

ROULETTE

(DOUBLE ZERO)

(RWS)

Game Rules

Version 2

w.e.f. 21 January 2017

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1. Definitions

In these rules:

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) 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 play the game of Roulette (Double Zero) by placing cash chips and/or Colour Chips in accordance to 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 number on the layout.

4. Settlement

4.1 Odds of Each Winning Wager

4.1.1 Roulette (Double Zero) Pay Table

Roulette (Double Zero) 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
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

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 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 wager may be placed, increased or withdrawn and the Dealer will refuse all such wagers.

























Appendix “A”

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

Appendix “B”

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

Appendix “C”

  	1	2	3	  	  	  	  	  	  	  																																																																																							
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TYPES		BETTING SYSTEM
A	SINGLE BET	ONE NUMBER
B	SPLIT BET	TWO NUMBER
C	STREET BET	THREE NUMBER
D	SQUARE BET	FOUR NUMBER
E	TOP LINE BET	FIVE NUMBER
F	LINE BET	SIX NUMBER
G	COLUMN BET	TWELVE NUMBER
H	DOZEN BET	TWELVE NUMBER
I	LOW NUMBER BET	NOS. 1 TO 18
J	HIGH NUMBER BET	NOS. 19 TO 36
K	COLOUR BET	BLACK OR RED
L	ODD OR EVEN BET	ODD OR EVEN NUMBER