

H O W T O P L A Y

ROULETTE

The Roulette Wheel has 38 numbers from 1 to 36, plus “0” and “00”. The numbers are alternately colored red and black with the “0” and “00” in green.

Play begins when players have made most of their bets by placing chips on the numbered layout. The dealer then spins the ball in the opposite direction of the spinning wheel.

Bets may be placed until the dealer waves off further betting. The dealer places a marker called a dollie on the winning number and bets are paid accordingly. No bets may be placed or taken from the layout until the dollie is removed from the winning number.

Checks, ranging in value, can be bought in stacks of 20 from the dealer. Each player is given a different color non-value Roulette check when they buy in. Players may choose to play value checks. The player determines the monetary value of non-value Roulette checks, and the value is indicated by a lammer placed on the wheel head. Table minimums are posted at each Roulette table. Roulette checks have no value at any other game, so it is important to cash them in before leaving.

Side wagers are prohibited.

ODDS

The diagram shows a roulette table layout with the following betting areas labeled with letters in red circles:

- A:** Single number bet on 8.
- B:** Split bet between 17 and 18.
- C:** Corner bet on 22, 23, 24, and 25.
- D:** Street bet on 13, 14, and 15.
- E:** First Five bet on 0, 00, 1, 2, and 3.
- F:** Six Way bet on 16, 17, 18, 19, 20, and 21.
- G:** Red/Black bet on the left and right sides of the table.
- H:** Dozen bet on the 1st 12 numbers (1-12).
- I:** Column bet on the first column (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34).

A	35 to 1	Straight Up	Any Numbers
B	17 to 1	Split	2 Numbers
C	8 to 1	Corner	4 Numbers
D	11 to 1	Street	3 Numbers
E	6 to 1	First Five	5 Numbers
F	5 to 1	Six Way	6 Numbers
G	1 to 1	Red/Black	18 Numbers
G	1 to 1	Even/Odd	18 Numbers
G	1 to 1	1-18/19-36	18 Numbers
H	2 to 1	Dozen	12 Numbers
I	2 to 1	Column	12 Numbers
J	17 to 1	Courtesy Line	2 Numbers