

ROULETTE

Game Objective:

The player's objective is to correctly guess and place wagers on which number on the wheel the ball will end up. The player places bets on the Roulette table and, if lucky, collects a payoff the size of which is determined by how he/she bets. The odds range from 33 to 1 down to even money, depending on the likelihood of picking the correct number.

Game Rules:

Colored chips are valued at \$1 and must stay at the Roulette Table.

Only one person at the table can play marked value chips.

You can place bets on other peoples' bets.

No bets are allowed after the dealer says "no more bets".

Call bets are allowed by the dealer as long as you have enough chips visible to cover the bet.

No one is allowed to place bets while the Dollie is still marking a point on the layout.

Equipment Used:

Roulette Table with Betting Layout

Roulette Wheel (American) which has 36 numbers plus the 0 and the 00.

Ball – small round ball spun by the dealer in the roulette wheel.

Dolly – used to mark the number which the ball falls into.

Colored chips – given to players so their bets don't get mixed up

Method of Play:

To play roulette, you place your bet or bets on numbers (any number including the zero) in the table layout or on the outside. When everybody at the table had a chance to place their bets, the dealer starts the spin and launches the ball. Just a few moments before the ball is about to drop over the slots, the dealer says "no more bets". From that moment no one is allowed to place – or change – their bets until the ball drops on a slot. Only after the dealer places the dolly on the winning number on the roulette table and clears all the losing bets can you then start placing your new bets while the dealer pays the winners. The winners are those bets that are on or around the number that comes up. Also the bets on the outside of the layout win if the winning number is represented.

Roulette Wagers:

Roulette Betting

There are several ways to bet on roulette, and as usual, the harder it is to obtain the bet made, the larger the payoff.

When you play roulette, you have to purchase special roulette chips. These chips are only used at the roulette table and must be cashed in for regular chips before leaving the table. The chips are a unique color for each player. This designates who owns the chip when it is time to pay off bets. Special chips are used in roulette because when using the betting area, chips are placed in many locations on the layout and this keeps everyone from getting confused as to who has bet what. To discourage cheating by players who might be tempted to move their chips from a losing position to ones that payoff, players are to keep their hands away from the table until all winning bets have been paid off.

In roulette, you have numerous betting options. The different bets are indicated by the placement of the chips on the table. They are usually grouped into two major categories:

Inside bets – made on numbers directly inside the layout.

Outside bets – are made on the betting area on the roulette table bordering the number layout. Different tables have slightly different layouts for outside betting. Find the location for the bet you want to make and place your chip there.

Inside Bets:

The number layout is the part of the table containing squares with the numbers in them. The squares are laid out 12 rows by 3 columns with the 0 and 00 numbers at one end.

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

The inside bets are:

Single Number (Straight Bet, Double Zero or Zero)

Betting on a single number, indicated by placing the chip in the center of the square containing the number you wish to bet on. Pays 35 to 1

Split Bet

Betting on two numbers, indicated by placing the chip on the line separating the two numbers you wish to bet on. Pays 17 to 1

Corner Bet (Square or Quarter Bet)

Betting on a block of four numbers, indicated by placing the chip on the intersection of the horizontal and vertical lines at the center of the block you wish to bet on. Pays 8 to 1

Street Bet

Betting on a row of three numbers, indicated by placing the chip on the line at the edge of the number layout on the row you wish to be on. Pays 11 to 1

Special Line Bet

There is only one of these made by betting on five adjoining numbers (00, 0, 1, 2 and 3), indicated by placing the chip on the line at the edge of the number layout straddling the zero rows and the first row. Pays 6 to 1

Line Bet

Betting on six adjoining numbers, indicated by placing the chip on the line at the edge of the number layout straddling the two rows you wish to bet on. Pays 5 to 1

The outside bets are:**Dozens**

There are only three ways to make this bet - on the first 12 numbers, the second 12 numbers or the third set of 12 numbers. Pays 2 to 1

Odd or Even

There are only two ways to make this bet - on all the odd numbers or on all the even numbers. You indicate this bet by placing the chip on the location outside the number layout. Pays even money

Red or Black

There are only two ways to make this bet - on all the red numbers or on all the black numbers. You indicate this bet by placing the chip on the location outside the number layout. Pays even money

Column Bets

There are only three ways to make this bet - on the first column, the second column or the third column of numbers. You indicate this bet by placing the chip on the location outside the number layout. Pays 2 to 1

1 – 18

There is only one way to make this bet – on the first half of the numbers on the wheel (excluding 00 and 0). You indicate this bet by placing the chip on the location outside the number layout. Pays even money

19 – 36

There is only one way to make this bet - on the second half of the numbers on the wheel. You indicate this bet by placing the chip on the location outside the number layout. Pays even money

Wager Amounts:

\$1 minimum and \$4 maximum can be bet on every inside number bet or every outside betting area.

Payout Table:

<u>Bet Name</u>	<u>Winning Spaces</u>	<u>Payout</u>
0	0	33 to 1
00	00	33 to 1
Straight Up	Any single number	33 to 1
Row 00	0, 00	16 to 1
Split	any two adjoining numbers, vertical or horizontal	16 to 1
Basket	0, 1, 2 or 00, 2, 3 or 0, 00, 2	10 to 1
Street	any three numbers, horizontal (1, 2, 3 or 4, 5, 6 etc.)	10 to 1
Corner	any four adjoining numbers in a block (1, 2, 4, 5 or 17, 18, 20, 21 etc.)	7 to 1
Top Line	0, 00, 1, 2, 3	5 to 1
Six Line	any six numbers from two horizontal rows (1, 2, 3, 4, 5, 6 or 28, 29, 30, 31, 32, 33 etc.)	4 to 1
1 st Column	1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34	2 to 1
2 nd Column	2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35	2 to 1
3 rd Column	3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36	2 to 1
1 st Dozen	1 through 12	2 to 1
2 nd Dozen	13 through 24	2 to 1
3 rd Dozen	25 through 36	2 to 1
Odd	1, 3, 5 35	1 to 1
Even	2, 4, 6 36	1 to 1
Red	1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36	1 to 1
Black	2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24 26, 28, 29, 31, 33, 35	1 to 1
1 to 18	1, 2, 3 18	1 to 1
19 to 36	19, 20, 21. . . . 36	1 to 1

Note also that 0 and 00 are neither odd nor even in this game.

House Rules:

- Before all tournaments, the Brush will announce the cost of the buy-in and any applicable re-buys/add-ons. Specific amounts are attached to the game schedule.
- Hourly tournaments interrupted by power failure or any other uncontrollable factor are automatically void unless only three players remain, in which case a determination of final position will be made based on each player's chip count.
 - Multi-table tournaments will complete the hand if readable and agreeable to all players; otherwise, the hand is dead. Remaining prize money will be evenly divided among all remaining players, regardless of chip count.
 - Cash games and games of chance will complete the hand if readable and agreeable to all players; otherwise, the hand is dead.
- Games of Chance offer no refund. Chips purchased or won may be redeemed for face value and must be redeemed on the same day.
- Refunds will be given in tournaments prior to dealing the first card. In close call situations, and in fairness to other players, no refunds will be issued.
- As per RSA 287-D:2-b, XI: each player may spend up to \$150 per tournament, except (RSA 287-D: 2-b, XII) the charity may offer one tournament per licensed event in which each player may spend up to \$250.
- Gaming chips may not be used for any monetary purpose whatsoever.
- Chips remain the property of the game operator and must be redeemed on the date of issue.
- The maximum bet on all games of chance is \$4. The maximum bet on live (cash) poker games is \$4 with up to three raises permitted. There is no bet limit on tournament games where chips have no monetary value.
- All games of chance and tournament gaming areas are non-smoking. Smoking is permitted outside or in the designated smoking area.
- Proceeds will be used to support the charity that sponsors the events of the day.

- Contact the New Hampshire Racing and Charitable Gaming Commission with any comments, concerns or questions at:

57 Regional Drive Unit 3
Concord NH 03301

- All games of chance are conducted in accordance with RSA 287-D Part 1209, Games of Chance House Rules.