

**Maryland State Lottery and Gaming Control Agency
Standard Rules - Big Six Wheel**

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Chapter 1 - Big Six Wheel Layout; Physical Characteristics.

A. Big Six Wheel gaming shall be conducted at a circular wheel at least 5 feet in diameter.

(1) Except as provided in §C of this chapter, the rim of the wheel shall be divided into 54 equally spaced sections, with:

(a) 23 sections containing a \$1 symbol;

(b) 15 sections containing a \$2 symbol;

(c) 8 sections containing a \$5 symbol;

(d) 4 sections containing a \$10 symbol;

(e) 2 sections containing a \$20 symbol;

(f) 1 section containing a picture of a flag, the name or logo of the facility operator or other unique symbol; and

(g) 1 section containing a picture of a joker or other unique symbol.

(2) Each section shall be covered with glass.

B. Except as provided in §C of this chapter, the sections required under §A of this chapter 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.

C. If approved in advance by the Commission under COMAR 36.05.03.16, a facility operator may use symbols that depict fruit or other themed symbols instead of the dollar symbols specified in §§A and B of this chapter.

D. Each section of the wheel shall display the payout odds in Chapter 3 – Payout Odds of this chapter for the wager.

E. The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

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F. Each Big Six Wheel table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Commission.

G. A facility operator shall submit the layout for a Big Six Wheel table to the Commission for approval under COMAR 36.05.03.16 and contain at least:

- (1) The name or logo of the facility operator.
- (2) Specific betting areas for the placement of wagers, including:
 - (a) Symbols for \$1, \$2, \$5, \$10 and \$20 or other approved symbols in accordance with §C of this chapter.
 - (b) A flag, the name or logo of the facility operator or other unique symbol as it appears on the wheel.
 - (c) A joker or other unique symbol as it appears on the wheel.
- (3) The payout odds for each permissible wager.

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Chapter 2 - Wagers and Rotation of the Wheel.

- A. Prior to the spin of the wheel, the dealer shall announce "no more bets".
- B. The wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.
- C. 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.
- D. If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin is void and the dealer shall respin the wheel.
- E. Upon completion of the spin, the dealer shall:
 - (1) Collect all losing wagers; and
 - (2) Pay off all winning wagers in accordance with Chapter 3 – Payout Odds of this chapter.

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Chapter 3 - Payout Odds.

A facility operator shall pay out winning Big Six Wheel wagers at no less than the odds in the following paytable:

- A. For a \$1 symbol or other approved alternate symbol the payout is 1 to 1;
- B. For a \$2 symbol or other approved alternate symbol the payout is 2 to 1;
- C. For a \$5 symbol or other approved alternate symbol the payout is 5 to 1;
- D. For a \$10 symbol or other approved alternate symbol the payout is 10 to 1;
- E. For a \$20 symbol or other approved alternate symbol the payout is 20 to 1; and
- F. For a Joker, flag, name, logo or other unique symbol the payout is 45 to 1.