

## Roulette

### Equipment

Roulette is used on a clearly designated specially designed roulette table with appropriate layout.

A 32-inch balanced roulette wheel is used.

Ivory Roulette balls

An acrylic Roulette Marker

An electronic number board that will display the history of spins.

An electronic cheque sorter.

### Game wagers

All inside wagers can range from \$1-\$10

All outside wagers must be \$10

A player can request chips of \$1 or \$5 value per unit.

Transactions over the wheel, or on wheel bed are prohibited.

One color per player and one player per color.

Roulette chips are unique to each roulette table, and, and have no monetary value outside of their specific table.

Players may only use roulette chips for roulette bets.

Dealers will indicate that a tip has been received by tapping the tip on wheelbase.

### Pay Table

Type of Wager	ODDS
Straight up	35 to 1
Split (2 Numbers)	17 to 1
Street (3 Numbers)	11 to 1
Corner (4 Numbers)	8 to 1
First 5 (5 Numbers)	6 to 1
Line (6 Numbers)	5 to 1
1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> Twelve (12 Numbers)	2 to 1
Column	2 to 1

Red/Black	1 to 1
1-18 19-36	1 to 1

## **Dealing Procedure**

### **The Spin:**

After the ball is spun, and once the ball completes four revolutions around the wheel, the dealer will then take their left and then take their hand and sweep above the board and in a firm clear voice announce, “No more bets”.

When the ball is in motion, ALL monetary transactions are prohibited.

### **When the Ball Drops:**

Dealers will announce the winning number and place the stopper on the corresponding winning spot on the game surface with their palm up. This must be done even if only outside bets are being played.

The marker will remain on the number while paying out all winning bets. New bets can be placed only when all old bets have been resolved, and the stopper removed.

### **After the Ball Drops**

Once the number is marked, dealers will pick up losing outside bets, followed by losing inside bets and remove the chips to the mucking area. If a bet is over the maximum allowed, return the overage to the player. If a winning bet is over the maximum allowed, likewise return the overage to the player, and pay based on maximum allowed bets.

### **Payouts**

After clearing all losing bets, resolve the winning outside bets.

Dealers will then pay inside wagers, paying from the outside in, resolving one color at a time. Dealers can combine payouts from multiple like colored bets.

Outside bets will be paid by placing the winnings next to the bet. Inside bets will be paid by sliding the winnings to the player.

If a player is away from the table, remove all winning bets from the board before the next spin.

Only after all wagers are resolved can a player transaction occur.

### **Irregularities**

If the ball is spun in the same direction as the wheel, the dealer shall announce “No Spin”. The dealer shall attempt to retrieve the roulette ball prior to its coming to rest on the wheel.

If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall call announce “No Spin” The dealer shall attempt to retrieve the roulette ball prior to its coming to rest on the wheel.

- If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce “No Spin”