

**DOUBLE ZERO  
ROULETTE  
(MBS)  
Games Rules  
(Version 2)**

*w.e.f. 19 December 2012*

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## **1. Definitions**



### **1.1. In these rules:**

- 1.1.1. "Color chips" means chips not carrying a specified denomination that are issued to a Player.
- 1.1.2. "Dolly" is the object that is placed on the winning number.
- 1.1.3. "Revolution" means the movement of the ball completing a rotation round the wheel along the ball track.
- 1.1.4. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.5. "Spin" means the process that begins with the Dealer causing the ball to be spun in the opposite direction to the rotation of the wheel and ends when the ball falls into the new winning number.

## **2. Mode of Play**

- 2.1. The layout for this game is as shown in Diagram "A" with designated betting areas for the placement of wagers.

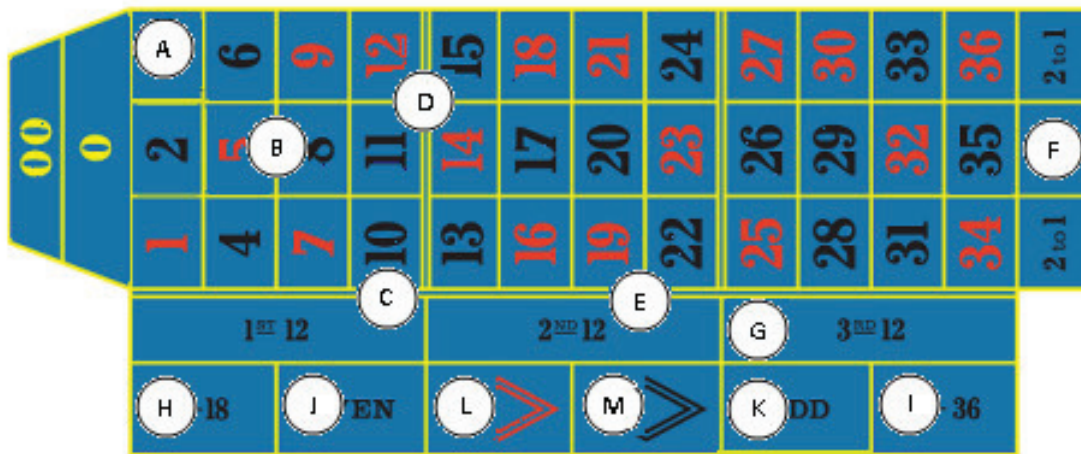
Diagram “A”

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

### **3. How To Play**

- 3.1. Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2. Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3. A Player in the game of Double Zero Roulette places one or more wagers using cash chips or color chips or both on any of the different types of wagers (listed under rule 3.4) on the layout.
- 3.4. Wagers on the numbers are placed as follows and as shown in Diagram “B”:
  - 3.4.1. Straight Up – centrally on the desired number.
  - 3.4.2. Split – on the line dividing the two desired numbers.
  - 3.4.3. Corner – on the intersecting line between the four desired numbers.
  - 3.4.4. Street – on the outside line of the first of the three desired numbers.
  - 3.4.5. Six Line – on the double line of the first two of the six desired numbers.
  - 3.4.6. Column – within the outside section directly below the column of 12 numbers beginning with 34, 35 or 36 in a straight line to zero.
  - 3.4.7. Dozens – within the sections marked “1<sup>st</sup> 12”, “2<sup>nd</sup> 12” or “3<sup>rd</sup> 12” that includes the numbers 1 to 12, 13 to 24 or 25 to 36, respectively.
  - 3.4.8. 1 to 18 – within the section marked “1 - 18” that includes the numbers 1 to 18.
  - 3.4.9. 19 to 36 – within the section marked “19 - 36” that includes the numbers 19 to 36.
  - 3.4.10. Black – within the section displaying the diamond shaped symbol representing the color black that includes all black numbers.
  - 3.4.11. Red – within the section displaying the diamond shaped symbol colored red that includes all red numbers.
  - 3.4.12. Odd – within the outside section marked “Odd” that includes all odd numbers.
  - 3.4.13. Even – within the outside section marked “Even” that includes all even numbers.

Diagram “B”



A	One number (Straight Up)
B	Two numbers (Split)
C	Three numbers (Street)
D	Four numbers (Corner)
E	6 numbers (Six Line)
F	Column
G	Dozen
H	Low (1-18)
I	High (19-36)
J	Even
K	Odd
L	Red
M	Black

- 3.5. The Dealer shall spin the ball in a direction opposite to the rotation of the wheel and the ball shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- 3.6. While the ball is still rotating around the wheel, the Dealer shall announce “No more bets” to signify the closing of bets.
- 3.7. Upon the ball coming to rest in a compartment of the wheel, the Dealer shall announce the result and shall place the dolly on the winning number on the layout.

#### 4. Settlement

4.1. Settlement of wagers shall be as follows:

Number / Section	Pays
One number (Straight Up)	35 to 1
Two numbers (Split)	17 to 1
Three numbers (Street)	11 to 1
Four numbers (Corner)	8 to 1
6 numbers (Six Line)	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1
Odd	1 to 1
Red	1 to 1
Black	1 to 1

#### 5. Irregularities

- 5.1. If the ball is spun in the same direction as the rotating wheel, the round of play shall be void.
- 5.2. If the ball does not spin around the rotating wheel before being dropped into a compartment of the wheel, the round of play shall be void.
- 5.3. If the ball does not complete four revolutions around the track of the wheel, the round of play shall be void.
- 5.4. If a foreign object enters the wheel prior to the ball coming to rest, the round of play shall be void.
- 5.5. If the ball fails to fall into one of the compartments, the round of play shall be void.
- 5.6. If the ball is propelled out of the wheel, the round of play shall be void.
- 5.7. If the ball breaks, the round of play shall be void.
- 5.8. If the wheel stops rotating while the ball is spinning, the round of play shall be void.
- 5.9. If the wheel is not rotating while the ball is being spun, the round of play shall be void.
- 5.10. If any person interferes with the ball or the rotation of the wheel, the round of play shall be void.

- 5.11. After the Dealer has announced “No more bets”, no wager may be placed or increased and any bet so placed or to the extent increased will be refused and/or will not be honoured.
- 5.12. After the Dealer has announced “No more bets”, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.