



## RULES FOR ROULETTE

## DEFINITIONS

In these rules –

- “**Bet**” means a wager that is made during the course of play which contains no real or legal monetary value whatsoever.
- “**Chips**” means the tokens that are used to place bets on the table. Chips have an arbitrary value and cannot be converted to real legal tender.
- “**Dealer**” means the person responsible for the operation of the game.
- “**Dolly**” means an indicator used to denote the winning number.
- “**Funny Money**” means the props that are produced custom to the event to mimic real currency. Funny money has no monetary value to it whatsoever.
- “**Round**” means a period of play that usually consists of 7 spins or 7 betting opportunities.

## EQUIPMENT

- “**Layout**” The table layout will be marked in a manner similar to that shown in Diagram A.
- “**Roulette Wheel**” The Roulette wheel is of European style and will be configured as shown in Diagram B and must have 37 equally spaced compartments around its perimeter. One compartment will be marked with the numeral “0” and coloured green and the others marked with the numerals “1” to “36” coloured alternately red and black.
- “**Ball**” The ball used for play on a game of Roulette must be made completely of a non-metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter

## BEGINNING A NEW ROUND

1. At the beginning of a new round of play, up to 8 players exchange 1 single funny money note for \$2000 worth of play chips.
2. Each of the players are given one colour each to differentiate bets.
3. Generally as many players are novices, the dealer will briefly go through the rules of roulette, focussing mainly on the permissible bets that can be made.
4. Once all explanations have been made and questions answered, the dealer proceeds to announce that the players may place their bets.

## DEALING THE GAME

1. At the completion of all payouts from the previous spin or before the ball is spun at the start of the round, the Dealer will announce that players may place their bets.
2. The Dealer will cause the ball to be spun in the opposite direction to the rotation of the wheel.
3. While the ball is still rotating around the wheel, the Dealer will announce that no more bets may be placed.

4. When, after the ball is spun, it comes to rest, the Dealer will
  - Announce the number of the compartment;
  - Place the dolly on that number on the layout.
5. After placing the dolly on the number on the layout, the Dealer will first collect all losing wagers and then pay all winning wagers.
6. For the purpose of entertainment, when there are no winning wagers on the layout the dealer may perform additional or continuous spins until a winning result is achieved.

## SETTLEMENT

1. The bets which can be placed in respect of an individual spin and the odds payable for them are—

Name	Definition	Odds
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1st 12 meet)	8 to 1
Six-Line	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1–12, 13–24 or 25–36	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1–18	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19–36	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2–36	1 to 1
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1–35	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

2. If the outcome of an individual spin is “0”
  - Only wagers placed on the bets of a Straight-Up on “0” or a Split, Street or Corner which involve a “0” and any of “1”, “2” or “3” are winning wagers
  - All other wagers are losing wagers.

**DIAGRAM A**



**DIAGRAM B**

