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These copies of the rules are provided as a convenience to the public by the Colorado Department of Revenue and do not constitute an official publication. The official version of these rules is published by the Office of the Secretary of State in the Colorado Code of Regulations and may be obtained from the [Colorado Secretary of State's website](#).

## **BASIS AND PURPOSE FOR RULE 27**

The purpose of Rule 27 is to establish playing rules for conducting Big 6 Wheel games, in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 27 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 27        RULES FOR BIG 6 WHEEL**

### **30-2701        Posting and furnishing of rules.**

Posted house rules and house rules governing play of Big Six Wheel must be clear and legible and posted in conspicuous and conveniently accessible locations available to all players in the area. The rules and the place of posting must be approved by the Director or Director's designee. Printed copies of the house rules and rules of play must be provided to any player upon request.

### **30-2702        Big Six Wheel layout; physical characteristics.**

- (1) Big Six Wheel gaming shall be conducted at a circular wheel at least 5 feet in diameter. Except as provided in Regulation 30-2702 (3), the rim of the wheel must be divided into 54 equally spaced sections with 23 sections containing a \$1 symbol, 15 sections containing a \$2 symbol, 8 sections containing a \$5 symbol, 4 sections containing a \$10 symbol, 2 sections containing a \$20 symbol, 1 section containing a picture of a flag, the name or logo of the licensee or other unique symbol, and 1 section containing a picture of a joker or other unique symbol. The sections must be covered with glass.
- (2) Except as provided in Regulation 30-2702 (3), the sections required under Regulation 30-2702 (1) must be arranged clockwise around the rim of the wheel in the following order: joker, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2, \$1, flag or logo, \$2, \$5, \$2, \$1, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2 and \$1.
- (3) With prior written approval from the Division, a licensee may use symbols that depict fruit or other themed symbols in lieu of the dollar symbols specified in Regulations 30-2702 (1) and (2).
- (4) Each section of the wheel must also display the pay out odds in Regulation 30-2704 (relating to pay out odds) for the wager. For example, the pay out odds for the \$2 or other approved symbol are 2 to 1. That section of the wheel must therefore display a 2.
- (5) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.
- (6) Each Big Six Wheel table must have a drop box and , if applicable, a tip box attached to the table.
- (7) The layout for a Big Six Wheel table shall be submitted to the Division and approved containing, at a minimum:
  - (a) The name or logo of the licensee.
  - (b) Specific betting areas for the placement of wagers including:

- (i) Symbols for \$1, \$2, \$5, \$10 and \$20 or other approved symbols in accordance with Regulation 30-2702 (3).
  - (ii) A flag, the name or logo of the licensee or other unique symbol as it appears on the wheel.
  - (iii) A joker or other unique symbol as it appears on the wheel.
- (c) The pay out odds for each of the permissible wagers.

**30-2703 Wagers and rotation of the wheel.**

- (1) Prior to the spin of the wheel, the dealer shall announce “no more bets.”
- (2) The wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin. The dealer must alternate the direction of the wheel each spin. If the wheel fails to complete at least three revolutions the spin will be void and the dealer will re-spin the wheel. *Amended 6/14/21*
- (3) Each player shall be responsible for the correct positioning of the player’s wager on the layout regardless of whether that player is assisted by the dealer. All wagers will be made by placing value chips, promotional chips or coupons on the appropriate areas of the layout. *Amended 6/14/21*
- (4) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.
- (5) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall re-spin the wheel. If the clapper breaks or falls off the wheel, the spin will be void and the dealer will return all wagers to the patron. *Amended 6/14/21*
- (6) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with Regulation 30-2704 (relating to pay out odds).
- (7) The maximum wager limit shall be determined by the house and in accordance with applicable law. Any restrictions on tipping the dealer shall be determined by the house and posted.

**30-2704 Pay out odds.**

A licensee shall pay out winning Big Six Wheel wagers at no less than the odds in the following pay table:

<b>Wager</b>	<b>Pay Out Odds</b>
\$1 symbol or other approved alternate symbol	1 to 1
\$2 symbol or other approved alternate symbol	2 to 1
\$5 symbol or other approved alternate symbol	5 to 1
\$10 symbol or other approved alternate symbol	10 to 1
\$20 symbol or other approved alternate symbol	20 to 1
Joker, flag, name, logo or other unique symbol	45 to 1