

Oneida Tribe of Indians of Wisconsin

BUSINESS COMMITTEE



Oneidas bringing several hundred bags of corn to Washington's starving army at Valley Forge, after the colonists had consistently refused to aid them.



UGWA DEMOLUM YATEHE
Because of the help of this Oneida Chief in cementing a friendship between the six nations and the colony of Pennsylvania, a new nation, the United States was made possible.

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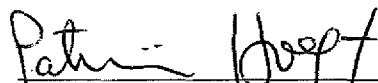
BC Resolution 05-28-08-A
Resolution Adopting Amendment to Rules of Play

- WHEREAS, the Oneida General Tribal Council is the duly recognized governing body of the Oneida Tribe of Indians of Wisconsin, and
- WHEREAS, the General Tribal Council has been delegated the authority of the Constitution Of the Oneida Tribe of Indians of Wisconsin, and
- WHEREAS, the Oneida Business Committee may be delegated duties and responsibilities by the Oneida General Tribal Council and is at all times subject to the review powers of the Oneida General Tribal Council, and
- WHEREAS, the Tribe has entered into the Second Amendment to the Gaming Compact by which the tribe is authorized to operate additional Class III gaming, and
- WHEREAS, the Second Amendment to the Gaming Compact requires the Tribe to establish rules of play "(p)rior to operating any game for which rules of play have not been established under this Compact..." (Article XXXV., Second Amendment to the Gaming Compact of 1991), and
- WHEREAS, the Oneida Business Committee approved the Rules of Play for Roulette through Passage of Resolution BC #08-06-03-B and Amendments to the Rules of Play for Roulette by BC Resolution #8-30-06-N, and
- WHEREAS, statements concerning the internal management of an area are exempt from the Administrative Procedures Act (APA) requirements for adoption of rules/regulations.

NOW THEREFORE BE IT RESOLVED, that the Oneida Business Committee hereby adopts the attached amendment to the Rules of Play for Roulette.

CERTIFICATION

I, the undersigned, as Secretary of the Oneida Business Committee, hereby certify that the Oneida Business Committee is composed of 9 members of whom 5 members constitute a quorum. 9 members were present at a meeting duly called, noticed and held on the 28th day of May, 2008; that the foregoing resolution was duly adopted at such meeting by a vote of 6 members for; 0 members against; 0 member not voting; and that said resolution has not been rescinded or amended in any way.


Patricia Hoeft, Tribal Secretary
Oneida Business Committee

*According to the By-Laws, Article I, Section 1, the Chair votes "only in the case of a tie."

ROULETTE

A. Equipment

1. A standard table has a betting layout, a roulette wheel and roulette balls.
2. Chips. The color of the non-value roulette chip indicates the player.
3. Roulette wheel. 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. A roulette wheel consists of 38 numbered slots - numbers "1" to "36," "0" and "00."
4. Layout. The cloth covering a Roulette table (the layout) shall have a betting layout imprinted on the opposite end of the table that will include areas for placing permissible inside and outside bets consistent with these Rules of Play.
5. Crown. A point marker to be known as a "crown" or "dolly" is used by the dealer and placed on the layout to indicate the number on the wheel where the ball has come to rest.
6. Roulette ball. Balls used in gaming at roulette shall be made completely of a non-metallic substance and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter unless otherwise approved by the Oneida Gaming Commission.

B. Roulette Personnel and their Duties

1. A roulette table with a single or double layout is usually worked by two persons. The person who spins the wheel and deals the game is called the dealer. His or her assistant is called a mucker.
2. Dealer. The dealer is in charge of the conduct of the game. His or her main duties are: spinning the wheel, throwing the roulette ball, announcing winners, collecting losing wagers, paying off winning wagers, and collecting, entering or placing jackpot wagers.
3. Mucker. The mucker separates and stacks the losing wagers that have been collected or swept from the layout by the dealer. He or she helps the dealer pay off winning wagers.

C. Placement of Wagers

1. All wagers at roulette shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or tokens in accordance with the applicable procedures governing the acceptance and conversion of such instruments.
2. No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.
3. Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.
4. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

D. Permissible Inside Bets

1. "Single" or "Straight" 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 that contains the selected number.
2. "Split" or "Two-number" 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 that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.
3. "Row" or "Three 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 three

numbers in a single row on the roulette layout 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 that contains the first number in the selected row.

4. "Triple" or "Street" is 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" and "2"; "0," "2" and "00;" or "00," "2" and "3." The player shall select the select this wager by placing a wager on the common corner of the three boxes containing the selected numbers.
5. "Four numbers" or "Corner" 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 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.
6. "First five numbers" or "top line" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0," "00," "1," "2" or "3." The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contain the label "1st 12" and the numbers "0" and "1."
7. "Six numbers" or "Line" 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 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 that contain the first number in each of the rows being selected.

E. Permissible Outside Bets

1. "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.
2. "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one 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 labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

3. "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number 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 used for such wagers.
4. "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number 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 used for such wagers.
5. "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by placing a wager within the box on the roulette layout that is labeled "Odd."
6. "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by placing a wager within the box on the roulette layout that is labeled "Even."
7. "1 to 18" or "low number" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one 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 that is labeled "1 to 18."
8. "19 to 36" or "high number" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one 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 that is labeled "19 to 36."

F. The Play

1. The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
2. While the ball is still rotating in the track around the wheel, the dealer shall indicate "No More Bets."

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 to be known as a "crown" or "dolly" on that number on the roulette layout.
4. After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then pay off all winning wagers.

G. Payout Odds

1. No casino, its employees or agents shall pay off winning wagers at the game of roulette at less than the odds listed below:

<u>Inside Bets</u>	<u>Payout Odds</u>
Straight	35 to 1
Split	17 to 1
Row	11 to 1
Triple	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1

<u>Outside Bets</u>	<u>Payout Odds</u>
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

H. Irregularities

1. If the ball is spun in the same direction as the wheel, the dealer shall indicate "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 indicate "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 indicate "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

I. Procedures for Automatic Wagering Terminals

In the event that the Oneida Tribe of Indians of Wisconsin utilizes automatic wagering terminals for Roulette, the following procedures shall apply:

1. Equipment.
 - a. An automatic wagering roulette system has a central table with dealer touch-screen console ("javelin"), accounting computer and server; player terminals; a roulette wheel; a game clock; and roulette balls.
 - b. Roulette wheel. The roulette wheel shall not be less than thirty (30) inches in diameter. A roulette wheel consists of 38 numbered slots - numbers "1" to "36," "0" and "00."
2. Personnel and their Duties.
 - a. Dealer. The dealer is in charge of the conduct of the game. His or her main duties are: entering buy-ins into the javelin unit, entering cash-outs for the javelin unit, initiating a new game by selecting the new game button, spinning the wheel, and throwing the roulette ball.
 - b. Pit supervisors shall provide supervision of all table games. At least one pit manager or supervisor should actively oversee the conduct of every six tables staffed by a dealer.
3. Placement of Wagers.

Wagers at a roulette automatic wagering terminal shall be made in the following manner:

 - a. Buy-in.
 - i. A player places currency, chips and, if applicable, a match play coupon on the top of his or her player terminal.

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2. When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked "0" or "00," a player shall lose, at the casino's option, either one-half of each wager on red, black, odd, even, "1 to 18," and "19 to 36," or the entire wager. If the former option is chosen by a casino, the remaining half of each such wager shall be returned to the player by the dealer.¶

Deleted: Minimum and Maximum Wagers¶

¶
1. The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers at each table. The amounts of the minimum wagers and maximum wagers shall be conspicuously posted on a sign at each table.¶

Verbal wagers are not accepted at a roulette automatic wagering terminal.

- ii. The dealer picks up the buy-in amount and places it on the clipboard.
 - iii. The dealer places the buy-in amount on the center table next to the drop box and counts it.
 - iv. The dealer selects the player terminal where the player put the buy-in amount and selects the “buy-in” option.
 - v. The dealer will confirm the amount and the player’s terminal will be credited the amount to begin wagering.
 - vi. After crediting the amount to the player, the dealer shall place the currency into the drop box.
 - vii. Each player shall be responsible to verify that the amount he or she has been credited at the player terminal is the correct amount before wagering begins.
- b. Placing wagers.
- i. All bets must be placed with available credits using the player terminal screen.
 - ii. Players touch the player terminal screen to place bets.
 - iii. Players may use any combination of the 6 chips displayed on the screen up to the maximum setting for the specific bet, or to the maximum amount of credits the player has available, whichever is the smaller.
 - iv. Cancel. A player may remove whichever bet he or she touches next by touching the “cancel” button.
 - v. Undo. A player may reverse his or her last action by touching the “undo” button.
 - vi. Recall. A player may rebet his or her bets from the last game by touching the “recall” button, assuming that the player has enough available credits to cover the bet.
 - vii. Clear. A player may remove all current bets by touching the “clear” button.
 - viii. Neighbor’s bet. A player may place a bet on the two numbers to the left and to the right of the last selected number on the roulette wheel equal to the last bet on that number by touching the “neighbor’s bet” button, assuming that the player has enough available credits to cover the bet.

4. Permissible Inside Bets .

- a. “Single” or “Straight” 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 dragging a wager to the box on the roulette layout that

- contains the selected number.
- b. "Split" or "Two-number" 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 dragging a wager to the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.
 - c. "Row" or "Three 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 three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by dragging a wager to the outside line of the box on the roulette layout that contains the first number in the selected row.
 - d.. "Triple" or "Street" is 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" and "2"; "0," "2" and "00;" or "00," "2" and "3." The player shall select this wager by dragging a wager to the common corner of the three boxes containing the selected numbers.
 - e. "Four numbers" or "Corner" 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 selected by the player. The player shall select the four numbers by dragging a wager to the common corner of the four boxes containing the selected numbers.
 - f. "First five numbers" or "top line" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0," "00," "1," "2" or "3." The player shall bet on the "first five numbers" by dragging a wager to the common corner of the boxes on the roulette layout that contain the label "1st 12" and the numbers "0" and "1."
 - g. "Six numbers" or "Line" 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 selected by the player. The player shall select the two rows of numbers by dragging a wager to the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected.

5. Permissible Outside Bets .

- a. "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by dragging a wager to the box on the roulette layout that is at the bottom of the column being selected.
 - b. "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one 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 dragging a wager to the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").
 - c. "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "red" by dragging a wager to the red box on the roulette layout used for such wagers.
 - d. "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "black" by dragging a wager to the black box on the roulette layout used for such wagers.
 - e. "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by dragging a wager to the box on the roulette layout that is labeled "Odd."
 - f. "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by dragging a wager to the box on the roulette layout that is labeled "Even."
 - g. "1 to 18" or "low number" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18." The player shall bet on "1 to 18" by dragging a wager to the box on the roulette layout that is labeled "1 to 18."
 - h. "19 to 36" or "high number" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36." The player shall bet on "19 to 36" by dragging a wager to the box on the roulette layout that is labeled "19 to 36."
6. The Play .
- a. All players are given a fixed time period in which to finalize their bets, established by the game clock.

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- b. When there are 10 seconds remaining on the game clock, the dealer will receive an audio prompt to spin the ball.
 - c. The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
 - d. While the ball is still rotating in the track around the wheel, the clock will reach zero and the system will lock out players from additional bets and all player terminals will freeze.
 - e. Upon the ball coming to rest in a compartment, the wheel sensor will detect the winning number and the number will be relayed automatically to the dealer's terminal. The Dealer will confirm the winning number.
 - f. Once confirmed, the dealer shall announce the winning number. The winning number is indicated on each player terminal with an animated "dolly."
 - g. All losing wagers are collected by the automated wagering system and the applicable credits are removed from the player's total. All winning wagers are paid by the automated wagering system and the applicable credits are added to the player's total.
7. Payout Odds. Payout odds for wagers at a roulette automatic wagering terminal are those listed in Section G above.
8. Cash-out. Cash-out from a roulette automatic wagering terminal shall be performed in the following manner:
- a. The player selects the "cash-out" button on the player terminal.
 - b. The player verifies on his or her terminal that he or she wants to cash-out.
 - c. The dealer receives an indication at the dealer console of the requested cash-out.
 - d. The dealer selects the player terminal and selects "cash-out."
 - e. The dealer removes chips equal to the value shown on the dealer console.
 - f. The dealer verifies the chip count and presses the "confirm" button on the dealer console.
 - g. The dealer delivers the chips to the player using a chip holder.
9. Irregularities.
- a. If the ball is spun in the same direction as the wheel, the dealer shall indicate "No Spin" and void the game.
 - b. If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall indicate "No Spin" and void the game.

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- c. If the ball fails to drop into one of the number slots, leaves the track, or floats around the spinning wheelhead, the dealer shall indicate “No Spin” and void the game.
- d. If the dealer confirms a number that is not correct, the game will be voided.
- e. If a player notifies the dealer that a Buy-in amount is incorrect and there is no current round of play, the dealer will void and correct the Buy-in amount.
- f. If there is interference with the ball or wheel.
- g. If there is a malfunction of the wheel.
- h. If a foreign object enters the wheel before it comes to rest.
- i. If the ball is propelled or falls out of the wheel.
- j. If a fraudulent act by any person affects the outcome of the game.
- k. If a game is void, all wagers made by the players of that particular game shall be refunded by supervisor or designee.

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10. Minimum and Maximum Wagers .¶

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The Oneida Tribe of Indians of Wisconsin shall determine the minimum and maximum wagers for automated roulette. The amounts of the minimum wagers and maximum wagers shall be conspicuously posted on a sign at each table.