

ROULETTE XTRA

(RWS) Game Rules

w.e.f. 30 May 2025, 08:00 hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Roulette Xtra” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Dealer** refers to the person responsible for the dealing of the game.
- 1.3 **House** refers to the Casino Operator.
- 1.4 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.5 **Player** refers to a person who places a Bet during a Round of play.
- 1.6 **Revolution** refers to the completion of a 360 degree movement around the ball track of the wheel by the ball.
- 1.7 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.8 **Spin** refers to an action by the Dealer to cause the ball to roll along the ball track around the wheel.
- 1.9 **Void** refers to a Round of play that has been invalidated and has no result.
- 1.10 **Xtra Multiplier** refers to a multiplier that is applicable to an Xtra number, and that is generated by a random multiplier generator and shown on the display screen.
- 1.11 **Xtra Number** refers to a number that is generated by a random number generator and shown on the display screen. There shall be four Xtra Numbers generated during each Round of play.

2. Mode of Play

2.1 The Layout

- 2.1.1 Roulette Xtra may be played only on tables displaying the layout as shown in Appendices A, B, D, E, G, H, J and K. Appendices C, F, I and L indicate examples of the placement of the available Bets.

3. How to Play

- 3.1 The objective of the game is to Bet on a number which matches the respective numbered compartment in the wheel where the ball comes to rest.
- 3.2 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.3 The permissible minimum and maximum limits shall be displayed at the table.
- 3.4 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.5 Where applicable, no Player playing in any betting box and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that betting box to be taken up by any other Player.
- 3.6 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.7 The ball shall be Spun in a direction opposite to the rotation of the wheel and the ball must complete at least four Revolutions to constitute a valid Spin.
- 3.8 Four random Xtra Numbers are generated and displayed on the display screen before the winning number is determined.
- 3.9 The winning number is determined when the ball has come to rest in any compartment of the wheel.
 - 3.9.1 If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Table in paragraph 4.1.
- 3.10 All losing Bets shall be cleared and winning Bets shall be paid in accordance with the Roulette Xtra Pay Tables in paragraphs 4.1 and 4.2.

4. Settlement

4.1 Odds of Each Winning Bet

4.1.1 Roulette Xtra Pay Table 1 is applicable when the game is played on tables displaying the layout as shown in Appendices A and B.

Roulette Xtra Pay Table 1		
Type	Bet/Rules	Pays
Straight Up*	One number Bet	30 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1
*If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Tables in paragraph 4.1		

- 4.1.2 Roulette Xtra Pay Table 2 is applicable when the game is played on tables displaying the layout as shown in Appendices D and E.

Roulette Xtra Pay Table 2		
Type	Bet/Rules	Pays
Straight Up*	One number Bet	30 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Five number Bet	6 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1
*If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Tables in paragraph 4.1		

- 4.1.3 Roulette Xtra Pay Table 3 is applicable when the game is played on tables displaying the layout as shown in Appendices G and H.

Roulette Xtra Pay Table 3		
Type	Bet/Rules	Pays
Straight Up*	One number Bet	30 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Six number Bet	5 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1
*If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Tables in paragraph 4.1		

- 4.1.4 Roulette Xtra Pay Table 4 or Roulette Xtra Pay Table 5 is applicable when the game is played on tables displaying the layout as shown in Appendices J and K. The applicable Pay Table will be clearly shown on each table.

Roulette Xtra Pay Table 4		
Type	Bet/Rules	Pays
Straight Up*	One number Bet	30 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Five number Bet	6 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1
*If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Tables in paragraph 4.1		

Roulette Xtra Pay Table 5		
Type	Bet/Rules	Pays
Straight Up*	One number Bet	35 to 1
Split	Two number Bet	17 to 1
Street	Three number Bet	11 to 1
Corner	Four number Bet	8 to 1
Top Line	Five number Bet	6 to 1
Line	Six number Bet	5 to 1
Column	Twelve number Bet	2 to 1
Dozen	Twelve number Bet	2 to 1
High or Low	Number 19-36 or 1-18	1 to 1
Colour	Colour Black or Red	1 to 1
Odd or Even	Numerals Odd or Even	1 to 1
*If the winning number matches one of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Xtra Multiplier Pay Table in paragraph 4.2, based on the Xtra Multiplier generated and shown beside the winning number on the display screen. If the winning number does not match any of the Xtra Numbers, the Straight Up Bets shall be paid in accordance with the applicable Pay Tables in paragraph 4.1		

4.2 Odds of Xtra Multiplier

Xtra Multiplier Pay Table			
Type	Option 1 Pays	Option 2 Pays	Option 3 Pays
Xtra Multiplier 1	50 to 1	50 to 1	50 to 1
Xtra Multiplier 2	100 to 1	100 to 1	75 to 1
Xtra Multiplier 3	150 to 1	150 to 1	100 to 1
Xtra Multiplier 4	200 to 1	200 to 1	125 to 1
Xtra Multiplier 5	250 to 1	250 to 1	150 to 1
Xtra Multiplier 6	500 to 1	300 to 1	200 to 1

- 4.2.1 The option of the Xtra Multipliers applicable to a Round of play shall be determined by the House at its discretion.

5. Irregularities

- 5.1 In the event that the total Bets on any betting boxes exceed the maximum permissible limit, and this is noticed by the Dealer before the Bets are closed, the House shall reject and return the excess Bets which were placed later in time.
 - 5.1.1 In the event that the total Bets placed on any betting boxes exceed the maximum permissible limit, and the Dealer fails to notice and to reject such excess Bets before the Bets are closed, winning Bets shall only be paid up to the maximum permissible limit and losing Bets shall only be collected up to the maximum permissible limit. The excess amount of Bets which were placed later in time shall be returned.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

- 5.5 In the event that any of the following situations occur:
- 5.5.1 the ball is not being Spun above the revolving wheel but is dropped into a compartment of the wheel; or
 - 5.5.2 the Spinning ball does not complete four Revolutions; or
 - 5.5.3 the ball does not drop into any compartment of the wheel after the ball is Spun; or
 - 5.5.4 the ball is flung out of the wheel; or
 - 5.5.5 the wheel is not rotating at the time the ball is Spun; or
 - 5.5.6 the ball is Spun in the same direction as the rotating wheel; or
 - 5.5.7 a foreign object enters the wheel prior to the ball coming to rest in a compartment of the wheel; or
 - 5.5.8 a person interferes with the Spinning ball or the rotation of the wheel; or
 - 5.5.9 the wheel stops rotating prior to the ball coming to rest in a compartment of the wheel.
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 In the event that the ball breaks, all affected Rounds of play shall be Voided.
- 5.7 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.8 If the display system is not fully functional or any malfunctions occur that affect the display of Xtra Numbers and/or Xtra Multipliers:
- 5.8.1 before any game outcome is established, the current Round of play shall be Voided.
 - 5.8.2 after the game outcome is established, the Round of play shall continue and the Player's Bets shall be paid in accordance to the Pay Table stipulated in paragraph 4.1.

- 5.8.3 For subsequent Round(s) of play, the House shall have absolute discretion to:
- a. close the affected table(s); or
 - b. continue to operate the game according to the rules of the game, on the basis that no Xtra Multiplier shall apply. A notice shall be displayed at the gaming table to inform all subsequent Players to the game must accept that no Xtra Multiplier shall apply.
- 5.9 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.10 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.11 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.
- 5.12 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.13 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.14 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the Table Game Shift Manager or above shall, at his reasonable discretion, decide how to resolve such matters.

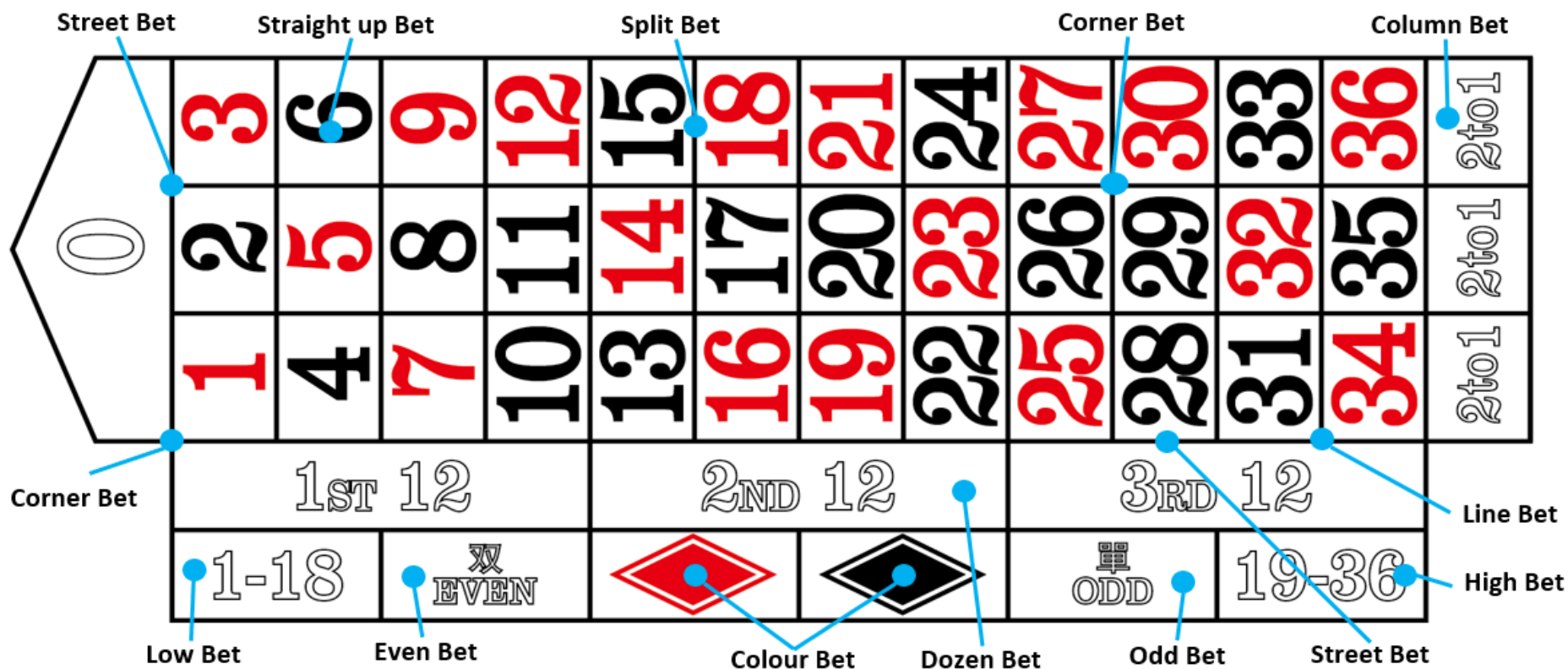
Appendix A

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Appendix B

0								
1	2	3						
4	5	6						
7	8	9						
10	11	12	1st 12					
13	14	15						
16	17	18	2nd 12					
19	20	21						
22	23	24						
25	26	27						
28	29	30	3rd 12					
31	32	33						
34	35	36	19-36			ODD		
2to1	2to1	2to1						
						EVEN		
						1-18		

Appendix C



Type of Bet	Description
Straight Up Bet	A Bet on any single number including "0", placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the 2 numbers. Also can be made between 0 and 1, 0 and 2 or 0 and 3.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed for (a) 0, 1 and 2 and (b) 0, 2 and 3 where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch. Also can be placed for 0, 1, 2 and 3 at the Corner where 0 touches the line at the end of the row of 1, 2 and 3.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective "2 to 1" box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the "1st 12", "2nd 12" or "3rd 12" boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured "<>" symbol respectively other than 0.
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers include all even numbers other than 0.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the "19-36" or "1-18" boxes respectively.

Appendix D

		00		00	
		0	2	3	6
		1	5	9	12
		4	8	15	18
		7	11	21	24
		10	14	27	30
		13	17	33	36
		16	20	35	
		19	23		
		22	26		
		25	29		
		28	32		
		31	35		
		34			
		2to1	2to1	2to1	2to1
		1st 12		2nd 12	
		3rd 12			
		1-18	双 EVEN		
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					
					

Appendix E

0			00		
1	2	3			
4	5	6			
7	8	9			
10	11	12	1st 12		
13	14	15			
16	17	18	2nd 12		
19	20	21			
22	23	24			
25	26	27			
28	29	30	3rd 12		
31	32	33			
34	35	36			
2to1	2to1	2to1			
		1-18		EVEN	
					
				ODD	
				19-36	

The diagram illustrates the layout of a roulette table with various betting areas and their corresponding labels:

- Top Row (Numbers 00, 0, and 1-36):**
 - 00:** Labeled "Street Bet".
 - 0:** Labeled "Street Bet".
 - 1-36:** Numbers 1-36 are arranged in three columns. Numbers 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35 are red. Numbers 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36 are black.
- Bottom Row (Betting Areas):**
 - 1st 12:** Labeled "1st 12".
 - 2nd 12:** Labeled "2nd 12".
 - 3rd 12:** Labeled "3rd 12".
 - 1-18:** Labeled "1-18".
 - Even:** Labeled "EVEN".
 - Colour Bet:** Red and Black diamond shapes.
 - Dozen Bet:** Labeled "DOZEN".
 - Odd:** Labeled "ODD".
 - 19-36:** Labeled "19-36".
- Labels and Lines:**
 - Street Bet:** Points to the 00 and 0 areas.
 - Straight up Bet:** Points to a single number.
 - Split Bet:** Points to a line between two numbers.
 - Corner Bet:** Points to a square formed by four numbers.
 - Column Bet:** Points to a vertical column of numbers.
 - Line Bet:** Points to a horizontal line of numbers.
 - High Bet:** Points to the 19-36 area.
 - Low Bet:** Points to the 1-18 area.
 - Even Bet:** Points to the Even area.
 - Colour Bet:** Points to the Red and Black diamond shapes.
 - Dozen Bet:** Points to the Dozen area.
 - Odd Bet:** Points to the Odd area.
 - Street Bet:** Points to the 19-36 area.

Type of Bet	Description
Straight Up Bet	A Bet on any single number including 0 and 00, placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the 2 numbers. Also can be made between 0 and 00, 0 and 1, 0 and 2, 00 and 2 or 00 and 3.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed at the corner on 0, 1 and 2 or 00, 2 and 3, or 0, 00 and 2 where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch.
Top Line Bet	This is a Bet which covers the Top Line of the betting area and includes 0, 00, 1, 2 and 3 placed at the end of two rows on the line between them.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective "2 to 1" box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the "1st 12", "2nd 12" or "3rd 12" boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured "<>" symbol respectively other than 0 and 00.
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers include all even numbers other than 0 and 00.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the "19-36" or "1-18" boxes respectively.

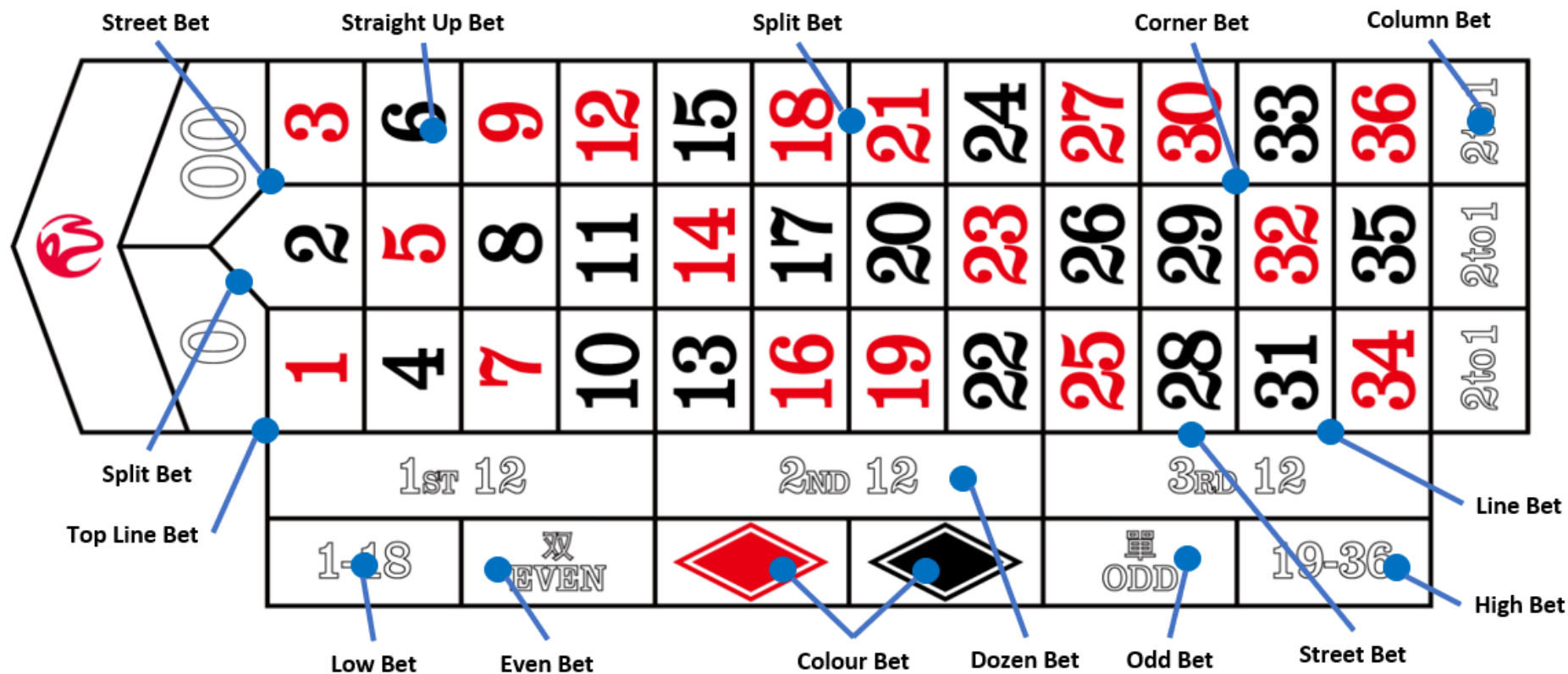
Appendix G

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Appendix H

			0			00		
1	2	3	1st 12			1-18		
4	5	6	2nd 12					
7	8	9	3rd 12					19-36
10	11	12	2nd 12					
13	14	15	3rd 12					19-36
16	17	18	2nd 12					
19	20	21	3rd 12					19-36
22	23	24	2nd 12					
25	26	27	3rd 12					19-36
28	29	30	2nd 12					
31	32	33	3rd 12					19-36
34	35	36	2nd 12					
2to1	2to1	2to1	1st 12			EVEN		

Appendix I



Type of Bet	Description
Straight Up Bet	A Bet on any single number including 0, 00 and  , placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the 2 numbers. Also can be made between 0 and 00, 0 and 1, 0 and 2, 00 and 2, 00 and 3,  and 0, or  and 00.
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed at the corner on 0, 1 and 2 or 00, 2 and 3, or 0, 00 and 2 or 0, 00 and  where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch.
Top Line Bet	This is a Bet which covers the Top Line of the betting area and includes 0, 00,  , 1, 2 and 3 placed at the end of two rows on the line between them.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Column Bet	A Bet on an entire Column, placed on the respective "2 to 1" box at the end of a Column.
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the "1st 12", "2nd 12" or "3rd 12" boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured "<>" symbol respectively other than 0, 00 and  .
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers include all even numbers other than 0, 00 and  .
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the "19-36" or "1-18" boxes respectively.

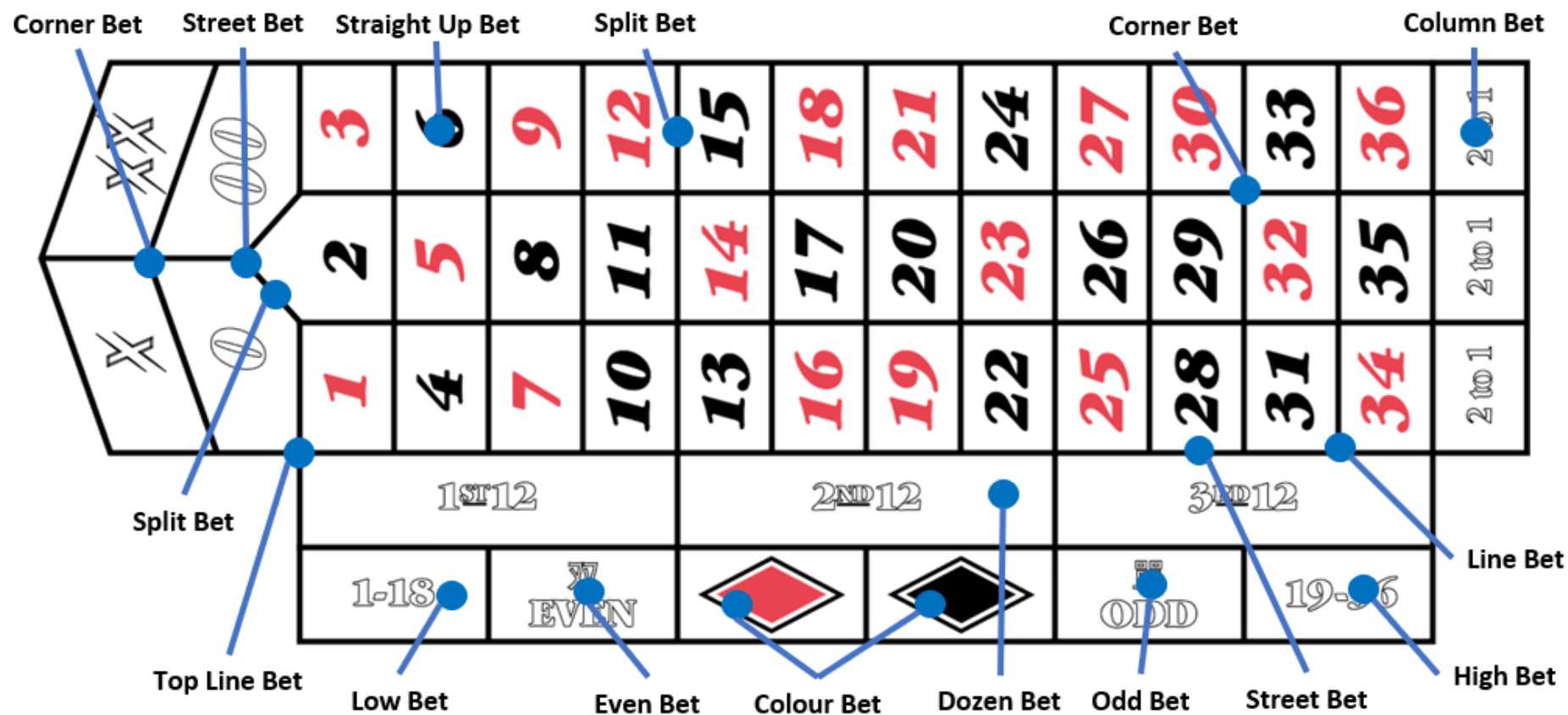
Appendix J

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Appendix K

X 0			XX 00				
1	2	3	1 ST 12				1-18
4	5	6	2 ND 12				雙 EVEN
7	8	9					◆
10	11	12					◆
13	14	15					◆
16	17	18	3 RD 12				牌 ODD
19	20	21					19-36
22	23	24					
25	26	27					
28	29	30					
31	32	33					
34	35	36					
2 to 1	2 to 1	2 to 1					

Appendix L



Type of Bet	Description
Straight Up Bet	A Bet on any single number including 0, 00,  and  placed directly on the number.
Split Bet	A Bet on two adjacent numbers, placed on the line between the 2 numbers. Also can be made between 0 and 00, 0 and 1, 0 and 2, 00 and 2, 00 and 3,  and 00, 0 and  or  and  .
Street Bet	A Bet on all three numbers in a row, placed on the line at the end of the row. Also can be placed at the corner on 0, 1 and 2 or 00, 2 and 3, or 0, 00 and 2 where the 3 numbers touch.
Corner Bet	A Bet on a group of four numbers, placed at the Corner where the 4 numbers touch.
Top Line Bet	This is a Bet which covers the Top Line of the betting area and includes 0, 00, 1, 2 and 3 placed at the end of two rows on the line between them.
Line Bet	A Bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.

Type of Bet	Description
Dozen Bet	A Bet on the first (1-12), second (13-24), or third group (25-36) of twelve numbers, placed on the “1 st 12”, “2 nd 12” or “3 rd 12” boxes respectively.
Colour Bet	A Bet on red or on black, placed on the red or black coloured “<>” symbol respectively other than 0, 00,  and  .
Odd or Even Bet	A Bet on all Odd numbers or all Even numbers, placed on the odd box (all Odd numbers) or the even box (all Even numbers) respectively. Even numbers include all even numbers other than 0, 00,  and  .
Column Bet	A Bet on an entire Column, placed on the respective “2 to 1” box at the end of a Column.
High or Low Bet	A Bet on all High numbers (numbers 19-36) or all Low numbers (numbers 1-18), placed on the “19-36” or “1-18” boxes respectively.