3 table games that are in proximity and linked to 72 terminals. The players on the terminals can switch to any of the 3 table games. This means under the current rules, the theoretical maximum number of players that could play a single game is 90 (30 terminals times 3 tables). However, in reality this is constrained by the number of terminals which is 72.
5. A player is only permitted to play one game at a time, which means that if 90 players are all playing one game then nobody else would be able to play the other two.
6. Any changes to the layout of a casino floor to accommodate extra terminals would require a change to the game mixes in a casino’s licence. This change would require approval from the Gambling Commission and would be subject to scrutiny to ensure the addition of extra terminals did not exceed the benchmark for gambling opportunities. If the addition of extra terminals exceeded the amount of allowed gambling opportunities, then other table games on the casino floor would need to be removed to accommodate the increase.
7. The proposed changes to the rules are provided in appendices 1 – 4 of this document.

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# Appendices

## Appendix 1: Division 5A – Electronic Baccarat

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Playing Cards

Section 5 Wagers

Section 6 Opening of Table for Gambling

Section 7 Shuffle and Cut of Cards

Section 8 Initial Deal

Section 9 Dealing of Additional Cards

Section 10 Payment and Collection of Wagers

Section 11 End of Shoe

Section 12 Perfect Pair Wagers

Section 13 Dragon Bonus Wagers

Section 13A Any Pair Wagers

Section 13B Lucky Match Wagers

Section 13C 2 to 1 Baccarat

Section 13D Ante Up Baccarat

Section 14 Irregularities

Appendix A Baccarat Terminal Layout

**1.0 Interpretation**

1.1 Unless a contrary intention appears, capitalised terms used but not defined in this Division have the meanings ascribed to them in Divisions 1 and 5. In addition, the following terms shall have the following meanings:

**“Baccarat Terminal”** means a touch screen terminal, device or application, which may be in a fixed or mobile form, used for the placement and settlement of wagers in the game of Electronic Baccarat;

**“Electronic Transfer Limits”** means the limits specified in the Minimum Cashless Technical Requirements for Printed Ticket-In Ticket-Out and Player Loyalty Account-Based Cashless Gambling Technology;

**“Fixed Wagering Period”** means, in respect of a round of play on a Baccarat Terminal, the period of time from which wagers may be accepted until the time wagers may no longer be accepted as may be determined by the Casino Operator from time to time, provided that such period shall not be less than 20 seconds in each case; and

**“Game System”** means the configuration of software and game hardware necessary to operate a Baccarat Terminal, record the outcome of a hand (either automatically or following the Dealer or the Game Supervisor entering the outcome manually) and communicate the outcome of a hand.

1.2 A reference in this Division to a:

1. bet is a reference to the contingency or outcome on which a player may place a wager; and
2. wager is to the money appropriated to a particular bet in a particular case.

1.3 For the avoidance of doubt:

1. nothing in these rules prevents a Casino Operator from linking a Baccarat Terminal to more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel); and
2. a player may use a Baccarat Terminal to play more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel),

 provided that only one electronic table game may be activated and played at any one time on a Baccarat Terminal.

**2.0 Application**

2.1 The rules contained in this Division together with the general rules contained in Division 1 and the applicable rules from Division 5 (as referred to in this Division) shall apply to the game of Electronic Baccarat.

2.2 Where players are offered the option of placing wagers on a table layout, rule 2.3 of Division 5 shall apply.

**3.0 Table Layout and Equipment**

3.1 Where players are offered the option of placing wagers on a table layout, Electronic Baccarat shall be played at a table having:

1. on one side up to 7 numbered sets of wagering areas for the players and on the opposite side a place for the Dealer; and
2. a drop box attached to it.

3.2 The layout cloth covering the table shall have areas designated for the placement of wagers.

3.3 Subject to rule 3.6 and unless a contrary intention appears, in addition to the equipment specified in rule 3.4 of Division 5, the following equipment shall also be used in the game of Electronic Baccarat:

1. subject to rule 3.3A, up to 50 Baccarat Terminals per table; and
2. a Game System.

3.3A Where the Casino Operator operates the game of Electronic Baccarat and at least one other electronic table game at any one time, then, subject to rule 1.3, the total number of Baccarat Terminals available to be used in connection with that game of Electronic Baccarat may be increased by the additional number of terminals available to be used in connection with those other electronic table games.

3.4 Each Baccarat Terminal must:

1. display a Baccarat layout marked in a manner that clearly denotes the wagering options (see example at Appendix A);
2. display the following information:
3. the minimum and maximum permissible wagers that may be made through the Baccarat Terminal (as may be determined by the Casino Operator from time to time);
4. the commencement and expiration of the Fixed Wagering Period;
5. the total number of credits available to the player, shown in dollars and cents;
6. the number of credits wagered by the player for the current round of play, shown in dollars and cents;
7. the number of credits won by the player in the previous round of play; and
8. the correct time (when being used by a player);
9. be programmed so that:
10. after the point of time at which no more wagers will be accepted for the next hand, the Baccarat Terminal will not accept a wager, change a wager or withdraw a wager;
11. if a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the Baccarat Terminal will not display any chips in respect of that wager;
12. if a player attempts to place an individual wager:
13. in a multiple over the minimum permissible wager which is not permitted; or
14. that is greater than the maximum permissible wager,
15. the Baccarat Terminal will display only so many chips or such denomination of chips as is the next lowest permissible wager;
16. if, by the end of the Fixed Wagering Period for a particular hand, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Baccarat Terminal will not recognise those wagers for that hand; and
17. at the settlement of wagers for a particular hand:
18. losing wagers will be cleared automatically from the layout; and
19. winning wagers will be paid by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player’s chip account;
20. be capable of:
21. dispensing a payment voucher for the value of credits on the Baccarat Terminal’s chip account; and/or
22. having credits cancelled to allow the Dealer to pay out the full value of remaining credits on the Baccarat Terminal’s chip account by tendering chips to a player; or
23. having credits on the Baccarat Terminal’s chip account transferred to a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits; and
24. other than as permitted by rule 3.5, not display the result(s) of any previous hand(s); and
25. only be capable of operation within the relevant casino gambling area.

3.5 A Baccarat Terminal may, at the option of the Casino Operator, display a feature that depicts the result(s) of the previous 20 hands (or such lesser number as may be determined by the Casino Operator from time to time) as recorded by the Game System, shown in chronological order by reference to the first letter of the winning result (e.g. PPBBTBBTPPP, where “P” means Player’s Hand, “B” means Banker’s Hand and “T” means a Tie), provided that:

1. such a feature must, at all times, be:
2. static (except, for the avoidance of doubt, when a new result is added and/or deleted);
3. located on the same area of that Baccarat Terminal; and
4. presented distinctly and separately from any other game feature(s) on that Baccarat Terminal; and
5. such result(s) (i.e. the letters P, B and/or T (as applicable)) must, at all times, be:
6. displayed consistently;
7. static (except, for the avoidance of doubt, when a new result is added and/or deleted); and
8. displayed in the same:
	* 1. font;
		2. format;
		3. size; and
		4. capitalisation.

3.6 The Baccarat Terminals and Game System shall be of a type approved by the Secretary and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

3.7 No person shall physically or electronically interfere with any Baccarat Terminal or seek to gain any undue advantage by manipulating any associated gambling equipment.

**4.0 Playing Cards**

4.1 The rules contained in section 4 of Division 5 shall apply.

**5.0 Wagers**

5.1 Where players are offered the option of placing wagers on a table layout, the rules contained in sections 5 and (where applicable) 11A , 11B, 11C, 11D, 11G, 11I 13 and 14 of Division 5 shall apply. 5.2 Where wagers are placed through a Baccarat Terminal:

1. the wagers specified in sections 5 and (where applicable) 11A, 11B, 11C, 11D, 11G, 11I, 13 and 14 of Division 5 may be placed by touching the appropriate part of the Baccarat Terminal’s touch screen designated for making wagers;
2. the player may place wagers on any combination of bets specified on the touch screen display; and
3. the player must place any wagers within the Fixed Wagering Period.

5.3 A Baccarat Terminal shall be activated by a player either by:

1. inserting an amount of cash into the Baccarat Terminal’s note acceptor; or
2. tendering to the Dealer an amount of cash or chips; or
3. transferring cash equivalent credits for play from a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits.

5.4 Where a player inserts cash into a Baccarat Terminal’s note acceptor (as contemplated by rule 5.3(a)), the amount of cash will automatically be credited to that Baccarat Terminal’s chip account.

5.5 If the Dealer accepts an amount directly from a player (as contemplated by rule 5.3(b)), the Dealer must:

1. give that player control of a Baccarat Terminal (if not already in control of a Baccarat Terminal); and
2. credit that Baccarat Terminal’s chip account with the amount tendered.

5.6 A player is solely responsible for the correct placement of chips on the layout of a Baccarat Terminal.

5.7 Any wager placed through a Baccarat Terminal may only be settled in accordance with the appearance of the result of the relevant hand on that Baccarat Terminal.

5.8 The minimum and maximum wagers for Electronic Baccarat may differ from one Baccarat Terminal to another and from those applied to players wagering on a table layout.

5.9 Rule 5.9 of Division 5 applies to each Baccarat Terminal.

5.10 A player shall not be entitled to a prize on a Baccarat Terminal unless that prize results from the legitimate attainment of the prize on that Baccarat Terminal.

**6.0 Opening of Table for Gambling**

6.1 After receiving the required number of decks of cards at the table, both the Dealer and the Game Supervisor shall sort and inspect the cards independently of each other.

6.2 Where players are offered the option of placing wagers on a table layout, rules 6.2 – 6.6 of Division 5 shall apply.

6.3 Where wagers may only be placed through a Baccarat Terminal, following inspection of the cards (as contemplated in rule 6.1), the cards shall be turned face down on the table and then shuffled before being loaded into a card shoe. At the discretion of the Casino Operator the cards may be shuffled prior to being loaded into the Continuous or Non-Continuous Shuffler (whichever is applicable).

6.4 Notwithstanding rules 6.1 and 6.3, cards that have been pre-checked or pre-shuffled by the Casino Operator may be used provided they are secured in a designated area on completion of the pre-check or pre-shuffle until such time as they are required. Before being cut, pre-shuffled cards may be shuffled, but pre-checked cards shall be shuffled prior to use (and prior to being cut if the Casino Operator elects to cut the cards in accordance with section 7).

6.5 Notwithstanding rules 6.1, 6.3 and 6.4, and subject to the approval of the Secretary, cards that have been pre-checked and pre-shuffled by the card manufacturer before being sealed, may be introduced on a table without having to undergo any further shuffle process.

**7.0 Shuffle and Cut of Cards**

7.1 Where players are offered the option of placing wagers on a table layout, the rules contained in section 7 of Division 5 shall apply.

7.2 Where wagers may only be placed through a Baccarat Terminal, the rules contained in section 7 of Division 5 shall apply subject to the proviso (being a variation of rule 7.5) that only a casino employee shall cut the cards.

**8.0 Initial Deal**

8.1 Each Baccarat Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Baccarat Terminal must not accept a wager, change a wager or withdraw a wager.

8.2 Where players are offered the option of placing wagers on a table layout, the rules contained in section 8 of Division 5 shall apply.

8.3 Where wagers may only be placed through a Baccarat Terminal, the game may, at the discretion of the Casino Operator and subject to these rules, be conducted in accordance with Dealing Style A (as described in rules 8.6 and 8.7 of Division 5) or Dealing Style C (as described in rules 8.19 and 8.20 of Division 5) and rules 8.1, 8.4, 8.6, 8.7, 8.19 and 8.20 of Division 5 shall apply.

**9.0 Dealing of Additional Cards**

9.1 Where players are offered the option of placing wagers on a table layout, the rules contained in section 9 of Division 5 shall apply.

9.2 Where wagers may only be placed through a Baccarat Terminal, rules 9.1 – 9.7 of Division 5 shall apply.

**10 Payment and Collection of Wagers**

10.1 Where players are offered the option of placing wagers on a table layout, the rules contained in section 10 of Division 5 shall apply.

10.2 Where wagers are placed through a Baccarat Terminal, following determination of the outcome of a hand:

1. the Dealer or Game Supervisor shall enter the outcome manually into the Game System, unless the Game System is programmed to record that outcome automatically; and
2. the Game System shall:
3. record that outcome;
4. display that outcome on each active Baccarat Terminal; and
5. in respect of the wager or wagers placed on a Baccarat Terminal:
6. if an amount has been won, automatically calculate and display the amount on that Baccarat Terminal; and
7. automatically calculate and display the player’s credit balance on that Baccarat Terminal as a result of that outcome, in accordance with these rules.

10.3 Wagers shall be settled in accordance with rules 5.1, 5.10, 5.11, 11A.7, 11B.8, 11C.8, 11D.8, 11G.7, 11I.7, 13.3 and 13.4 of Division 5.

10.4 Credits due to a player must be paid in accordance with rules 3.4(c)(v)(B) and 3.4(d).

10.5 A player may redeem a payment voucher from the Casino Operator for an amount equivalent to the value of the relevant credits (as contemplated in rule 3.4(d)(i)).

**11 End of Shoe**

11.1 The rules contained in section 11 of Division 5 shall apply to the game of Electronic Baccarat.

**12 Perfect Pair Wagers**

12.1 The rules contained in section 11A of Division 5 shall apply to the game of Electronic Baccarat.

**13 Dragon Bonus Wager**

13.1 The rules contained in section 11B of Division 5 shall apply to the game of Electronic Baccarat.

**13A Any Pair Wagers**

13A.1 The rules contained in section 11C of Division 5 shall apply to the game of Electronic Baccarat.

**13B Lucky M**a**tch Wagers**

13B.1 The rules contained in section 11D of Division 5 shall apply to the game of Electronic Baccarat.

**13C 2 to 1 Baccarat**

13C.1 The rules contained in section 13 of Division 5 shall apply to the game of Electronic Baccarat.

**13D Ante Up Baccarat**

13D.1 The rules contained in section 14 of Division 5 shall apply to the game of Electronic Baccarat.

**13E Lucky 6 Wagers**

13E.1 The rules contained in section 11G of Division 5 shall apply to the game of Electronic Baccarat.

**13F Super 6 Wagers**

13F.1 The rules contained in section 11I of Division 5 shall apply to the game of Electronic Baccarat.

**14 Irregularities**

14.1 The rules contained in section 12 of Division 5 shall apply to the game of Electronic Baccarat.

14.2 If the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a “Void Hand” and the relevant hand shall be void.

14.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to a Baccarat Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.

14.4 Where in the opinion of the Casino Operator an amount has been paid or credited to a player by a Baccarat Terminal or Game System:

1. as a result of that Baccarat Terminal or Game System malfunctioning; or
2. after that Baccarat Terminal or Game System has malfunctioned and before it has been repaired,

the Casino Operator may refuse to pay or credit the player with such amount.

14.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 14.4, the Casino Operator shall:

1. report the matter to a Gambling Inspector in accordance with any applicable Minimum Operating Standards;
2. ensure that the Baccarat Terminal or, as the case may be, Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with any applicable Minimum Operating Standards; and
3. refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.

## Appendix 2: Division 8A – Electronic Roulette

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Wagers

Section 5 Dealing the Game

Section 6 Settlement

Section 7 Irregularities

Appendix 1 Roulette Terminal Layout

**1.0 Interpretation**

1.1 In this Division, unless the contrary intention appears:

**“Electronic Transfer Limits”** means the limits specified in the Minimum Cashless Technical Requirements for Printed Ticket-In Ticket-Out and Player Loyalty Account-Based Cashless Gambling Technology;

“**Game System**” means the configuration of software and game hardware necessary to operate a Roulette Terminal;

“**Roulette Terminal**” means a touch screen terminal, device or application, which may be in a fixed or mobile form, used for the placement and settlement of wagers in the game of electronic roulette.

1.2 A reference in these rules:

* to a bet is a reference to the contingency or outcome on which a playermay place a wager; and
* to a wager is to the money appropriated to such a bet in a particular case.

1.3 For the avoidance of doubt:

1. nothing in these rules prevents a Casino Operator from linking a Roulette Terminal to more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel); and
2. a player may use a Roulette Terminal to play more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel),

 provided that only one electronic table game may be activated and played at any one time on a Roulette Terminal.

**2.0 Application**

The rules contained in this Division, the general rules contained in Division 1, and the applicable rules from Division 8 of these rules referred to in this Division shall apply to the game of electronic roulette.

**3.0 Table Layout and Equipment**

3.1 Electronic roulette shall be played with:

* a table with a roulette wheel of not less than 0.75 meters in diameter;
* subject to rule 3.1A, up to 50 Roulette Terminals per table; and
* a Game System comprising the hardware and software needed to operate the Roulette Terminals, record the outcome of a spin (either automatically or following the dealer or the game supervisor entering the outcome manually), and communicate the outcome of each spin of the roulette wheel.
* 3.1A Where the Casino Operator operates the game of Electronic Roulette and at least one other electronic table game at any one time, then, subject to rule 1.3, the total number of Roulette Terminals available to be used in connection with that game of Electronic Roulette may be increased by the additional number of terminals available to be used in connection with those other electronic table games.

3.2 Where players are offered the option of placing wagers on the table layout:

* the table shall have a drop box attached to it;
* the layout cloth on the roulette table shall be the same type as that used in the
* game game of roulette; and
* rule 2.6 of Division 8 of these rules shall apply.

3.3 Rules 2.3, 2.4 and 2.5 of Division 8 of these rules shall apply.

3.4 The Casino Operator may elect to operate a winning number display, being an electronic device for recording and displaying the most recent winning numbers spun at the table.

3.5 The Roulette Terminal must:

* display a layout marked in a manner that clearly denoted the wagering options (see example at Appendix 1);
* display the following information:
	+ the minimum and maximum permissible wagers that may be made through the terminal,
	+ the point at which no more wagers will be accepted for the next spin,
	+ the total number of credits available to the player,
	+ the number of credits wagered by the player for the current round of play,
	+ the winning number for the previous round of play, and
	+ the number of credits won by the player for the previous round of play;
* be programmed so that:
	+ after the point of time at which no more wagers will be accepted for the next spin, the terminal will not accept a wager or any change or withdrawal of a wager,
	+ if a player attempts to place through the terminal an individual wager that is less than the minimum permissible wager for a particular bet, the terminal will not display any chips in respect of that wager,
	+ if a player attempts to place an individual wager:
		- in a multiple over the minimum which is not permitted, or
		- that is greater than the maximum permitted wager,

the terminal will display only so many chips or such denomination of chips as is the next lowest permitted wager,

* + if, by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Roulette Terminal will not recognise those wagers for that spin, and
	+ at the settlement of wagers for a spin losing wagers will be cleare automatically from the terminal layout, and winning wagers will be paid by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player’s chip account; and
* be capable of
	+ dispensing a payment voucher for the value of credits on the terminal’s chip account; and/or
	+ having credits cancelled to allow the dealer to pay out the full value of remaining credits on the terminal’s chip account by tendering chips to a player; or
	+ having credits on the Roulette Terminal’s chip account transferred to a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits; and
* only be capable of operation within the relevant casino gambling area.

3.6 The Roulette Terminals and Game System shall be of a type approved by the Secretary and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

3.7 No person shall physically or electronically interfere with the Roulette Terminals, nor shall any person seek to gain any undue advantage from any manipulation of any gambling equipment or any part thereof.

3.8 A player shall not be entitled to a prize on a Roulette Terminal unless that prize results from the legitimate attainment of the prize on the terminal.

**4.0 Wagers**

4.1 Where players are offered the option of placing wagers on the table layout, section 3 of Division 8 of these rules shall apply to all such wagers.

* 1. Where a Roulette Terminal is used:
* the wagers specified in section 3 of Division 8 of these rules may be placed by touching the appropriate part of a Roulette Terminal’s touch screen designated for making wagers; and
* the player may place wagers on any combination of bets specified on the touch screen display.

4.3 A Roulette Terminal shall be activated by a player either:

* inserting an amount of cash into the Roulette Terminal’s note acceptor; or
* by tendering to the dealer an amount of cash or chips; or
* transferring cash equivalent credits for play from a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits.

4.3A Where a player inserts cash into a Roulette Terminal note acceptor under rule 4.3(a), the amount of cash will automatically be credited to the terminal’s chip account in respect of that Roulette Terminal, thereby causing chips to appear on the display of the Roulette Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.3B If the dealer accepts an amount under rule 4.3(b), the dealer must:

* give the player control of a Roulette Terminal; and
* credit the Roulette Terminal chip account with the amount tendered, thereby causing chips to appear on the display of the Roulette Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.4 The player is solely responsible for the correct placement of the chips appearing on the Roulette Terminal layout.

4.5 Any wager placed through a Roulette Terminal may only be settled in accordance with the appearance of the Roulette Terminal at the time a wagering period expired.

4.6 The minimum and maximum wagers for electronic roulette may differ from one terminal to another and from those applied to players wagering on the table layout.

**5.0 Dealing the Game**

5.1 Each Roulette Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Roulette Terminal must not accept a wager or change or withdrawal of a wager.

5.2 Where players are offered the option of placing wagers on the table layout, section 4 of Division 8 of these rules shall apply.

5.3 Where wagers may only be placed through Roulette Terminals, rules 4.1, 4.2, 4.6 and 4.7 of Division 8 of these rules shall apply.

* 1. Following determination of the outcome of a spin:
* the dealer or game supervisor shall enter the outcome manually into the Game System, unless the system is programmed to record it automatically; and
* the Game System shall:
	+ record the outcome,
	+ display the outcome on each active Roulette Terminal, and
	+ in respect of the wager or wagers placed on a Roulette Terminal:
		- if an amount has been won, automatically calculate and display the amount, and
		- automatically calculate and display the player’s credit balance as a result of the outcome, in accordance with these rules.

**6.0 Settlement**

6.1 Wagers shall be settled in accordance with rules 3.9 and 3.10 of Division 8 of these rules.

6.2 Credits due to a player must be paid in accordance with rules 3.5(d) of this division.

6.3 A player may redeem a payment voucher with the Casino Operator for an amount equivalent to the value of the credits.

**7.0 Irregularities**

7.1 Section 5 of Division 8 of these rules shall apply to the game of electronic roulette.

7.2 If the dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a “no spin” and the spin shall be void.

7.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to the Roulette Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.

7.4 Where in the opinion of the Casino Operator an amount has been credited to a player by a Roulette Terminal or Game System:

* as a result of the terminal or Game System malfunctioning; or
* after a terminal or the Game System has malfunctioned and before it has been repaired,

the Casino Operator may refuse to pay or credit the player with the amount.

7.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 7.4, the Casino Operator shall:

* report the matter to a Gambling Inspector in accordance with any applicable Minimum Operating Standards;
* ensure that the Roulette Terminal or, as the case may be, the Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with any applicable Minimum Operating Standards; and
* refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.

## Appendix 3: Division 9A – Electronic Tai Sai

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Wagers

Section 5 Dealing the Game

Section 6 Settlement

Section 7 Irregularities

Appendix 1 Roulette Terminal Layout

**1.0 Interpretation**

1.1 In this Division, unless the contrary intention appears:

**“Electronic Transfer Limits”** means the limits specified in the Minimum Cashless Technical Requirements for Printed Ticket-In Ticket-Out and Player Loyalty Account-Based Cashless Gambling Technology;

“**Game System**” means the configuration of software and game hardware necessary to operate a Roulette Terminal;

“**Roulette Terminal**” means a touch screen terminal, device or application, which may be in a fixed or mobile form, used for the placement and settlement of wagers in the game of electronic roulette.

1.2 A reference in these rules:

* to a bet is a reference to the contingency or outcome on which a playermay place a wager; and
* to a wager is to the money appropriated to such a bet in a particular case.

1.3 For the avoidance of doubt:

1. nothing in these rules prevents a Casino Operator from linking a Roulette Terminal to more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel); and
2. a player may use a Roulette Terminal to play more than one electronic table game (including Electronic Baccarat, Electronic Roulette, Electronic Tai-Sai and/or Electronic Money Wheel),

 provided that only one electronic table game may be activated and played at any one time on a Roulette Terminal.

**2.0 Application**

The rules contained in this Division, the general rules contained in Division 1, and the applicable rules from Division 8 of these rules referred to in this Division shall apply to the game of electronic roulette.

**3.0 Table Layout and Equipment**

3.1 Electronic roulette shall be played with:

* a table with a roulette wheel of not less than 0.75 meters in diameter;
* subject to rule 3.1A, up to 50 Roulette Terminals per table; and
* a Game System comprising the hardware and software needed to operate the Roulette Terminals, record the outcome of a spin (either automatically or following the dealer or the game supervisor entering the outcome manually), and communicate the outcome of each spin of the roulette wheel.
* 3.1A Where the Casino Operator operates the game of Electronic Roulette and at least one other electronic table game at any one time, then, subject to rule 1.3, the total number of Roulette Terminals available to be used in connection with that game of Electronic Roulette may be increased by the additional number of terminals available to be used in connection with those other electronic table games.

3.2 Where players are offered the option of placing wagers on the table layout:

* the table shall have a drop box attached to it;
* the layout cloth on the roulette table shall be the same type as that used in the
* game game of roulette; and
* rule 2.6 of Division 8 of these rules shall apply.

3.3 Rules 2.3, 2.4 and 2.5 of Division 8 of these rules shall apply.

3.4 The Casino Operator may elect to operate a winning number display, being an electronic device for recording and displaying the most recent winning numbers spun at the table.

3.5 The Roulette Terminal must:

* display a layout marked in a manner that clearly denoted the wagering options (see example at Appendix 1);
* display the following information:
	+ the minimum and maximum permissible wagers that may be made through the terminal,
	+ the point at which no more wagers will be accepted for the next spin,
	+ the total number of credits available to the player,
	+ the number of credits wagered by the player for the current round of play,
	+ the winning number for the previous round of play, and
	+ the number of credits won by the player for the previous round of play;
* be programmed so that:
	+ after the point of time at which no more wagers will be accepted for the next spin, the terminal will not accept a wager or any change or withdrawal of a wager,
	+ if a player attempts to place through the terminal an individual wager that is less than the minimum permissible wager for a particular bet, the terminal will not display any chips in respect of that wager,
	+ if a player attempts to place an individual wager:
		- in a multiple over the minimum which is not permitted, or
		- that is greater than the maximum permitted wager,

the terminal will display only so many chips or such denomination of chips as is the next lowest permitted wager,

* + if, by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Roulette Terminal will not recognise those wagers for that spin, and
	+ at the settlement of wagers for a spin losing wagers will be cleare automatically from the terminal layout, and winning wagers will be paid by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player’s chip account; and
* be capable of
	+ dispensing a payment voucher for the value of credits on the terminal’s chip account; and/or
	+ having credits cancelled to allow the dealer to pay out the full value of remaining credits on the terminal’s chip account by tendering chips to a player; or
	+ having credits on the Roulette Terminal’s chip account transferred to a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits; and
* only be capable of operation within the relevant casino gambling area.

3.6 The Roulette Terminals and Game System shall be of a type approved by the Secretary and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

3.7 No person shall physically or electronically interfere with the Roulette Terminals, nor shall any person seek to gain any undue advantage from any manipulation of any gambling equipment or any part thereof.

3.8 A player shall not be entitled to a prize on a Roulette Terminal unless that prize results from the legitimate attainment of the prize on the terminal.

**4.0 Wagers**

4.1 Where players are offered the option of placing wagers on the table layout, section 3 of Division 8 of these rules shall apply to all such wagers.

* 1. Where a Roulette Terminal is used:
* the wagers specified in section 3 of Division 8 of these rules may be placed by touching the appropriate part of a Roulette Terminal’s touch screen designated for making wagers; and
* the player may place wagers on any combination of bets specified on the touch screen display.

4.3 A Roulette Terminal shall be activated by a player either:

* inserting an amount of cash into the Roulette Terminal’s note acceptor; or
* by tendering to the dealer an amount of cash or chips; or
* transferring cash equivalent credits for play from a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits.

4.3A Where a player inserts cash into a Roulette Terminal note acceptor under rule 4.3(a), the amount of cash will automatically be credited to the terminal’s chip account in respect of that Roulette Terminal, thereby causing chips to appear on the display of the Roulette Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.3B If the dealer accepts an amount under rule 4.3(b), the dealer must:

* give the player control of a Roulette Terminal; and
* credit the Roulette Terminal chip account with the amount tendered, thereby causing chips to appear on the display of the Roulette Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.4 The player is solely responsible for the correct placement of the chips appearing on the Roulette Terminal layout.

4.5 Any wager placed through a Roulette Terminal may only be settled in accordance with the appearance of the Roulette Terminal at the time a wagering period expired.

4.6 The minimum and maximum wagers for electronic roulette may differ from one terminal to another and from those applied to players wagering on the table layout.

**5.0 Dealing the Game**

5.1 Each Roulette Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Roulette Terminal must not accept a wager or change or withdrawal of a wager.

5.2 Where players are offered the option of placing wagers on the table layout, section 4 of Division 8 of these rules shall apply.

5.3 Where wagers may only be placed through Roulette Terminals, rules 4.1, 4.2, 4.6 and 4.7 of Division 8 of these rules shall apply.

* 1. Following determination of the outcome of a spin:
* the dealer or game supervisor shall enter the outcome manually into the Game System, unless the system is programmed to record it automatically; and
* the Game System shall:
	+ record the outcome,
	+ display the outcome on each active Roulette Terminal, and
	+ in respect of the wager or wagers placed on a Roulette Terminal:
		- if an amount has been won, automatically calculate and display the amount, and
		- automatically calculate and display the player’s credit balance as a result of the outcome, in accordance with these rules.

**6.0 Settlement**

6.1 Wagers shall be settled in accordance with rules 3.9 and 3.10 of Division 8 of these rules.

6.2 Credits due to a player must be paid in accordance with rules 3.5(d) of this division.

6.3 A player may redeem a payment voucher with the Casino Operator for an amount equivalent to the value of the credits.

**7.0 Irregularities**

7.1 Section 5 of Division 8 of these rules shall apply to the game of electronic roulette.

7.2 If the dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a “no spin” and the spin shall be void.

7.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to the Roulette Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.

7.4 Where in the opinion of the Casino Operator an amount has been credited to a player by a Roulette Terminal or Game System:

* as a result of the terminal or Game System malfunctioning; or
* after a terminal or the Game System has malfunctioned and before it has been repaired,

the Casino Operator may refuse to pay or credit the player with the amount.

7.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 7.4, the Casino Operator shall:

* report the matter to a Gambling Inspector in accordance with any applicable Minimum Operating Standards;
* ensure that the Roulette Terminal or, as the case may be, the Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with any applicable Minimum Operating Standards; and
* refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.

## Appendix 4: Division 10A – Electronic Money Wheel

Section 1 Interpretation

Section 2 Application

Section 3 Table Layout and Equipment

Section 4 Wagers

Section 5 Dealing the Game

Section 6 Settlement

Section 7 Irregularities

**1.0 Interpretation**

1.1 In these games rules, any words and expressions used that are defined in the Gambling Act 2003 have the same meaning as in the Act.

1.2 In this Division, unless the contrary intention appears:

**“Electronic Transfer Limits”** means the limits specified in the Minimum Cashless Technical Requirements for Printed Ticket-In Ticket-Out and Player Loyalty Account-Based Cashless Gambling Technology;

**“Game System”** means the configuration of software and game hardware necessary to operate a Money Wheel Terminal;

**“Money Wheel Terminal”** means a touch screen terminal, device or application, which may be in a fixed or mobile form, used for the placement and settlement of wagers in the game of Electronic Money Wheel.

1.3 A reference in these rules:

* to a bet is a reference to the contingency or outcome on which a player may place a wager; and
* to a wager is to the money appropriated to such a bet in a particular case.

**2.0 Application**

The rules contained in this Division, the general rules contained in Division 1, and the applicable rules from Division 10 of these rules referred to in this Division shall apply to the game of Electronic Money Wheel.

**3.0 Table Layout and Equipment**

3.1 Electronic Money Wheel shall be played with:

* a money wheel as specified in section 2 Table Layout and Equipment – Division 10;
* up to 50 Money Wheel Terminals associated with the money wheel; and
* a Game System comprising the hardware and software needed to operate the Money Wheel Terminals, record the outcome of a spin (either automatically or following the Dealer or the Game Supervisor entering the outcome manually), and communicate the outcome of each spin of the money wheel.

3.2 Where players are offered the option of placing wagers on the table layout:

* the table shall have a drop box attached to it;
* the layout cloth on the money wheel table shall be the same type as that used in the game of Money Wheel; and
* rule 2.6 of Division 10 shall apply.

3.3 Rules 2.2, 2.3 and 2.4 of Division 10 of these rules shall apply.

3.4 The table may be fitted with electronic equipment, which is programmed to detect that the wheel has completed the required number of revolutions and / or illuminate the winning symbol on the layout.

3.5 The Money Wheel Terminal must:

* display a money wheel layout marked in a manner that clearly denotes the wagering options;
* display the following information:
	+ the minimum and maximum permissible wagers that may be made through the terminal;
	+ the point at which no more wagers will be accepted for the next spin;
	+ the total number of credits available to the player;
	+ the number of credits wagered by the player for the current round of play;
	+ the winning symbol for the previous round of play; and
	+ the number of credits won by the player for the previous round of play;
* be programmed so that:
	+ after the point of time at which no more wagers will be accepted for the next spin, the terminal will not accept a wager or any change or withdrawal of a wager;
	+ if a player attempts to place through the terminal an individual wager that is less than the minimum permissible wager for a particular bet, the bet will not be deemed valid and will be returned to the player;
	+ if a player attempts to place an individual wager:
		- in a multiple over the minimum which is not permitted; or
		- that is greater than the maximum permitted wager,
		- the terminal will display only so many Chips or such denomination of Chips as is the next lowest permitted wager;
	+ if, by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), the Money Wheel Terminal will not recognise those wagers for that spin; and
	+ at the settlement of wagers for a spin, losing wagers will be cleared automatically from the terminal layout, and winning wagers will be paid by causing an appropriate number of Chips to appear or by causing an appropriate adjustment to be made to the amount showing as standing to the credit of the player’s chip account; and
* be capable of:
	+ dispensing a payment voucher for the value of credits on the Money Wheel Terminal’s chip account; and/or
	+ having credits cancelled to allow the Dealer to pay out the full value of remaining credits on the Money Wheel Terminal’s chip account by tendering Chips to a player; or
	+ having credits on the Money Wheel Terminal’s chip account transferred to a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits; and
* only be capable of operation within the relevant casino gambling area.

3.6 The Money Wheel Terminals and Game System shall be of a type approved by the Secretary and contain components necessary for the performance of, and be designed and programmed to perform, their respective functions in accordance with these rules.

3.7 No person shall physically or electronically interfere with any Money Wheel Terminal or seek to gain any undue advantage by manipulating any associated gambling equipment

**4.0 Wagers**

4.1 Where players are offered the option of placing wagers on the table layout, section 3 of Division 10 of these rules shall apply to all such wagers.

4.2 Where a Money Wheel Terminal is used:

* the wagers specified in section 3 of Division 10 of these rules may be placed by touching the appropriate part of a Money Wheel Terminal’s touch screen designated for making wagers; and
* the player may place wagers on any combination of bets specified on the touch screen display.

4.3 A Money Wheel Terminal shall be activated by a player either:

* inserting an amount of cash into the Money Wheel Terminal’s note acceptor; or
* tendering to the Dealer an amount of cash or Chips; or
* transferring cash equivalent credits for play from a player loyalty cashless account in accordance with the relevant Electronic Transfer Limits.

4.4 Where a player inserts cash into a Money Wheel Terminal note acceptor under rule 4.3(a), the amount of cash will automatically be credited to the terminal’s chip account in respect of that Money Wheel Terminal, thereby causing Chips to appear on the display of the Money Wheel Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.5 If the Dealer accepts an amount under rule 4.3(b), the Dealer must:

* give the player control of a Money Wheel Terminal; and
* credit the Money Wheel Terminal chip account with the amount tendered, thereby causing Chips to appear on the display of the Money Wheel Terminal or that amount to be shown as standing to the credit of the terminal’s chip account.

4.6 The player is solely responsible for the correct placement of the Chips appearing on the Money Wheel Terminal layout.

4.7 Any wager placed through a Money Wheel Terminal may only be settled in accordance with the appearance of the Money Wheel Terminal at the time a wagering period expired.

4.8 The minimum and maximum wagers for electronic money wheel may differ from one terminal to another and from those applied to players wagering on the table layout.

**5.0 Dealing the Game**

5.1 Each Money Wheel Terminal must incorporate a mechanism for displaying the point at which no more wagers will be accepted and, following that point, the Money Wheel Terminal must not accept a wager or change or withdrawal of a wager.

5.2 Where players are offered the option of placing wagers on the table layout, section 4 of Division 10 of these rules shall apply.

5.3 Where wagers may only be placed through Money Wheel Terminals, rules 4.1, 4.2, and 4.5 of Division 10 of these rules shall apply.

5.4 Following determination of the outcome of a spin:

* the Dealer or Game Supervisor shall enter the outcome manually into the Game System, unless the system is programmed to record it automatically; and
* the Game System shall:
	+ record the outcome,
	+ display the outcome on each active Money Wheel Terminal, and
	+ in respect of the wager or wagers placed on a Money Wheel Terminal:
		- if an amount has been won, automatically calculate and display the amount; and
		- automatically calculate and display the player’s credit balance as a result of the outcome, in accordance with these rules.

**6.0 Settlement**

6.1 Wagers shall be settled in accordance with rule 3.8 of Division 10 of these rules.

6.2 Credits due to a player must be paid in accordance with rules 3.5(d) of this Division.

6.3 A player may redeem a payment voucher with the Casino Operator for an amount equivalent to the value of the credits.

**7.0 Irregularities**

7.1 Section 5 of Division 10 of these rules shall apply to the game of Electronic Money Wheel.

7.2 If the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring, he/she shall announce a “No spin” and the spin shall be Void.

7.3 Where the Casino Operator has reason to believe that an incorrect result has been entered into the Game System or communicated to the Money Wheel Terminal, it shall cause the results to be recalculated on the basis of the actual outcome.

7.4 Where in the opinion of the Casino Operator an amount has been credited to a player by a Money Wheel Terminal or Game System:

* as a result of the terminal or Game System malfunctioning; or
* after a terminal or the Game System has malfunctioned and before it has been repaired, the Casino Operator may refuse to pay or credit the player with the amount.

7.5 Where the Casino Operator refuses to pay or credit an amount pursuant to rule 7.4, the Casino Operator shall:

* report the matter to a Government Inspector in accordance with any applicable Minimum Operating Standards;
* ensure that the Money Wheel Terminal or, as the case may be, the Game System involved is not operated or otherwise dealt with by any person until the malfunction has been investigated and dealt with in accordance with any applicable Minimum Operating Standards; and
* refund any credit or credits wagered by the player for the round in relation to which the payment of any prize is being refused.