ROULETTE DOUBLE ZERO 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 Double Zero 360^o 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.

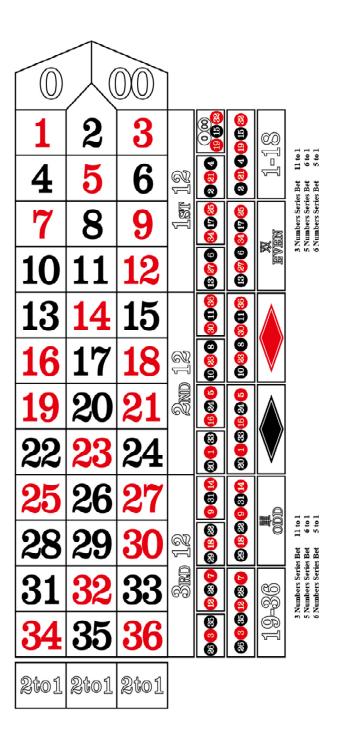
4. Settlement

4.1 Odds of Each Winning Bet

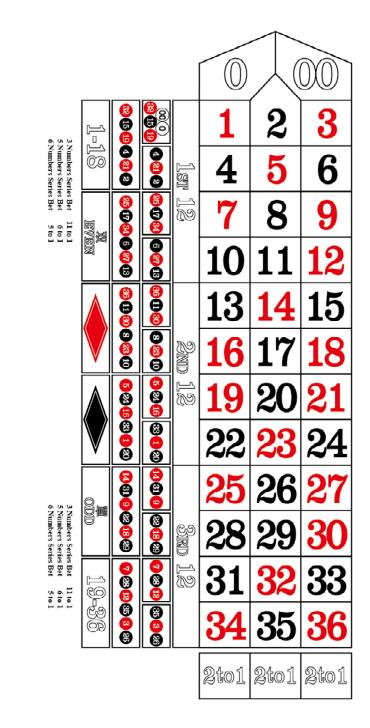
Roulette Double Zero 360 ^o Pay Table					
Туре	Bet/Rules	Pays			
Single	One number bet	35 to 1			
Split	Two number bet	17 to 1			
Street	Three number bet	11 to 1			
Square	Four number bet	8 to 1			
Top Line	Five number bet	6 to 1			
Line	Six number bet	5 to 1			
Column	Twelve number bet	2 to 1			
Dozen	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			
3 Nos. Series Bet	Bet on a set of three specific numbers	11 to 1			
5 Nos. Series Bet	Bet on a set of five specific numbers	6 to 1			
6 Nos. Series Bet	Bet on a set of six specific numbers	5 to 1			

5. Irregularities

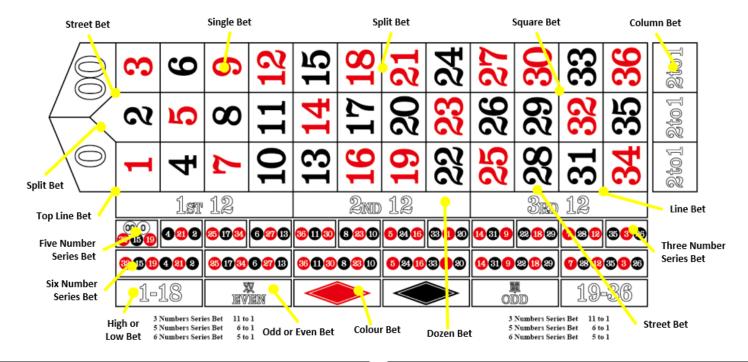
- 5.1 In the event that any of the following situations occur, the game shall be considered void:
 - 5.1.1 The ball is not being spun round above the revolving wheel but is dropped into a compartment of the wheel;
 - 5.1.2 The spinning ball does not complete four (4) revolutions;
 - 5.1.3 The ball breaks;
 - 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.



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Appendix "C"



Type of Bet	Description	Type of Bet	Description
Single Bet	A bet on any single number including "0" and "00", placed directly on the number.	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.
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.	Colour Bet	A bet on red or on black, placed on the red or black coloured "<>" symbol respectively.
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.	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.
Square Bet	A bet on a group of four numbers, placed at the square where the 4 numbers touch.	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.
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.	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.
Line Bet	A bet on six numbers (2 rows of 3 numbers), placed at the end of two rows on the line between them.	Five Number Series Bet	A bet on a set of five specific numbers placed in the Betting box located below the "1 st 12" box.
Column Bet	A bet on an entire column, placed on the respective "2 to 1" box at the end of a column.	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.