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## **BASIS AND PURPOSE FOR RULE 22**

The purpose of Rule 22 is to establish playing rules for authorized types of roulette and management procedures for conducting roulette games in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 22 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-818, C.R.S.

## **RULE 22 RULES FOR ROULETTE**

### **30-2201 Definitions of words used in roulette.**

- (1) American Wheel: Thirty-eight or thirty-nine (38 or 39) compartments containing the numbers one through thirty-six (1-36), a zero (0), double zero (00) and/or triple zero (000). *Amended 8/14/21*
- (2) Compartment or slots on the roulette wheel: Where the roulette ball will land to decide the outcome of the bet. The numbers of the roulette wheel are numbered from 1 to 36, alternating between red and black. Zero, double zero and triple zero are green. *Amended 8/14/21*
- (3) Crown or dolly: point marker used by the dealer to mark the corresponding number on the roulette layout, or electronic betting terminal (EBT), where the roulette ball has come to rest. *Amended 03/01/2012*
- (4) Croupier or Dealer: Person in charge of the roulette game for the retail licensee. This person handles the wagers and pay outs and spins the roulette wheel.
- (5) European, French or High Limit Wheel: 37 compartments containing the numbers one through thirty-six (1-36) and one zero (0).
- (6) Inside bets:
  - (a) One number (straight bet).
  - (b) Two numbers (split bet).
  - (c) Three numbers (street bet).
  - (d) Four numbers (corner bet).
  - (e) First five numbers.
  - (f) Six numbers (line bet).
- (7) No More Bets: Dealer states that "no more bets" will be accepted on the roulette layout. Dealer also waves one hand over the layout prior to the roulette ball coming to rest in a compartment on the wheel. A roulette table that utilizes EBTs must have an automated audible and visual announcement by the player terminals. *Amended 03/01/2012*
- (8) No Spin: Dealer states "no spin" because of an irregularity.
- (9) Non-value chips: Chips of different colors that have no value amount imprinted on them. Value of these chips is set by the player, before any betting takes place on the roulette layout or EBT.

Each player receives chips, or electronic chips, of a different color, thus eliminating possible confusion of who bets. *Amended 03/01/2012*

- (10) Outside Bets:
- (a) Twelve numbers (column bet).
  - (b) Twelve numbers (dozen bet).
  - (c) Red or black.
  - (d) Even or odd.
  - (e) Low or high numbers.

**30-2202 Roulette game drop box procedures.**

Each roulette table shall have a drop box attached to the table. The drop box shall be used for the deposit of money, tickets, purchase tickets, valid coupons or Mobile ATM receipts received in conjunction with the sale of chips. The roulette game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the game table and permanently marked to indicate the game and table number. All markings shall be clearly visible. The locked container shall be locked to the gaming table and shall be separately keyed from the container itself. *Amended 7/1/13; Amended 10/15/20, Amended 8/14/21*

**30-2203 Placement of wagers; permissible and optional wagers.**

- (1) All wagers at roulette shall be made by placing accepted gaming chips, issued by the dealer, on the appropriate areas of the roulette layout. Alternatively, chips issued by the licensee used on other table games within the same licensed premise may be accepted at any time for all bets during play. Valid coupons may be accepted any time during play on the even money and 2 to 1 wagers only. No verbal wagers or cash may be accepted by the dealer to wager on the table. When a player is at a table with EBTs, all wagers must be made by placing electronic chips on the appropriate areas of the EBT. *Amended 03/01/2012, Amended 09/14/2012, Amended 7/1/13, Amended 8/14/21*
- (2) Non-value chips issued by the dealer on a roulette table have no value off the table and may not be taken off the table to be exchanged for licensee cash chips or cash. Non-value chips may only be redeemed at the table at which they were originally purchased.
- (3) No person at a roulette table shall be issued or permitted to game with non-value chips or electronic chips that are identical in color and design to cash value chips, to non-value chips, or chips, being used by another person at the same table. If a roulette table that utilizes electronic chips where there is no central screen to simulate the table felt, identical colors and designs are permitted. *Amended 03/01/2012*
- (4) Each player shall be responsible for the correct positioning of his/her wager on the roulette layout or EBT regardless of whether the player is assisted by the dealer. Each player must ensure that instructions given to the dealer regarding the placement of a wager are correctly carried out. *Amended 03/01/2012*
- (5) Each wager shall be settled strictly in accordance with its position on the layout or EBT when the ball falls to rest in a compartment of the wheel. *Amended 03/01/2012*
- (6) The permissible wagers in the game of roulette shall be:

- (a) “Straight bet (one number)” is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout or EBT that contains the selected number. *Amended 03/01/2012*
- (b) “Split Bet (two numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout or EBT that contains two selected numbers, except that a split wager on “0” and “00” may also be placed on the line between the “2nd 12” and the “3rd 12” box. *Amended 03/01/2012*
- (c) “Street Bet (three numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of three numbers in a single row on the roulette layout or EBT selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout or EBT that contains the first number in the selected row. *Amended 03/01/2012*
- (i) “Three Numbers” shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: (0,1,2), (0,2,00), (00,2,3), or (0, 00, 000). *Amended 8/14/21*
- (ii) The player shall select one of the “Three Numbers” wagers identified in 6(c)(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.
- (d) “Corner Bet (Four Numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout or EBT selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers. *Amended 03/01/2012*
- (e) “First Five Numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of the numbers “0”, “00”, “1”, “2”, or “3”. The player shall bet the “first” of the boxes on the roulette layout or EBT that contains the label “1st 12” and the numbers “0” and “1”. *Amended 03/01/2012*
- (f) “Line Bet (Six Numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout or EBT selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout or EBT that contains the first number in each of the rows being selected. *Amended 03/01/2012*
- (g) “Column Bet (Twelve numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 numbers contained in a single column on the roulette layout or EBT selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout or EBT that is at the bottom of the column being selected. *Amended 03/01/2012*
- (h) “Dozen Bet (Twelve Numbers)” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 12 consecutive numbers from “1” through “12”, “13” through “24”, or “25” through “36” selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout or EBT labeled “1st 12” (“1” through “12”) “2nd 12” (“13” through “24”), or “3rd 12” (“25” through “36”). *Amended 03/01/2012*

- (i) “Red” is a wager that the roulette ball will come to rest in any compartment with a red background on the roulette wheel. The player shall bet on “red” by placing a wager within the red box on the roulette layout or EBT used for such wagers. *Amended 03/01/2012*
- (j) “Black” is a wager that the roulette ball will come to rest in any compartment with a black background on the roulette wheel. The player shall bet on “black” by placing a wager within the black box on the roulette layout or EBT used for such wagers. *Amended 03/01/2012*
- (k) “Odd” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any “odd” number. The player shall bet on an “odd” by placing a wager within the box on the roulette layout or EBT that is labeled “odd”. *Amended 03/01/2012*
- (l) “Even” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to any “even” number. The player shall bet on an “even” by placing a wager within the box on the roulette layout or EBT that is labeled “even”. *Amended 03/01/2012*
- (m) “1 to 18” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from “1” through “18”. The player shall bet on “1 to 18” by placing a wager within the box on the roulette layout or EBT that is labeled “1 to 18”. This is also referred to as a “Low” bet. *Amended 03/01/2012*
- (n) “19 to 36” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any of 18 consecutive numbers from “19” through “36”. The player shall bet on “19 to 36” by placing a wager within the box on the roulette layout or EBT that is labeled “19 to 36”. This is also referred to as a “High” bet. *Amended 03/01/2012*

**30-2204 Pay out odds.**

- (1) No licensee, its employees or agents shall pay off winning wagers at the game of roulette at less than the odds listed below:

Bets	Pay Out Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

- (2) The licensee may, in its discretion, offer to every player at a roulette table the option of the “In Prison” rule. “In prison” is a roulette rule that applies to even-money bets only. When the outcome is zero (0), the player may take back half of the bet or leave the bet (in prison) for

another roulette spin. If the outcome of the following spin is again zero (0), then the whole bet is lost.

**30-2205            Rotation of wheel and ball.**

- (1) The roulette ball shall be spun by the dealer, or approved electronic device, in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin. *Amended 12/15/17*
- (2) Prior to the ball coming to rest in a compartment, the dealer shall call “no more bets” and wave a hand over the layout.
- (3) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker known as a “crown” or “dolly” on that number on the roulette layout.
- (4) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

**30-2206            Irregularities.**

- (1) If the ball is spun in the same direction as the wheel, the dealer shall state “no spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.
- (2) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (3) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall state “no spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- (4) If the ball leaves the wheel prior to the ball coming to rest, the dealer shall announce “no spin”. The ball shall be recovered and inspected by the pit supervisor for any damage or tampering before being placed back into the wheel.
- (5) When any irregularity occurs which is not described above, the dealer shall notify the pit supervisor, who shall direct the dealer to take the most appropriate action which the supervisor believes to be fair and equitable, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers. *Eff 7/15/14*

**30-2207            Maximum table bet limits.**

The table minimum and maximum bets may be set by the licensee in accordance with applicable law and must be posted on the game. Any restriction on dealer tip wagers must be posted at the table or as wall signage. *Amended 5/1/21, amended 11/14/21*

**30-2208            Posting of rules.**

Posted house rules and jackpot award rules shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules posted and the place of posting must be approved by the Director or designee. Printed copies of house rules and jackpot award rules must be provided to players upon request.

**30-2209            Type of roulette wheel.**

- (1) The licensee may, in its discretion, offer to the players a roulette wheel called the American wheel. That is a roulette wheel with 36 numbers plus two zeros, (0) and (00).
- (2) The licensee may, in its discretion, offer to the players a roulette Wheel called the European, French or High limit wheel. That is a roulette wheel with 36 numbers and one zero (0).
- (3) The licensee may, in its discretion, offer to the players a Triple Zero roulette wheel. That is a roulette wheel with 36 numbers plus three zeros, (0), (00) and (000). *Effective 8/14/21*

### **30-2210      Roulette table.**

- (1) Roulette shall be played on a table having a roulette wheel of not less than thirty (30) inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.
- (2) Each roulette wheel shall be of a single zero variety, or double zero or triple zero variety as described below. *Amended 8/14/21*
  - (a) Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel unless otherwise approved by the Director or designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Director or designee.
  - (b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero (0) and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel unless otherwise approved by the Director or designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Director or designee.
  - (c) Each triple zero roulette wheel shall have 39 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 39 equally spaced areas to correspond to the position of the compartments with one marked zero (0) and colored green, one marked double-zero (00) and colored green, one marked triple zero (000) and colored green, and the others marked 1 to 36 and colored alternately red and black, which numbers shall be arranged around the wheel unless otherwise approved by the Director or designee. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Director or designee. *Effective 8/14/21*
  - (d) A double zero and triple zero roulette wheels may be used as a single zero roulette wheel, provided that: *Amended 8/14/21*
    - (i) If a double zero or triple zero table layout is used, the "00" and "000" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and *Amended 8/14/21*
    - (ii) Appropriate signage is posted at the roulette table to notify players that:
      - (A) A double zero or a triple zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) and triple zero (000) are not available wagers; *Amended 8/14/21*

- (B) If the roulette ball comes to rest in a compartment marked double zero (00) or triple zero (000), the spin will be declared void and the wheel will be re-spun; and *Amended 8/14/21*
  - (C) Wagers on red, black, odd, even, "1 to 18" and "19 to 36" shall be lost if the roulette ball comes to rest in a compartment marked zero (0).
- (e) The layout for a roulette table shall be approved by the Director or designee and shall contain, at a minimum:
- (i) Specific areas for the placement of the wagers authorized by 30-2203(6) and 30-2204(2).
  - (ii) An identifying number, assigned by the retail licensee, on the top surface of the table. This table number must be visible to stationary surveillance camera coverage.
- (f) Notwithstanding (d) above, if a licensee offers an optional wager authorized by 30-2203(6) and/or 30-2204(2), the layout for that roulette table shall also include, in a manner approved by the Director or designee, designated areas for the placement of such wagers.
- (g) Each roulette table shall have a drop box and tip box attached to it.

**30-2211 Roulette balls.**

Balls used in gaming at roulette shall be made completely of a non-metallic substance and not measure less than 3/8 of an inch or more than 14/16 of an inch in diameter unless otherwise approved by the Director or designee.

**30-2212 Inspection and security procedures.**

- (1) Prior to opening a roulette table for gaming activity, or at least once a gaming day for an open table, a key manager, licensed member of the casino security department, or pit supervisor shall: *Amended 12/15/17*
- (a) Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
  - (b) Inspect the roulette wheel to assure that it is level and rotating freely and evenly;
  - (c) Inspect the roulette wheel to assure that all parts are secure and free from movement;
  - (d) Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and
  - (e) Confirm that the layout and signage comply with 30-2210, if a double zero or triple zero roulette wheel is being used as a single zero roulette wheel. *Amended 8/14/21*
- (2) If a licensee uses a roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by a key manager, licensed member of the casino maintenance department, slot technician member or pit supervisor in the presence of a licensed security department member. Adjustments to the movable parts of a roulette wheel that is located on the casino floor shall only be made:
- (a) When the game is not open to the public; and/or



- (b) When the roulette wheel is moved to a secure location outside the casino floor as approved by the Director or designee.
- (3) All adjustments shall be completed prior to the required inspections in 30-2212(1) above.
- (4) The licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external, then an inspection must be completed by the Director or designee prior to reopening the roulette wheel and table for gaming activity.
- (5) A log shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the name, license number and signature of the person making the adjustment or replacement.
- (6) (Deleted effective 04/30/2010.)
- (7) (Deleted effective 04/30/2010.)
- (8) (Deleted effective 04/30/2010.)
- (9) In the event of any significant movement of the wheel, either intentionally or accidentally, after it has been initially inspected, a key manager, licensed member of the casino security department, or a pit supervisor shall inspect the wheel to assure that it is level and rotating freely and evenly.  
*Effective 12/15/17*

### **30-2213      Roulette tournaments.** *Eff 03/01/2012*

- (1) Roulette tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. A tournament must conclude no later than four months following the first day of tournament play. *Eff 03/01/2012, Amended 7/15/14*
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament. *Eff 03/01/2012*
  - (a) Two or more licensees may jointly conduct a tournament in which the value of all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds. *Eff 03/01/2012, Amended 7/15/14*
  - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole. *Eff 03/01/2012, Amended 7/15/14*
  - (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. *Eff 03/01/2012*

#### **30-2213.01      Calculation of adjusted gross proceeds of tournament play.** *Eff 7/15/14*

For the purposes of roulette tournament play, entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry

fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

**30-2213.02 Cash receipts and prize awards-accounting. Eff 7/15/14**

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

**30-2213.03 Location of tournaments. Eff 7/15/14**

Each roulette tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures.

**30-2213.04 Qualification of players. Eff 7/15/14**

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming.

**30-2213.05 Entry fee and player buy-in. Eff 7/15/14**

Neither the amount of the tournament entry fee nor the amount of all allowable player buy-ins may exceed \$100,000. If both an entry fee and buy-ins are used, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed \$100,000.

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament.

All buy-ins collected must be paid out to the winners of the tournament or events by the conclusion of the tournament. The licensee may not retain any amount collected as buy-ins. The licensee is allowed to offer complimentary buy-ins provided the dollar value is added to the prize pool. If the buy-in is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash buy-in for the event) of the items and record the value as the buy-in on the required tournament form.

Licensees may offer at the end of an event a prize voucher that can be used to enter future events within the same tournament. If the prize voucher is used as an entry fee and buy-in at the future event in which an entry fee and buy-in are offered, the entry fee value of the voucher and the buy-in value of the voucher shall be documented on the required tournament form. The prize voucher shall be considered a prize pay out and shall be documented on the prize pay out form required by the division.

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize pay out.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

**30-2213.06 Tournament rules of play. Eff 7/15/14**

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 22. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament.

**30-2213.07 Conduct of tournament.** *Eff 7/15/14*

The following rules shall apply to all roulette tournament play and must be included in the printed rules for each tournament:

- (1) All players shall receive an equal number of tournament chips for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be purchased before the start of the event or during the event, each player shall have the same opportunity to purchase additional chips.
- (2) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips.
- (3) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality.
  - (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes.
  - (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.
  - (c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded.
- (4) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager for another player.
- (5) Only tournament chips on the table at the start of a game may be in play for that game. Concealed chips may not be used in play.

**30-2213.08 House rules for tournament play.** *Eff 7/15/14*

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the roulette game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."

- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) How the final round of play is to be determined and how the tournament is to be concluded.
- (4) How many prizes are to be awarded, and the exact description of each prize.
- (5) Any additional house rules which change the normal play of the game in the licensed establishment.

**30-2213.09 Tournament chips required.** *Eff 03/01/2012*

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament. *Eff 03/01/2012, Amended 7/15/14*
- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points that the chip represents, each tournament table must display a notice visible to all players, which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. *Eff 03/01/2012*

(30-2214 renumbered as 30-2213.09, effective 12/15/17)

**30-2214 Proposals for variations.** *Eff 03/01/2012*

- (1) Upon written application to the Division, a retail licensee may request variations in other rules of roulette. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations. *Eff 03/01/2012*

(30-2215 renumbered as 30-2214, effective 12/15/17)

**30-2215 Procedure for accepting cash at roulette tables.** *Effective 12/15/17*

A dealer who receives currency or coins, tickets, purchase tickets, table game coupons or Mobile ATM receipts ("cash") from a player at a roulette table in exchange for non-value chips must do the following: *Amended 10/15/20*

- (1) The cash, tickets, purchase tickets, table game coupons or Mobile ATM receipt must be spread on top of the roulette table by the dealer accepting it, in full view of the player; *Amended 10/15/20*
- (2) The amount of cash, tickets, purchase tickets, table game coupons or the amount shown on the Mobile ATM receipt must be stated by the dealer accepting it; and *Amended 10/15/20*
- (3) Immediately after an equivalent value of gaming chips or electronic chips has been given to the player, the cash, tickets, purchase tickets, table game coupons or Mobile ATM receipt must be taken from the top of the roulette table and placed by the dealer into the drop box: *Amended 10/15/20*

- (4) For roulette, currency, valid tickets, valid purchase tickets, table games coupons, and mobile ATM receipts are inserted into the bill validator or drop box. Tickets and purchase tickets must be redeemed before making any wager. *Effective 10/15/20*

**30-2299.01 The play – Roulette with Back2Back.** *Effective 1/14/2015*

Back2Back is a trademarked and patent-pending roulette variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. Back2Back shall be played according to the following rules: *Amended 9/14/20*

- (1) Players may place an optional wager in the Back2Back wager area.
- (2) The Back2Back wager will be placed at the same time as other roulette wagers are being placed.
- (3) The dealer will spin the ball and wave for no more bets.
- (4) The Back2Back wager will win if the number that hit on the previous spin hits again. If the previous number does not hit, the Back2Back wager will lose.
- (5) The amount the wager will win is determined randomly and will be displayed on the reader board. The pay out on this wager will be between 10x and 1000x times the player's wager.
- (6) Winning Back2Back wagers will be paid at the same time the dealer is paying all other winning roulette wagers.

(30-2215.01 renumbered as 30-2299.01, effective 12/15/17)

**30-2299.02 The Play – Roulette with Straights and 8's.** *Effective 2/14/18*

Straights and 8's is a patent-pending roulette variation game, the rights to which are owned by Aces Up Gaming of Wheat Ridge, CO and which may be transferred or assigned. Straights and 8's shall be played according to the following rules:

- (1) Players must place their Straights and 8's wager in the designated wagering position before the dealer signals for no more bets.
- (2) The dealer will spin the ball and wave for no more bets per standard house procedures.
- (3) The dealer will collect each Straights and 8's wager that has been placed and will move them to the corresponding numbered position that represents the player's position on the roulette table. Players are not allowed to make additional Straights and 8's wagers until the current Straights and 8's game sequence has ended.
- (4) The dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track. That number will stay marked until the game sequence has ended. The dealer will follow standard house procedures for servicing all regular roulette wagers.
- (5) After the first Straights and 8's number has been established, the dealer will spin the ball for the next game. The dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track, then follow normal house procedures for roulette once the second number is established. If the second number is within two numbers of the first number marked (i.e. if the number was a 5 and the second number is a 3, 4, 6 or 7) or if the first number was an 8, 18 or 28 and the second number is also an 8, 18 or 28, the dealer will leave the markers on the Straights and 8's number track. If the second number is out of range for a winning pay out, the bet loses and is collected by the dealer.

- (6) If the second number marked is within the range for a winning pay out, the dealer will spin the ball for a third game. The dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track, then follow normal house procedures for roulette once the third number is established. If the third number falls outside the range for a winning 3 number pay out, the game sequence has ended and the dealer will pay the wager according to the posted pay schedule. The third spin is specifically to see if a winning 2 number pay out can be increased to a 3 number pay out; it will not create a combination of two pay outs.
- (7) If 0 or 00 is marked for the first or second number, the Straights and 8's wager loses and the dealer will collect the bet. If 0 or 00 is marked for the third number, the Straights and 8's game sequence has ended and the dealer will pay the wager according to the posted pay schedule.
- (8) Pay out examples:
- (a) First number is a 5 and the second number is a 3. This is a 2 numbers with 1 Number Gap win that pays 4 to 1. If the third number is a 4, this pay out becomes a 3 Sequential Numbers in a Row win that pays 50 to 1.
- (b) First number is a 12 and the second number is a 13. This is a 2 Sequential Numbers in a Row win. If the third number is a 10, the pay out will remain a 2 Sequential Numbers in a Row win that pays 7 to 1.
- (c) First number is 5 and the second number is a 3. This is a 2 Numbers with 1 Number Gap pay out. If the third number is a 2 or a 6, the pay out will remain a 2 Numbers with 1 Number Gap win that pays 4 to 1.
- (d) First number is an 18 and the second number is a 28. This is a 2 Numbers with 8's in a Row pay out. If the third number is a 29, the pay out will remain a 2 Numbers with 8's in a Row win that pays 4 to 1.
- (e) First number is a 5 and the second number is a 7. This is a 2 Numbers with a 1 Number Gap win that pays 4 to 1. If the third number is an 8, the pay out will remain a 2 Numbers with a 1 Number Gap win that pays 4 to 1. This does not create a 2 Sequential Numbers in a Row win since the 7 was the second number and the 8 was the third number.

- (8) Pay table:

<b>Consecutive Spins Pay Table</b>	<b>Pays</b>
2 Numbers with a 1 Number Gap (first two numbers marked)	4 to 1
2 Numbers with 8's in a Row (first two numbers marked)	4 to 1
2 Sequential Numbers in a Row (first two numbers marked)	7 to 1
3 Sequential Numbers with 8's (8, 18 or 28) in a Row	50 to 1
3 Sequential Numbers in a Row	50 to 1
8-18-28 in the first three spins, any order	299 to 1

### **30-2299.03 The Play – Roulette with Spinner Winner.** *Effective 8/14/18*

Spinner Winner is a copyrighted and patent-protected roulette variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Spinner Winner must be played according to the following rules: *Amended 9/14/20*

The Spinner Winner wager pays depending on where on the wheel the roulette ball(s) lands and pays according to the posted pay table.

- (1) The Spinner Winner wager will be placed at the same time as other roulette wagers are being placed.

- (2) The Spinner Winner wager will win if the number that hit on the previous spin hits again. The pay out for this wager is determined by the results of the Spinner Winner Bonus round. If the previous number does not hit, the Spinner Winner wager will lose.
- (3) When the same number is hit on consecutive spins, the dealer will resolve all the traditional roulette wagers before initiating the Spinner Winner Bonus round. Spinner Winner Bets will remain on the felt until the pay outs are determined.
- (4) The dealer initiates the Bonus round by placing two or three balls (dependent upon which version the retail licensee has opted to use) in the U-Spin. Dependent upon posted house rules, either the dealer or a player will press the button to eject the balls onto the wheel. Where these balls land will determine the Bonus round pay out.
- (a) When using three balls, in the event more than one ball lands in the same pocket, the dealer will re-load one of those balls into the U-Spin and re-spin it. Any balls already in pockets by themselves will not be re-spun.
- (5) Pay tables:

<b>Two Ball Version – Single 0 Wheel</b>		
<b>Outcome</b>	<b>SW2-U01</b>	<b>SW2-U02</b>
Both balls in same number as Main Spin	300 to 1	1000 to 1
Both balls in same number	150 to 1	150 to 1
Balls in adjacent pockets	100 to 1	100 to 1
Balls in same color	40 to 1	40 to 1
Other	10 to 1	10 to 1

<b>Two Ball Version – Double 0 Wheel</b>		
<b>Outcome</b>	<b>SW2-U03</b>	<b>SW2-U03</b>
Both balls in same number as Main Spin	500 to 1	1000 to 1
Both balls in same number	200 to 1	200 to 1
Balls in adjacent pockets	100 to 1	100 to 1
Balls in same color	40 to 1	40 to 1
Other	10 to 1	10 to 1

<b>Three Ball Version – Single 0 Wheel</b>		
<b>Outcome</b>	<b>SW3-U01</b>	<b>SW3-U02</b>
3 Adjacent pockets including Main Spin	300 to 1	1000 to 1
3 Adjacent pockets	100 to 1	100 to 1
2 Adjacent pockets	80 to 1	80 to 1
3 Balls in same color	50 to 1	50 to 1
Other	15 to 1	15 to 1

<b>Three Ball Version – Double 0 Wheel</b>		
<b>Outcome</b>	<b>SW3-U03</b>	<b>SW3-U04</b>
3 Adjacent pockets including Main Spin	300 to 1	1000 to 1
3 Adjacent pockets	100 to 1	100 to 1
2 Adjacent pockets	80 to 1	80 to 1
3 Balls in same color	70 to 1	70 to 1
Other	10 to 1	10 to 1