

*How to play?*

# ROULETTE

**Roulette** is simple to play and enjoy. Each player is given chips of a different colour. You can bet on red or black, even or odd, and on any combination of numbers. Winners are paid after each spin, and a new game begins. Colour chips have no value on any other games so it is important to exchange them for cash value chips before leaving the table. Should 0 be the winning number, any bets placed on the outside chances will lose.

## STRAIGHT UP

Cover any number, including 0, pays 35 to 1

## SPLIT

Covers any two adjoining numbers, pays 17 to 1

## STREET

Covers all three numbers in the raw, pays 11 to 1

## CORNER

Covers 4 adjoining numbers, pays 8 to 1

## SIX LINE

Covers all six numbers in two adjoining rows. Pays 5 to 1

## COLUMN BET

Covers 12 numbers in the same column, pays 2 to 1

## DOZEN

Covers all 12 numbers in the same section, pays 2 to 1

## RED OR BLACK, EVEN OR ODD, '1-18' OR '19-36'

Covers all red or black, even or odd, '1-18' or '19-36' numbers. Pays 1 to 1

## EVEN CHANCES

Odd or Even      Red or Black  
1 - 18 or 19 - 36

**Payout: 1 to 1**

If zero spun, players loose their bet.

## COLUMNS & DOZENS

**Payout: 2 to 1**

If zero is spun, these bets lose.

## LAYOUT ODDS

**A. Split**  
(2 numbers)  
pays: **17 - 1**

**B. Street**  
(3 numbers)  
pays: **11 - 1**

**C. Corner**  
(4 numbers)  
pays: **8 - 1**

**D. Six - line**  
(6 numbers)  
pays: **5 - 1**

**E. Single**  
number pays:  
**35 - 1**

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