

# **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

##### 4.1 Odds of Each Winning Wager

Roulette 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

## **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		
1-18	1ST 12	雙 EVEN	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
單 ODD	3RD 12	19-36	25	26	27
			28	29	30
			31	32	33
			34	35	36
			2to1	2to1	2to1



Appendix “B”

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1	2	3	1st 12	♠ 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	♣ ODD	19-36
28	29	30			
31	32	33			
34	35	36			
2to1	2to1	2to1			

## Appendix “C”

			18-1 H	NEAR K	J	J	ODD K	19-36 I
			1ST 12 G	2ND 12 G	3RD 12 G			
			D	C	E			
			C	B				
			A		D			
			1	4	7	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
			0	00	000	000	000	000

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