

**BIG SIX WHEELS**  
**Rules**

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**1. Big Six wheel; payout odds**

- (a) No gaming licensee, their employees or agents shall pay off winning wagers made at Big Six at less than the odds listed below:

<b>Bets</b>	<b>Payout Odds</b>
<b>\$1 Insignia</b>	1 to 1
<b>\$2 Insignia</b>	2 to 1
<b>\$5 Insignia</b>	5 to 1
<b>\$10 Insignia</b>	10 to 1
<b>\$20 Insignia</b>	20 to 1
<b>Joker</b>	45 to 1
<b>Flag</b>	45 to 1

- (b) The payout odds for winning Big Six wagers printed on any Big Six Wheel or layout, or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

**2. Big Six wheel; wagers and rotation of the wheel**

- (a) Prior to the spin of the wheel, the dealer shall call "No More Bets".
- (b) The Big Six wheel shall be spun by the dealer in either direction and shall complete at least three revolutions to constitute a valid spin.
- (c) If the clapper comes to rest between two numbers upon completion of the spin of the Big Six Wheel, the gaming licensee has the option to do one of the following:
1. Declare the winning number to be that number previously passed; or
  2. Declare the spin void and re-spin the wheel.
- (d) Upon a gaming licensee choosing one of the options as outlined in subsection (c) above, it shall conspicuously post a sign at each table stating which option is in effect.
- (e) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers.