# ROULETTE

# (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 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 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

Roulette 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		
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		

4.1 Odds of Each Winning Wager

#### 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.

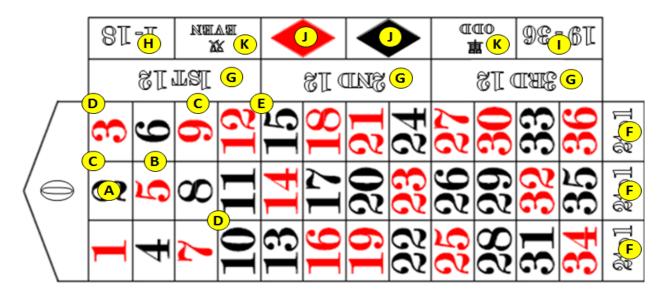






Appendix "B"

## Appendix "C"



	TYPES	BETTING SYSTEM
А	SINGLE BET	ONE NUMBER
В	SPLIT BET	TWO NUMBER
С	STREET BET	THREE NUMBER
D	SQUARE BET	FOUR NUMBER
Е	LINE BET	SIX NUMBER
F	COLUMN BET	TWELVE NUMBER
G	DOZEN BET	TWELVE NUMBER
Н	LOW NUMBER BET	NOS. 1 TO 18
	HIGH NUMBER BET	NOS. 19 TO 36
J	COLOUR BET	BLACK OR RED
К	ODD OR EVEN BET	ODD OR EVEN NUMBER