

Roulette
Rules of Play
Updated 2019.09.10

Roulette
Version 7
05/11/2021

Game Objective:

The player's objective is to correctly guess the number/color where the ball will land on the roulette wheel.

Equipment:

Roulette Table with betting layout

Roulette Wheel with 36 numbers including 0 and 00

Ball – to be spun by the dealer

Dolly – used to mark the winning number

Colored Chips – used to place wagers: one color per person

Game Rules:

1. Colored Chips are valued at \$1 each and are designed for Roulette Table only.
2. Chips must be purchased at the table with cash or valued chips.
3. Minimum bet for any wager is \$1, maximum is \$10
4. All non-value chips MUST be cashed in for valued chips prior to leaving the table (they have no value in other games)
5. Bets must be placed after the dealer calls "place your bets" and may not be added once dealer calls "no more bets". Once this call is made, players must keep their hands away from the table until all winning bets have been paid.
6. Bets may be placed in multiple places on the betting layout:
Inside Bets: Total of all bets made on inside must equal \$5.00
Made on numbers directly inside the layout

Single Number (Straight Bet, 1 through 36, 0 and 00: Chips are placed in the center of the square so as not to touch any portion of the border lines.

Split Bet: Chips are placed on the border line between two numbers. There is a courtesy line all the way to the opposite end of the table that allows players to play the split bet between the 0 and 00 without having to ask someone to place their chips.

Street Bet: Chips are placed on the border line at the edge of a 3-number row

Corner Bet (Square or Quarter Bet): Chips are placed on the intersection of the border lines of 4 numbers

Special Line Bet / Basket Bet (only 1 on table): Chips are placed on the line at the edge of the number layout at the intersection of the zero row and the first row.

Avenue Bet: Chips are placed on the intersection of the border lines between two rows of three (6 adjacent numbers)

Outside Bets: Minimum \$5.00

Made on the betting area bordering the numbered layout (red/black/odd/even, etc)

Dozens: Chips are placed in space representing 12 numbers marked by 1st 12, 2nd 12 and 3rd 12 (there are 3 options)

Column Bets: Chips are placed on the indicated spaces at the end of the column (3 options)

Odd or Even: Chips are placed on the "Even" or "Odd" spaces (there are 2 options)

Red or Black: Chips are placed on the "Red" or "Black" spaces (2 options)

1-18: Chips are placed on the indicated space on the layout (1 option)

19-36: Chips are placed on the indicated space on the layout (1 option)
Neither of these bets include the 0 and the 00 spaces

7. **Courtesy Line:** player may place a bet intended for the split 0-00 bet by placing wager on the line between the 2nd and 3rd twelve spaces.
8. Wheel is set into motion in a counter clockwise direction
9. Ball is set into motion in a clockwise direction on the upper rim of the wheel
10. Dealer calls "no more bets" when he/she thinks that the ball is about to start tumbling onto the numbered section of the wheel
11. Once the ball sets into a number, the dealer calls out the winning number/color as he/she places the dolly on the coordinated space on the betting layout.
12. The dealer then clears all non-winning bets from the table to be sorted.
13. Dealer pays winners according to the following pay table:

Inside Bets:

- 30 to 1: Any Single Number, including 0 and 00
- 15 to 1: Row 0, 00
- Split Bet
- 10 to 1: Street Bet
- 8 to 1: Corner Bet (4 numbers)
- 6 to 1: Special Line Bet/Basket Bet (5 numbers)
- 5 to 1: Avenue Bet (6 adjoining numbers)

Outside Bets:

- 2 to 1: Dozens & Columns
- 1 to 1: Odd, Even, Red, Black, 1 to 18, 19 to 36

14. Once the winners are paid, dealer calls "place your bets" and proceeds to sort and stack chips by color and the play begins again from step 5.