

**Casino-To-Go**



**Rules and Playing Guide**

# Roulette

## House Rules – Roulette

Roulette consists of a wheel with 37 numbers; these include the numbers 1-36, 0. After all the bets have been established the wheel is spun and a ball is placed on the outer edge of the wheel. The ball will then drop into one of the numbered pockets once the wheel slows down. The numbers on the wheel alternate pairs of odd numbers with pairs of even numbers and alternate between black and red. The zero is green in colour. The object of the game is to determine which number or colour the ball with ultimately land on.

The table layout is arranged so that the 36 numbers are arranged in 3 columns of 12 numbers each. The numbers are in sequence, and can be either red or black, depending on the number. There are two types of roulette bets: inside bets and outside bets. The 6 inside bets: straight bet, split bet, street bet, corner bet, five number bet, and a line bet. There are three basic outside bets: even-money, column, and dozen bets. You can place as many different types of bets at any time. There are no limits to the number of wagers placed on each spin.

### Inside bets

#### **Straight Bet:**

Place your chips directly on any single number (zero included). There are 37 possible Straight Up bets. You win if the ball lands on your number.

Example: **A** (30) Odds: **37:1** Payoff: **35:1**

#### **Split Bet (two numbers)**

Place your chips on the line between any two numbers. There are 57 possible Split bets. You win if the ball lands on either of those numbers.

Example: **B** (11 or 14). Odds: **37:2** Payoff: **17:1**

#### **Street Bet (three numbers)**

Place your chips at the end of any row of numbers on the line that separates the inside and outside betting area. A street bet covers three numbers (entire row of the table). There are 14 possible Street bets. You win if the ball lands on one of those three numbers.

Example: **C** (19, 20, 21). Odds: **37:3** Payoff: **11:1**

#### **Corner Bet (four numbers)**

Place your chips at the corner where four numbers meet. All four numbers are covered. There are 22 possible Corner bets. You win if the ball lands on one of those four numbers.

Example: **D** (25, 26, 28, 29). Odds: **37:4** Payoff: **8:1**

### Line Bet (six numbers)

Place your chips at the end of two rows at the intersection between them. A line bet covers all the numbers in either row, for a total of six. There are 11 possible Line bets. You win if the ball lands on one of those six numbers.

Example: **E** (4, 5, 6, 7, 8, 9). Odds: **37:6** Payoff: **5:1**

### Outside bets

#### **Column Bet (twelve numbers)**

Placing a chip in one of the boxes marked "2 to 1" at the end of the columns covers all the numbers in that column, a total of twelve. Neither the zero nor the double zero are covered by any of the columns. There are 3 possible Column bets. You win if the ball lands on one of 12 numbers of the column.

Example: **F** (Set of column numbers).

Odds: **37:12** Payoff: **2:1**

#### **Dozen Bet (twelve numbers)**

Placing a chip in one of the three boxes marked "1st 12," "2nd 12," or "3rd 12" covers those twelve numbers. There are 3 possible Dozen bets. You win if the ball lands on one of 12 numbers covered.

Example: **G** (25 through 36). Odds: **37:12** Payoff: **2:1**

#### **Red or Black (eighteen numbers)**

Place your chip either on the "black" or the "red" field on the outside. This covers all the black or red numbers on the field. The zero and double zero are not covered by any of these boxes. There are 2 possible bets.

Example: **H** (Red numbers). Odds: **37:18** Payoff: **1:1**

#### **Even or Odd (eighteen numbers)**

Place your chip either on the "odd" or the "even" field on the outside. Here you bet if the next number that comes up is either even or odd. The zero and double zero are not covered by any of these boxes. There are 2 possible bets.

Example: **I** (Odd numbers). Odds: **37:18** Payoff: **1:1**

#### **Low or High (eighteen numbers)**

This bet divides the field of numbers into two groups. The numbers from 1 to 18 (low) and from 19 to 36 (high). You bet on whether the next number that comes up is between 1 and 18 or 19 and 36. In either case if 0 (or 00 on American layouts) shows up you lose. There are 2 possible bets.

Example: **J** (19 through 36). Odds: **37:18** Payoff: **1:1**

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