

**CATFISH BEND CASINOS, L.C.**  
**RULES OF THE GAME**  
**iTABLE ROULETTE**



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Date

## 1. DEFINITIONS

### 1.1. In these rules-

**"Dealer"** means the person responsible for operating the dealer console and spinning the ball at a Roulette table.

**"Supervisor"** means the person responsible for the supervision of the operation of the game.

**"Player Terminal"** means the betting touchscreen interface for each player, of which seven exist per unit.

**"Dealer Terminal"** means the touchscreen interface at the dealer's position on the table, used to perform all game functions.

**"Void"** means an invalid round/spin with no result.

**"Wheel"** means a roulette wheel of either the 0 or 00 variety, which returns a singular result per round/spin.

**"Apparatus"** means any other variety of equipment, aside from a standard roulette wheel, which can still provide a singular result per round/spin, which equates to a roulette result.

**"Supervisor Card"** means an authorization "swipe" card provided with the product. This card is to be kept in the possession of the supervisor or other person responsible for the supervision of the operation of the game. It is to be used to authorize certain performed functions on the dealer terminal; the dealer terminal will prompt the dealer with a message when such situations arise. Failure to use the card in the correct manner will result in a denial of the attempted function.

**"Game Clock"** means the clock visible on both the Player Terminal and Dealer Terminal, which begin its countdown at the discretion of the Dealer when they touch the "New Game" button on the Dealer Terminal. The amount of time for the countdown is configurable in the game settings.

### 1.2. Unless contrary intention appears, a Game Supervisor (or above) may perform any function or exercise any power of the Dealer.

## **2. EQUIPMENT**

- 2.1. iTable Roulette will be played on a provided electronic table having places for seven or less seated players.
- 2.2. iTable Roulette will utilize a roulette wheel or other apparatus provided by a casino for the purpose of determining a winning number for each round/spin.
- 2.3. iTable Roulette will display current wagers for all players on a common center screen.
- 2.4. iTable Roulette will provide previous spin information and other data on a vertical video display. The data shown on the display is intended solely to enhance the feel of the game, and is in no way meant to predict the upcoming spin result.

## **3. THE GAME**

- 3.1. iTable Roulette will be played with a wheel or other apparatus capable of returning a roulette-style result, which provides a result numbering 0, 00, or any number from 1 to 36. The use of a 0 or 00 game is at the discretion of the casino.
- 3.2. Players may make wagers on their player terminals at any time from the start of a game until the game clock reaches :00, at which time no more bets will be accepted.
- 3.3. All winning wagers will be paid automatically to the player's terminal once the dealer confirms the result on the dealer terminal.
- 3.4. Games with no wagers made during the clock countdown will be considered void by the iTable and no spin will be required.
- 3.5. At the discretion of a Supervisor (or higher), a game may be voided and all bets returned to players if the spin, betting time, or any other facet of the game is ruled to be invalid.

## **4. OPENING THE TABLE**

### 4.1. Opening the iTable Roulette game

- 4.1.1. When the table is ready to be opened, a dealer (or higher) will:
  - (a) Select the "Options" button on the Dealer Terminal
  - (b) Touch "Open Table"
  - (c) Touch "OK"
  - (d) Swipe the Supervisor Card

## 5. MONETARY TRANSACTIONS

### 5.1. Buying in a player

5.1.1. When a player desires to buy in the Dealer will:

- (a) Spread all monies or chips on the layout in accordance with normal buy in procedures.
- (b) Select the terminal number of the player wishing to buy in by touching the respective terminal icon on the Dealer Terminal.
- (c) Touch the center square on the dealer terminal to access the terminal's menu
- (d) Touch the "Buy In" button
- (e) Touch "Cash" or "Chips" fields as necessary.
- (e) Enter the buy in amount for each field using the onscreen keypad.
- (f) Touch "Confirm"
- (g) Touch "Yes" if correct or "No" to go back
- (h) Swipe the Supervisor card, if prompted.
- (i) Drop the cash in the drop box and/or place the chips into the table bank.

### 5.2. Cashing out a player

5.2.1. When a player desires to cash out, the Dealer will:

- (a) Select the terminal number of the player wishing to cash out by touching the respective terminal icon on the Dealer Terminal.
- (b) Touch the center square on the dealer terminal to access the terminal's menu
- (c) Touch "Cash Out"
- (d) Touch "Cash Out" again
- (j) Prepare the chips to be paid out
- (k) Push or otherwise send the chips to the player
- (l) Touch "Yes" if correct or "No" to go back
- (m) Swipe the Supervisor card, if prompted

### 5.3. Transferring balances between player terminals.

5.4. If a player wishes to change seats, transfer a portion of his balance to another player, or was accidentally bought in on the incorrect player terminal the Dealer will:

- (a) Select the terminal number of the player who is transferring the balance
- (b) Touch the center square on the dealer terminal to access the terminal's menu
- (c) Touch "Transfer"
- (d) Enter the seat number of the terminal that the amount is being transferred to
- (e) Touch and highlight the "Amount" box
- (f) Enter the amount to be transferred
- (g) Touch "Confirm"
- (h) Touch "Yes" if correct or "No" to go back
- (i) Swipe the Supervisor card, if prompted

#### **5.5. CHANGING THE MINIMUM AND MAXIMUM BET ON THE TABLE**

To change the minimum and/or the maximum bet on an open table the Game Supervisor (or above) will:

- (a) Touch "Options"
- (b) Touch "Table Config"
- (c) Highlight the minimum or maximum setting which needs to be changed (it will highlight in blue)
- (d) Use the keypad to enter the value desired
- (e) Repeat as necessary
- (f) When finished, touch "Confirm"
- (g) Touch "Yes" if correct or "No" to go back
- (h) Swipe the Supervisor card, if prompted

### **6. PLACEMENT OF WAGERS**

- 6.1. Wagers will be accepted electronically via the touch screen only.
- 6.2. A wager by a player will be placed on the appropriate areas of the player terminal and will only be accepted by the game during the time the game clock is counting down.
- 6.3. Wagers placed during the countdown of the gaming clock become valid bets once the clock reaches zero, provided that they meet the table minimum setting for the area in which they are placed.

- 6.4. Any placed wager, which does not meet the table minimum setting once the game clock reaches zero, is returned to the player's balance and is not eligible for action, regardless of result.
- 6.5. Wagers may be made on the following Roulette betting areas:
  - 6.5.1. Red/Black, paying 1 to 1
  - 6.5.2. Odd/Even, paying 1 to 1
  - 6.5.3. High/Low, paying 1 to 1
  - 6.5.4. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 12, paying 2 to 1
  - 6.5.5. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> columns, paying 2 to 1
  - 6.5.6. Double Street (6 numbers), paying 5 to 1
  - 6.5.7. 5 Number bet, paying 6 to 1
  - 6.5.8. Corner bet (4 numbers), paying 8 to 1
  - 6.5.9. Street bet (3 numbers), paying 11 to 1
  - 6.5.10. Split bet (2 numbers), paying 17 to 1
  - 6.5.11. Straight bet (1 number), paying 35 to 1
- 6.6. A Roulette wager placed by a player will:
  - 6.6.1. Win if the result of the wheel or apparatus coincides with the location of any wager(s) made by the player: or
  - 6.6.2. Lose if the result of the wheel or apparatus does not coincide with the location of any wager(s) made by the player.
  - 6.6.3. It is common for players to experience both winning and losing wagers within one spin; the Player Terminal handles all wagers at once when the dealer confirms the result.
  - 6.6.4. At the discretion of a Game Supervisor, a player may wager on more than one betting area at the Roulette table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand.
  - 6.6.5. A Game Supervisor may limit a player to wagering on only one betting area at their discretion.

## **7. DEALING THE GAME**

### 7.1. Starting the game

#### 7.1.1. The Dealer will:

- (a) Touch the “New Game” button on the Dealer Terminal; then
- (b) Wait as players make their wagers via the individual Player Terminal screens; then
- (c) As the game clock counts down to zero, spin the ball ensuring that the result is not apparent until the clock reaches zero.

### 7.2 Conclusion of a Round of Play

- (a) Once the ball lands in a number and appears on the Dealer Terminal, the dealer then visibly verifies the result from the wheel to match with the result on the Dealer Terminal; and
- (b) If the results match, the dealer touches the number on the Dealer Terminal and touches the “Confirm” button to finalize the result. At this point all wagers are resolved on the Player Terminals.

## **8. CLOSING THE TABLE**

### 8.1. When the table is ready to be closed the Dealer will:

- (a) Cash out all remaining players.
- (b) Touch “Options”
- (c) Touch “Close Table”
- (d) Touch “Close”
- (e) Touch “Ok”
- (f) Swipe the supervisor card