

CATFISH BEND CASINOS, L.L.C.

RULES OF THE GAME

ROULETTE

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Approved by IRGC Representative: Erica S. Worrall Date: 6/13/25

INTRODUCTION

Roulette is played with an American Wheel with 38 slots numbered 1 to 36 plus two zeros, 0 and 00. There are basically two kinds of bets that can be made across the layout: Inside and Outside. An Inside bet is a bet within the field of 38 numbers corresponding with numbers on the wheel. An Inside bet can be Straight Up, a Split, 3 numbers, 4 numbers, 5 numbers or 6 numbers. An Outside bet is placed outside the field. An outside bet can be even, odd, high, low, black, red, column or any number in the first twelve, second twelve, or third twelve. The patron may also bet any combination of these.

Players buy-in at the table for Roulette chips of a color to be used solely by that player. The chips have no value stamped on them and can be assigned any value the player wishes to play.

Roulette table layout, bets, odds and

The diagram shows a standard roulette table layout. At the top are the 0 and 00 slots. The main playing area is a 3x12 grid of numbers 1-36. To the left of the grid are betting areas for '1 TO 18', 'EVEN', '2ND 12' (with a red diamond), 'ODD', and '19 TO 36'. To the right of the grid are betting areas for '1ST 12', '3RD 12', and '2:1' (with a green diamond). The bottom of the grid is labeled 'Outside Bets' with a payoff of '2:1'. The bottom right of the grid is labeled 'payoffs: 2:1'.

Inside bets: (also called layout bets)

- A - 1 number, Straight up 35:1
- B - 2 numbers, Split 17:1
- C - 3 numbers, 3 Line 11:1
- D - 4 numbers, Corner 8:1
- E - 5 numbers, 1st Five 6:1 (double zero roulette table)
- F - 6 numbers, 6 Line 5:1

Outside bets:

- G - 12 numbers, Column 2:1
- H - 12 numbers, Dozen 2:1
- K - Courtesy Line 17:1
- Even/Odd - Pays even money 1:1
- Red/Black - Pays even money 1:1
- 1-18/19-36 (also called Low/High) - Pays even money 1:1

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BUYING-IN

No person at a Roulette table shall be issued or permitted to game with Roulette chips that are identical in color and design to value checks or to Roulette chips being used by another person at that same table.

Pick up the value checks or currency and put them on the wheel head or the Dealers working area.

To indicate Roulette chips' value, one Roulette chip of the color is placed on the rim near the wheel and a marker button is placed on top of it. The marker indicates the price per stack not the price per chip.

1. "20" marker indicates each Roulette chip is \$1.00.
2. "100" marker indicates each Roulette chip is \$5.00.
3. "500" marker indicates each Roulette chip is \$25.00.

Roulette chips can only be assigned the following values: \$1, \$5, and \$25.

The Dealer will bring out the correct amount of Roulette chips, call out "Check Change" or "Change" and the amount, and push the Roulette chips to the player. 100 Roulette chips or more needs a supervisor approval.

The Dealer will not leave Roulette chips on any portion of the betting area.

The Dealer will put the value checks into the bank and/or drop the currency.

ROULETTE PROCEDURES

1. All wagers at table games shall be made by placing value checks or Roulette chips on the appropriate areas of the layout.
2. If there is more than one player at the game wishing to play value checks, the Dealer will call a supervisor. If the supervisor determines that the wagers may be sufficiently separated, the supervisor may approve the play.
3. Each player shall be responsible for the correct positioning of the player's wager on the Roulette layout, regardless of whether the player is assisted by the Dealer. Each player must ensure that any instructions the player gives to the Dealer regarding the placement of the player's wager are correctly carried.
4. Whenever Roulette is open, the wheel head will be kept spinning even if no players are at the table
5. A Dealer will not relieve another Dealer while the ball is spinning or while in the process of paying bets.
6. Minimum and maximum wagers will be posted at the table.

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PAYOUT ODDS:

Winning wagers at the game of Roulette shall be paid off at the odds listed below:

<u>WAGERS</u>	<u>PAYOUT ODDS</u>
Straight-up, all numbers, zero and double zero	35 to 1
Split, Either of the two numbers	17 to 1
Row, any of the 3 numbers in the row bet	11 to 1
4-numbers	8 to 1
5-numbers	6 to 1
6-numbers	5 to 1
Column, any of the 12 numbers in the Column bet	2 to 1
Dozen, 1 through 12, 13 through 24, or 25 through 36	2 to 1
Red or Black, the color on the number corresponds to the color bet	1 to 1
Odd or Even, All odd numbers or all even numbers	1 to 1
High or Low (1-18 or 19-36)	1 to 1

MINIMUM & MAXIMUM WAGERS:

1. Table Minimum Wagers will be no less than \$5.00

2. Table Maximum Wagers will be \$500.00

Both minimum and maximum limits will be posted on the roulette display at the table.

DEALER TOKES:

Players may place a toke bet for the dealer by verbally telling the dealer. Once the bet is placed the dealer will offset the chip or chips on top of the player's wager and announce the amount and location to the floor supervisor.

The total of the combined toke bet, and the players original bet may not exceed 10% of the table maximum. The toke bet must be from \$.50 to \$1,000.

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NO BET

1. Bets placed too late will be passed back to the player, off the layout and "No Bet, Too Late" announced.
2. The following bets are not acceptable and must be announced "No Bet" by the Dealer. If clarified and/or corrected by player, prior to the Dealer's declaring "No More Bets", the bet may be accepted.
 - A. Not Understood
 - B. Placed Incorrectly
 - C. Below Minimum
3. Bets coming from over the shield, between the shield and the first player, over the wheel head or over the bank are unacceptable. The Dealer shall announce, "No Bet".

DEALING THE GAME

When assisting a player in placing a wager, the Dealer will repeat all bets. Should the Dealer be unsure of what the player wants to bet, the Dealer will ask the patron to repeat the bet. Should the Dealer be unable to determine the wager at this point, the Dealer will call "No Bet This Spin" and politely return the Roulette chips to the player.

The Dealer will not allow any player to make additional wagers or change any wagers after calling "No More Bets".

Using their right hand, the Dealer must manually turn the wheel in a counter-clockwise direction. The wheel should be spun at a rate fast enough to make the ball bounce when it hits the wheel head, but at a rate slow enough for the players and the Dealer to read the numbers on the wheel.

The ball must spin in an opposite direction as the wheel head and must complete at least three revolutions before falling.

The spin of the wheel and ball should be at such a speed as to allow players to complete placing their bets by the time the ball is ready to drop into a number.

The Dealer will make a sweeping motion with the left hand and call "No More Bets" as the ball begins to drop. The drop shall be determined by listening to the ball descending from the track and hitting the first fret.

Upon the ball coming to rest in a compartment around the wheel, the Dealer will announce the winning number, color, and odd/even.

The Dealer will then place the marker on the winning number. The Dealer must always have his/her hand palm up when handling the marker. The Dealer will use only the left hand to place

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the marker in the third dozen. The marker shall not be used to move or straighten out bets. If the placement of a bet is questionable, call a Supervisor.

After placing the marker on the layout, the Dealer will collect all losing wagers and then pay all winning wagers.

IRREGULARITIES

If the ball gets hung up, the Dealer will pick the ball up immediately and re-spin. Frequent "hang ups" of the ball should be reported to a supervisor.

If the ball appears to be a floater, the Dealer will call a supervisor's attention to this by calling "Floater - No Spin" and will remove the ball from the wheel head and re-spin the ball.

If the ball slips or does not make at least three revolutions, the Dealer will call "No Spin" and attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

If a foreign object enters the wheel during a spin, the Dealer will call "No Spin" and attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

If the ball bounces out of the wheel head, the Dealer will call "Ball Out" to alert the supervisor.

If the ball comes out of the wheel head, remains in motion on the rim, and then re-enters the wheel head, it is a valid spin. If the ball stops on the rim the Dealer should call "Ball Out" and re-spin the ball.

If the Dealer drops a chip or check on the floor, call out "check down" and the mucker should pick it up with a supervisor's permission. If no mucker is available, the supervisor should pick up the dropped chip or check.

If the ball is spun in the same direction as the wheel, the Dealer will announce "No spin" and will attempt to remove the Roulette ball from the wheel prior to its coming to rest in one of the compartments.

Once the Dealer has announced "No spin", it will be an invalid spin regardless of whether the ball comes to rest in one of the compartments prior to the Dealer's attempt to remove the ball from the wheel.

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