



**HOI AN SOUTH
DEVELOPMENT LTD**

SOCIALIST REPUBLIC OF VIETNAM
Independence - Freedom - Happiness

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ROULETTE GAME RULES

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1. NAME OF THE GAME

- 1.1. The game of Roulette shall be played at a table where players are on one side and the Dealer on the opposite side.
- 1.2. The table will have:
 - 1.2.1. The wheel (Roulette) approximately 0.75 meters in diameter;
 - 1.2.2. Playing areas designated for the placement of wagers;
 - 1.2.3. The name and/or logo of the casino imprinted thereon.

2. DEFINITIONS

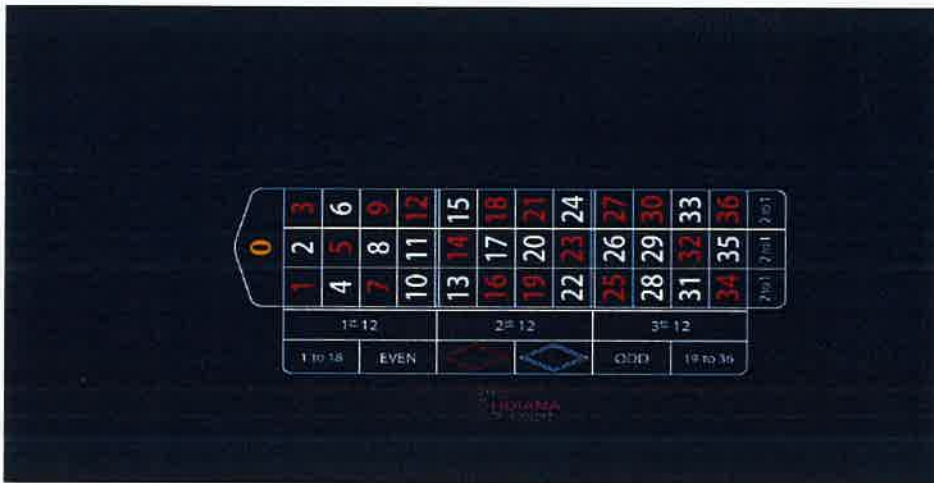
In these rules, unless the contrary intention appears:

- 2.1. "Dolly" or "winning area marker" describes the indicator that is used to denote the winning number;
- 2.2. "Spin" means that part of a game of Roulette commencing with the ball being spun and ending once the result has been determined and all winning wagers paid;
- 2.3. "Revolution" is the movement of the ball completing a cycle around the wheel along the ball track;
- 2.4. "Color chips" are chips of a particular design or bearing the same emblem that are table specific and this characteristic helps to distinguish them from color chips being used on other tables;
- 2.5. "Call Bet" is a wager placed by the Dealer at the request of the player.

3. TABLE LAYOUT AND EQUIPMENT

3.1. The layout cloth covering the Roulette table shall be similar in design to Diagram A:

Diagram A



3.2. Equipment used in the game of Roulette shall be:

3.2.1. The table may be fitted with electronic equipment which is programmed to record the result of each spin and display the most recent results on the table:



3.2.2. The table shall have a drop/tip box attached to it:





3.2.3. The table shall have drop box Plunger:



3.2.4. Color chips:



3.2.5. Marker buttons, sufficient to indicate the values of the color chips in use at the table:



3.2.6. A dolly made of plastic or brass:

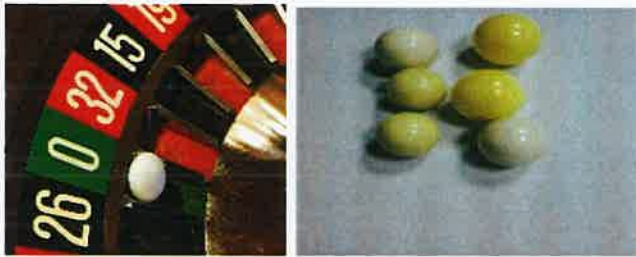




3.2.7. A Marker Tree, with compartments used to indicate the colors and values of the color chips in use at the table:



3.2.8. The ball used in gaming at a roulette table shall be made completely of a non-metallic substance and shall be not less than 15 millimeters, no more than 25 millimeters, in diameter:



3.2.9. UV light scanner that is used to scan cash or chips if there is any suspicion the cash/chips are counterfeit:



* All images above are for illustration only.



4. HOW TO PLAY

- 4.1. The roulette wheel shall have:
 - 4.1.1. Thirty-seven (37) equal compartments with;
 - 4.1.1.1. One marked zero and green in color;
 - 4.1.1.2. Thirty-six (36) compartments numbered One (01) to Thirty-six (36) and colored alternately red and black around the wheel. These compartments are measured the same measurement and marked in the same order.
- 4.2. Wagers shall not be placed otherwise than by means of chips on the appropriate areas of the layout and within the clearly marked sectors.
- 4.3. Orally declared wagers will not be accepted unless accompanied with chips and the Dealer has enough time to place the wager on the layout prior to announcing "no more bets".
- 4.4. A player is responsible for the correct positioning of their wagers on the Roulette table layout:
 - 4.4.1. If an instruction is given to the Dealer by the player to place a wager, it is the player's responsibility to ensure that the placement is carried out correctly.
- 4.5. The Dealer at a Roulette table shall determine the status of any wager, and pay any wager, strictly in accordance with its position on the table layout.
- 4.6. A player shall not place, change or withdraw a wager from a round of play after "no more bets" has been announced.
- 4.7. The Dealer may issue color chips to a person intending to wager at that table:
 - 4.7.1. Each set of color chips issued to a player at that table shall bear distinguishing emblems to differentiate them from color chips being used at any other Roulette table.
 - 4.7.2. Only one set of color chips will be issued to each player.



4.7.3. At the discretion of a Pit Manager, a player may be issued with color chips of more than one color at the same table, provided that as a result, no other player is precluded from wagering with color chips. In such instances the colors issued to the one player shall be designated the same value unless:

4.7.3.1. Authorized by a Pit Manager.

4.7.4. The color chips may only be used for betting at the table they were issued and can only be redeemed at that table:

4.7.4.1. Management reserves the right to allow payment of any winning color chips from another table.

4.7.5. When color chips are issued at an amount higher than the table minimum, a marker or cash chip to the determined value will be placed on the color chip to clearly denote its value.

4.8. The wagers defined in this rule shall be the permissible wagers by a player on the game of Roulette and shall be specified in Rule 6.1 herein.

4.9. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the Dealer. Players must ensure that any instructions given to the Dealer regarding the placement of wagers is correctly carried out.

4.10. Wagers shall be settled strictly in accordance with the position of chips on the layout when the ball comes to rest in the winning compartment.

4.11. Wagers shall be settled strictly in accordance with the position of chips on the layout when the ball comes to rest in the winning compartment.

5. PAYOUT ODDS

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

	Wager	Betting System	Odds Payable
a.	Straight up	One number	35 to 1
b.	Split	Two numbers	17 to 1



c.	Street	Three numbers	11 to 1
d.	Corner	Four numbers	8 to 1
e.	Six-line	Six numbers	5 to 1
f.	Column	Twelve numbers	2 to 1
g.	Dozen	Twelve numbers	2 to 1
h.	Low	1 to 18	1 to 1
i.	High	19 to 36	1 to 1
j.	Color	Black or Red	1 to 1
k.	Odd or Even	Odd or Even Numbers	1 to 1

6. DETERMINING THE WINNER

6.1. Wagers on the game of Roulette shall be settled as follows:

6.1.1. "One number or Straight Up" which shall:

6.1.1.1. Win if a single number from 0 to 36 is wagered and that number is spun;

6.1.1.2. Lose if any other number is spun.

6.1.2. "Two numbers or Split" which shall:

6.1.2.1. Win if either of the two numbers wagered upon is spun;

6.1.2.2. Lose if any other number is spun.

6.1.3. "Three numbers or Street" which shall:

6.1.3.1. Win if any one of the three numbers in the row wagered upon is spun;

6.1.3.2. Lose if any other number is spun.

6.1.4. "Four numbers or Corner" which shall:

6.1.4.1. Win if any one of the four numbers wagered upon is spun;



- 6.1.4.2. Lose if any other number is spun.
- 6.1.5. “Six numbers or Six-line” which shall:
 - 6.1.5.1. Win if any one of the six numbers in the two rows wagered upon is spun;
 - 6.1.5.2. Lose if any other number is spun.
- 6.1.6. “Column” which shall:
 - 6.1.6.1. Win if any one of the 12 numbers in the column wagered upon is spun;
 - 6.1.6.2. Lose if any other number or “0” is spun.
- 6.1.7. “Dozen” which shall:
 - 6.1.7.1. Win if any one of the 12 numbers in the dozen wagered upon (1-12 section, 13-24 section or 25-36 section) is spun;
 - 6.1.7.2. Lose if any other number or “0” is spun.
- 6.1.8. “Low - (1-18)” which shall:
 - 6.1.8.1. Win if any one of the 18 numbers wagered upon is spun;
 - 6.1.8.2. Lose if any other number or “0” is spun.
- 6.1.9. “High - (19-36)” which shall:
 - 6.1.9.1. Win if any one of the 18 numbers wagered upon is spun;
 - 6.1.9.2. Lose if any other number or “0” is spun.
- 6.1.10. “Even” which shall:
 - 6.1.10.1. Win if the number wagered upon and spun is an even number;
 - 6.1.10.2. Lose if the number spun is an odd number or “0”.
- 6.1.11. “Odd” which shall:



6.1.11.1. Win if the number wagered upon and spun is an odd number;

6.1.11.2. Lose if the number spun is an even number or "0".

6.1.12. "Red" which shall:

6.1.12.1. Win if the color of the number wagered upon and spun is red;

6.1.12.2. Lose if the number spun is black or "0".

6.1.13. "Black" which shall:

6.1.13.1. Win if the color of the number wagered upon and spun is black;

6.1.13.2. Lose if the number spun is red or "0".

6.2. When the ball comes to rest in the compartment of the wheel marked "zero", all wagers shall lose other than those made straight up on the "zero" or made in any available combination of the "zero" and the numbers one, two and three:

6.2.1. Winning wagers made straight up on the "zero" or made in any available combination of the "zero" and the numbers one, two and three shall be paid at the same odds as would apply in respect of the same type of wager involving any other numbered square on the layout.

6.3. Winning wagers are paid in the following order:

6.3.1. Columns, Even Chances then Dozens;

6.3.2. Six Lines, Streets, Corners, Splits then Straight ups.

6.4. Where a player has successfully wagered on more than one winning area indicated in rule 6.5.2. the entire payout will be completed at one time.

6.5. The order for paying different six lines, corners and splits is dependent on the position of the bets and is as follows:



6.5.1. When there are different player's bets on one position all bets are paid commencing with the top bet furthest from the wheel before paying other bets on that position.

6.5.2. When 0, 1, 2 or 3 comes up the order of payout changes:

6.5.2.1. The bets on the double line are still paid in first order of value, i.e.:

6.5.2.1.1. 5 - 1 (six line);

6.5.2.1.2. 8 - 1 (first four);

6.5.2.1.3. 11 - 1 (street).

6.5.2.2. Then the other wagers are paid again in order of placement;

6.5.2.2.1. 8 - 1 (corner);

6.5.2.2.2. 11 - 1 (0, 1, 2);

6.5.2.2.3. 17 - 1 (split);

6.5.2.2.4. 35 - 1 (straight up).

6.6. When a chip has been placed by a player and it's positioning comes under question after the winning number has been established, the final decision of placement will be decided by the Pit Supervisor or above.

7. IRREGULARITIES

7.1. If the ball is spun in the same direction as the wheel is rotating, the Dealer, D/I or Pit Supervisor shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.

7.2. If the Dealer, D/I or Pit Supervisor anticipates that the ball will not complete three revolutions around the track of the wheel, the Dealer, D/I or Pit Supervisor shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.

7.3. If a foreign object enters the wheel prior to the ball coming to rest the Dealer, D/I or Pit Supervisor shall announce "no spin" and the Dealer



shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.

7.4. If the ball fails to fall into one of the compartments or is a floater the Dealer shall announce "no spin".

7.4.1. In the event of a floater, a ball that has not fallen, the Dealer, D/I or Pit Supervisor shall announce "no spin" and the Dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments and that spin will be declared void.

7.5. If the ball is propelled or falls out of the wheel, the Dealer shall announce "no spin". Upon retrieval the ball shall be examined by the D/I or Pit Supervisor.

7.6. If the wheel stops revolving while the ball is spinning the Dealer shall announce "no spin".

7.7. If any person interferes with the ball or the rotation of the wheel, the Dealer, D/I or the Pit Supervisor shall announce "no spin".

7.8. During a spin the D/I or Pit Supervisor or above can call "no spin" if an irregularity is suspected.

7.9. Once the Dealer, D/I or Pit Supervisor has announced "no spin", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the Dealer's attempt to remove the ball from the wheel:

7.9.1. After a "no spin" the Dealer shall return the ball to the previous winning number compartment and re-spin.

7.10. If a Dealer, D/I or the Pit Supervisor announces, "no spin", all wagers shall be void.

7.11. Any winning or losing color chips from another table will be paid or taken and will be deemed to be at the value from the table they were purchased from:



7.11.1. Management reserves the right to refuse payment of any winning color chips from another table.

7.12. All business decisions beyond the game irregularities are subject to the Director of Table Games or above's decision.

8. HANDLING OF DISPUTES

8.1. Any dispute that occurs and cannot be resolved by the D/I or Pit Supervisor will be escalated to the Pit Manager.

8.2. The Pit Manager will gather all relevant information relating to the dispute and inform Surveillance.

8.3. Whenever possible give the player a timeframe for trying to settle the dispute.

8.4. Resolution of the dispute shall be made with respect to the following:

8.4.1. The approved game rules;

8.4.2. The approved information published by the Casino;

8.4.3. The approved standard operating procedures;

8.4.4. The approved internal control standards;

8.4.5. Accounts of the incident obtained from both parties;

8.4.6. Evidence obtained from Surveillance;

8.4.7. Any other forms of evidence that may be obtained;

8.4.8. Relevant provisions of applicable Vietnam Laws.

8.5. When the player does not agree with the decision of the dispute, they shall be made aware of their rights to file a formal complaint with the Casino's senior management.



- 8.6. The player shall be guided and receive assistance when filing their formal complaint.

Quang Nam, on the 13th date of June 2020



**STEVEN WOLSTENHOLME
DIRECTOR**