

ROULETTE

HOW TO PLAY

Roulette is easy to play with a wide variety of bets and betting combinations. There are 36 numbers, alternately colored red and black and a 0 and 00 which are green. The winning wager is decided by the random selection of one number out of the possible 38. This selection happens by spinning a ball in the opposite direction of a turning wheel.

Each spin of the ball is a new game. Players buy in for various colored chips to differentiate between players. You decide the value of your chips when you buy in. When you are finished playing, you return your colored chips to the dealer for regular casino chips. The colored or "non-value" chips have no value once they are removed from their particular table, so be sure to return them before you leave the game.

Each payoff is dictated by the location of a wager on the roulette table. Bets can be placed until the dealer announces "no more bets." Once the ball drops into a winning number the dealer will mark that number on the layout. All losing bets will be collected, then the winning bets will be paid according to the odds. You are responsible for the correct position of your bet on the layout.



There are two basic areas to wager on the roulette table – inside bets and outside bets.

INSIDE BETS

Are placed on either a particular number or an inside combination of numbers. The total of your inside bets must meet the posted table minimum and are not to exceed table maximums.

Straight up: A bet on one number. Split: A bet between any two numbers.

Street: A bet that covers three numbers in a horizontal row. Corner: Bet touching four numbers.

Top Line: A bet that covers the first 5 numbers being the 0, 00, 1, 2, 3.

Line: A bet that covers any one of six numbers contained in two contiguous rows of numbers.

Roulette Payoffs Inside Bets:

Straight Up	35 to 1
Single 0 or Double 00	
Split Bet	
Street Bet	11 to 1
Corner Bet	8 to 1
Top Line Bet	6 to 1
Line Bet	5 to 1

OUTSIDE BETS

Are placed for red or black, odd or even, the first or second 18 numbers, the first, second or third dozen numbers and for each column of numbers. Each bet must meet the posted table minimum and is not to exceed table maximums.

Red/Black: A bet that covers all red numbers or all black numbers.

Even/Odd: A bet that covers all even numbers or all odd numbers.

Columns: Any one of 12 numbers in a straight column.

Dozens: Any one of 12 numbers, 1 to 12, 13 to 24, and 25 to 36.

Roulette Pavoffs Outside Bets:

Column	2 to 1
Dozen	2 to 1
Even/Odd	1 to 1
Red/Black	