

ROULETTE

The ROULETTE wheel is divided into 38 spaces. Numbers 1 through 36 are colored red or black. The 0 and 00 are green. Wagers may be made with casino value chips, or the more commonly used ROULETTE non-value chips. When chips are purchased at the table, the dealer will issue each player individually colored chips. These chips help the dealer and the players keep track of each person's bets. These non-value chips must be redeemed at the table for value chips before leaving that game.

Play begins when the players place their bets on the numbered layout (see diagram). The dealer spins the ball in the opposite direction that the wheel is spinning. A few revolutions before the ball drops the dealer will announce: "no more bets." The dealer will mark the number in which the ball has landed and pay all winning bets accordingly.

		0	00		
1 to 18	1st 12	1	2	3	
		4	5	6	
Even	1st 12	7	8	9	
		10	11	12	
♦	2nd 12	13	14	15	
		16	17	18	
♠	2nd 12	19	20	21	
		22	23	24	
Odd	3rd 12	25	26	27	
		28	29	30	
19 to 36	3rd 12	31	32	33	
		34	35	36	
		2 to 1	2 to 1	2 to 1	

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ROULETTE PAYOFFS ARE

The casino shall pay off winning wagers at the game of Roulette at no less than the following odds:

INSIDE WAGERS:

Wagers placed on either a specific number or an inside combination of numbers. A player's total of their inside wagers must meet the posted table minimum and may not individually exceed the posted table maximum.

WAGER	ODDS
STRAIGHT UP (Covers one number)	35 TO 1
SPLIT (Covers two numbers)	17 TO 1
STREET (Covers three numbers)	11 TO 1
CORNER (Covers four numbers)	8 TO 1
TOP LINE/FIRST 5 (Covers five numbers)	6 TO 1
LINE (Covers six numbers).	5 TO 1

OUTSIDE WAGERS:

Wagers placed on either red, black, odd, even, numbers 1-18, numbers 19-36, the dozens, or the columns. The numbers 0 and 00 are not included in any outside wager. A player's outside wagers must individually meet the posted table minimum and may not exceed the posted table maximum.

WAGER	ODDS
COLUMN (Covers twelve numbers)	2 TO 1
DOZEN (Covers twelve numbers).	2 TO 1
RED (Covers all red numbers).	1 TO 1
BLACK (Covers all black numbers)	1 TO 1
ODD (Covers all odd numbers)	1 TO 1
EVEN (Covers all even numbers)	1 TO 1
LOW/1 – 18 (Covers eighteen numbers)	1 TO 1
HIGH/19 – 36 (Covers eighteen numbers).	1 TO 1

