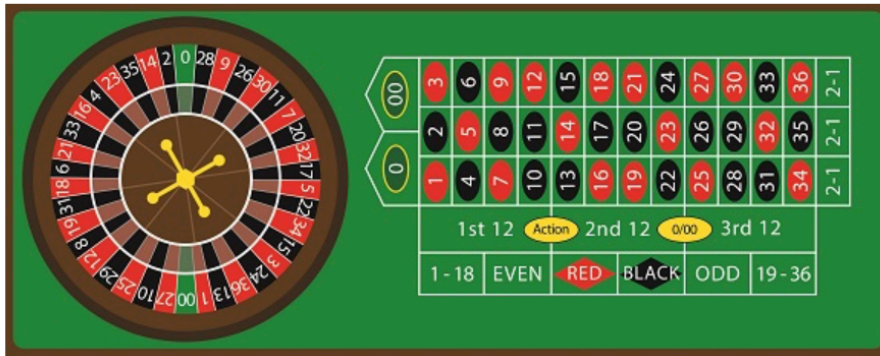


# Roulette

Roulette is exciting and easy to play, with a wide variety of bets and combination of bets, some at long odds and some at even odds. The Roulette Wheel has 35 numbers from 1 to 36, plus a "0" and a "00". The numbers are alternately colored red and black with the 0 and 00 green.

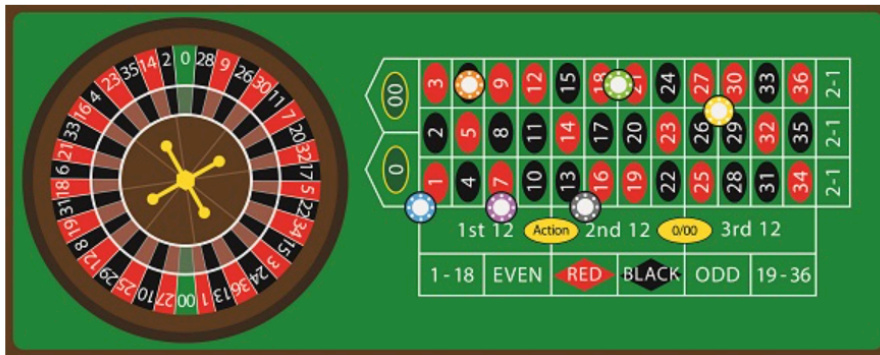


## The Bets

Chips can be bought in stacks of 20 from the Dealer. Players determine what the checks are worth when they buy-in and are given a color. Players can make as many bets as they wish and can use Roulette checks or gaming chips.

Bets are placed in many different ways on the table and on a variety of numbers for different reasons. Players may choose to change numbers every spin or play favorite numbers, birthdays, ages, or even create decorative geometric patterns.

## Betting Odds and Placement - Inside Bets:



Odds	Bet Type	Description	Number
Orange 35 to 1	Straight Up	Place a chip directly on a single number and win if that number wins.	Any Number
Green 17 to 1	Split	Place a chip on the line in between 2 numbers and win if either number wins.	2 Numbers
Yellow 8 to 1	Corner	Place a chip on the intersection between 4 numbers and win if any of the 4 numbers win.	4 Numbers
Purple 11 to 1	Street	Place a chip on the beginning of a row of 3 numbers and win if any of the 3 numbers win.	3 Numbers
Blue 6 to 1	First Five	Place a chip on the upper left corner of the 1 box and win if 0, 00, 1, 2, 5 or 3 win.	5 Numbers
Grey 5 to 1	Line	Place a chip on the beginning of 2 rows of 3 numbers and win if any of the 6 numbers win.	6 Numbers

\*Note: All inside bets (0, 00, and 1 through 36) MUST equal a total of the table minimum.

## Betting Odds and Placement - Outside Bets:



Odds	Bet Type	Description	Number
Orange 1 to 1	1 - 18	Place a chip on the "1 - 18" box in the lower left corner and win if any number from 1 - 18 wins.	18 Numbers
Green 1 to 1	Even	Place a chip on the "EVEN" box in the lower left corner and win if any even number wins.	18 Numbers
Yellow 1 to 1	Red	Place a chip on the "RED" box in the lower middle and win if any red number wins.	18 Numbers
Purple 1 to 1	Black	Place a chip on the "BLACK" box in the lower middle and win if any black number wins.	18 Numbers
Blue 1 to 1	Odd	Place a chip on the "ODD" box in the lower right corner and win if any odd number wins.	18 Numbers
Grey 1 to 1	19 - 36	Place a chip on the "19 - 36" box in the lower right corner and win if any number from 19 - 36 wins.	18 Numbers

\*Note: All Outside Bets are considered individual bets and must meet table minimum for each bet.

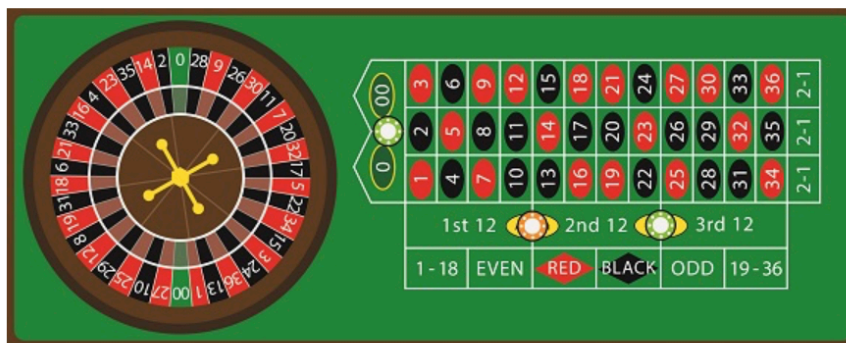
**Betting Odds and Placement - Dozen and Column Bets:**



Odds	Bet Type	Description	Number
Orange 2 to 1	1st 12	Place chip on the "1st 12" box in the lower left corner and win if any number from 1 - 12 wins.	12 Numbers
Green 2 to 1	2nd 12	Place chip on the "2nd 12" box in the lower middle and win if any number from 13 - 24 wins.	12 Numbers
Yellow 2 to 1	3rd 12	Place chips on the "3rd 12" box in the lower right corner and win if any number from 25 - 36 wins.	12 Numbers
Purple 2 to 1	1st Column	Place chips on the left "2 - 1" box and win if any number from the left Column (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34) wins.	12 Numbers
Blue 2 to 1	2nd Column	Place chips on the middle "2 - 1" box and win if any number from the Column middle column (2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35) wins.	12 Numbers
Grey 2 to 1	3rd Column	Place chips on the right "2 - 1" box and win if any number from the right Column (3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36) wins.	12 Numbers

\*Note: All Column and Dozen bets are considered individual bets and must meet table minimum for each bet.

**Betting Odds and Placement - Action Bets, Courtesy Line:**



Odds	Bet Type	Description	Number
Orange 4 to 1	Action	Place a chip on the yellow "Action" oval between the "1st 12" and "2nd 12" and win if 10 - 15 or 33 wins.	7 Numbers
Green 5 to 1	Courtesy Line	Place a chip on either the yellow "0/00" oval or between the 0 and 00 spots and win if 0 or 00 wins.	2 Numbers

**Betting Odds and Placement - Neighboring Numbers:**

The neighboring numbers track is a new way for Players to place one wager on a number, which also includes the 2 numbers before and the 2 numbers after that number in wheel sequence (5 numbers total)

Neighboring numbers is NOT a self-serve wager and must be booked by the Dealer. If there is a winner on the track, the Dealer will then take 1/5 of the total wager and place it on the winning number.

Neighboring numbers is considered an inside bet and all neighboring numbers wagers must be a minimum of 5 chips of whatever unit is wagered.

Bets may be placed until the ball is ready to leave the track and the Dealer calls, "No more bets".



### The Play

Play begins when the Players have placed most of their bets by placing chips on the numbered layout.



The Dealer then spins the white ball in the opposite direction of the spinning wheel.



When the ball lands in a pocket, the Dealer places a marker on the winning number and bets are paid accordingly.



Bets may not be removed until the Dealer removes the marker. Players may not touch or lean against surrounding the wheel.

