BIG SIX PROCEDURES

TABLE GAMES January 2002

BIG SIX

GENERAL PROCEDURES

- 1. Make eye contact with all guests and greet all players as they approach your game.
- 2. Practice proactive customer relations; advertise winners.
- 3. Bets may not be placed after the wheel has been spun.
- 4. Players can place new bets after all winning bets have been paid.
- 5. If a bet has a potential payoff of \$500 or more, notify a Floor Supervisor before spinning.
- 6. Try to make payoffs with at least 10 units of the player's usual bet.
- 7. The maximum payoff on the Big Six is \$2000 per person.

SPINNING THE WHEEL

- 1. Announce "NO MORE BETS" immediately before spinning the wheel.
- 2. Spin the wheel by grasping the outer edge of the wheel; do not use the pins. It is not necessary to move the wheel off the last number.
- 3. Spin the wheel in a clockwise motion alternated with a counter-clockwise motion so that the wheel spins in a different direction every spin.
- 4. Make sure the wheel completes at least three revolutions, however, avoid over-spinning Keep the spins as random as possible.
- 5. If the indicator stops between two numbers, the winning number will be the previous number passed, not the oncoming number. Notify a Floor Supervisor to verify the call.

GAME PROTECTION

- 1. Advise players that hands and personal items must be kept off the layout at all times.
- 2. Always use the mirror to verify the winning number. Never turn your back on the bankroll.
- 3. Do not allow customers to stand near the back and sides of the wheel.

4. If any player or situation causes you to be suspicious or uncomfortable, notify your Floor Supervisor.

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