

# **ROULETTE 360°**

**(RWS)  
Game Rules**

*w.e.f. 13 February 2018*

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## 1. Definitions

In these rules:

**Bet** shall have the same meaning as wager.

**Colour Chips** are chips of a particular set, bearing the same emblem or mark to distinguish them from colour chips used at other tables.

**Dolly** means an indicator used to denote the winning number.

A **revolution** means the movement of the ball completing a cycle round the wheel along the ball track.

**Spin** means an action by the Dealer to cause the ball to be spun in the opposite direction to the rotation of the wheel.

## **2. Mode of Play**

### **2.1 The Layout**

- 2.1.1 Roulette 360<sup>9</sup> may be played only on tables displaying the layout as shown in Appendices “A” and “B”.

### **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 Each Player shall place bets by placing chips (including Colour Chips) in the manner set out in the table at Appendix "C".
- 3.4 The Dealer shall spin the ball in a direction opposite to the rotation of the wheel and the ball must complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
- 3.5 When the speed of the ball slows down, the Dealer shall ring the bell and announce "No more bets" to signify the closing of bets.
- 3.6 The winning number is determined when the ball has come to a rest in any compartment of the wheel and a dolly is placed on the winning number indicated on the layout.

#### 4. Settlement

##### 4.1 Odds of Each Winning Bet



Roulette 360° Pay Table		
Type	Bet/Rules	Pays
Single	One number bet	35 to 1
Split	Two number bet	17 to 1
Street	Three number bet	11 to 1
Square	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
3 Nos. Series Bet	Bet on a set of three specific numbers	11 to 1
4 Nos. Series Bet	Bet on a set of four specific numbers	8 to 1
6 Nos. Series Bet	Bet on a set of six specific numbers	5 to 1

## **5. Irregularities**

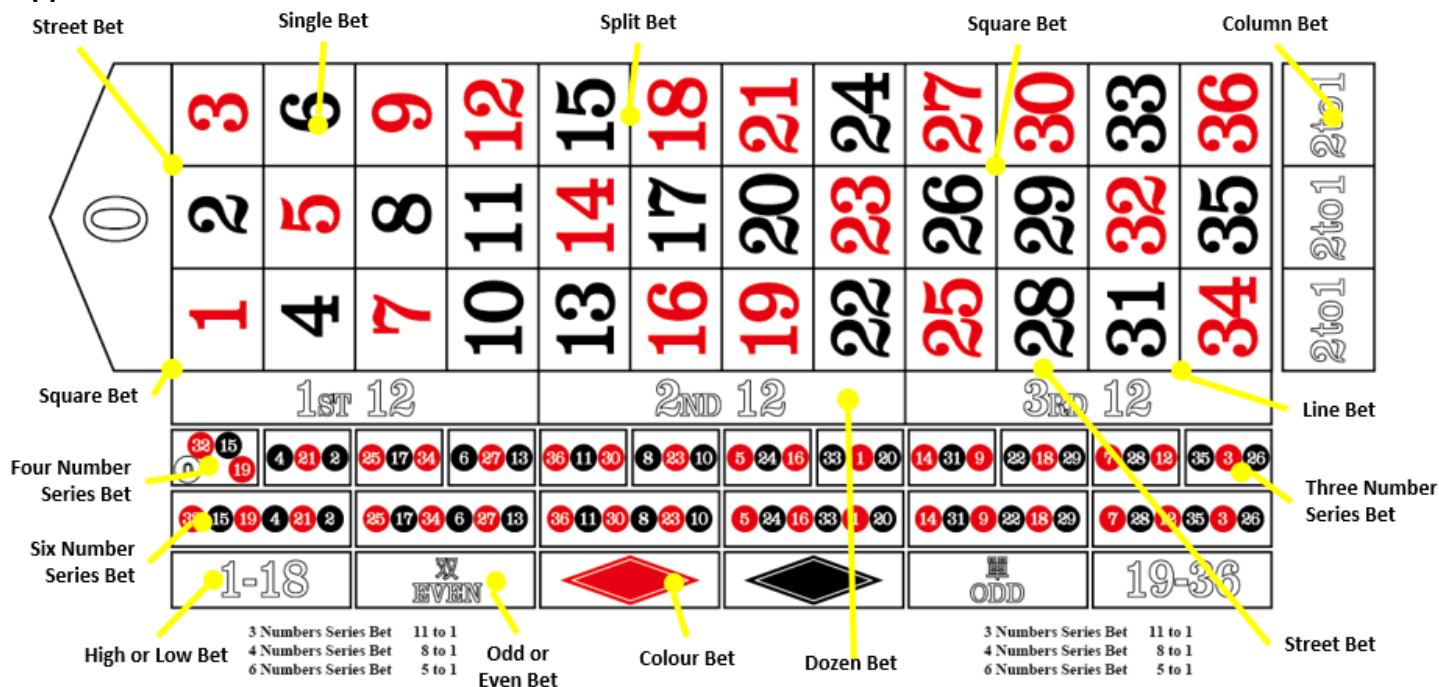
- 5.1 In the event that any of the following situations occur, the game shall be considered void:
  - 5.1.1 The ball is not being spun round above the revolving wheel but is dropped into a compartment of the wheel;
  - 5.1.2 The spinning ball does not complete four (4) revolutions;
  - 5.1.3 The ball breaks;
  - 5.1.4 The ball does not drop into any compartment of the wheel after the ball is spun but remains in the wheel head;
  - 5.1.5 The ball is flung out of the wheel;
  - 5.1.6 The wheel is not rotating at the time the ball is spun;
  - 5.1.7 The ball is spun in the same direction as the rotating wheel;
  - 5.1.8 A foreign object enters the wheel prior to the ball coming to a rest in a compartment of the wheel;
  - 5.1.9 A person interferes with the spinning ball or the rotation of the wheel; or
  - 5.1.10 The wheel stops rotating prior to the ball coming to rest in a compartment of the wheel.
- 5.2 After the Dealer announces “No more bets”, no bet may be placed, increased or withdrawn and the Dealer will refuse all such bets.

## Appendix “A”

[illegible]

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

## Appendix “C”



Type of Bet	Description
Single 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.
Square Bet	A bet on a group of four numbers, placed at the square where the 4 numbers touch. Also can be placed for 0, 1, 2 and 3 at the square 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.
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 “1 <sup>st</sup> 12”, “2 <sup>nd</sup> 12” or “3 <sup>rd</sup> 12” boxes respectively.

Type of Bet	Description
Colour Bet	A bet on red or on black, placed on the red or black coloured “<>” symbol respectively.
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.
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.
Three Number Series Bet	A bet on a set of three specific numbers placed in the Betting boxes located below the “Dozen Bet” Betting boxes.
Four Number Series Bet	A bet on a set of four specific numbers placed in the Betting box located below the “1 <sup>st</sup> 12” box.
Six Number Series Bet	A bet on a set of six specific numbers placed in the Betting boxes located above the “Colour Bet”, “Odd or Even Bet” and “High or Low Bet” Betting boxes.