

# ROULETTE

**Roulette** is one of the oldest and most famous casino games. Every Roulette table has its own set of distinctive chips that can only be used at that particular table.

These chips are purchased at the table at which they are to be played and each player is given chips of a unique colour and design so they can distinguish their bets from those of other players. You determine the value of your chips when you purchase them, with respect to the minimum limit.

## HOW TO PLAY

The dealer spins the wheel with 37 segments (numbered 0-36), in one direction and a small white ball in the other direction. The object of the game is to correctly guess which segment the ball will finally rest in. The corresponding number denotes the winning areas.

You can place bets on the Roulette table until the dealer announces, "No more bets."

When the ball comes to rest, the dealer calls out the winning number and places a marker on it. First, the table is cleared of the losing bets and then all the winning bets are paid.

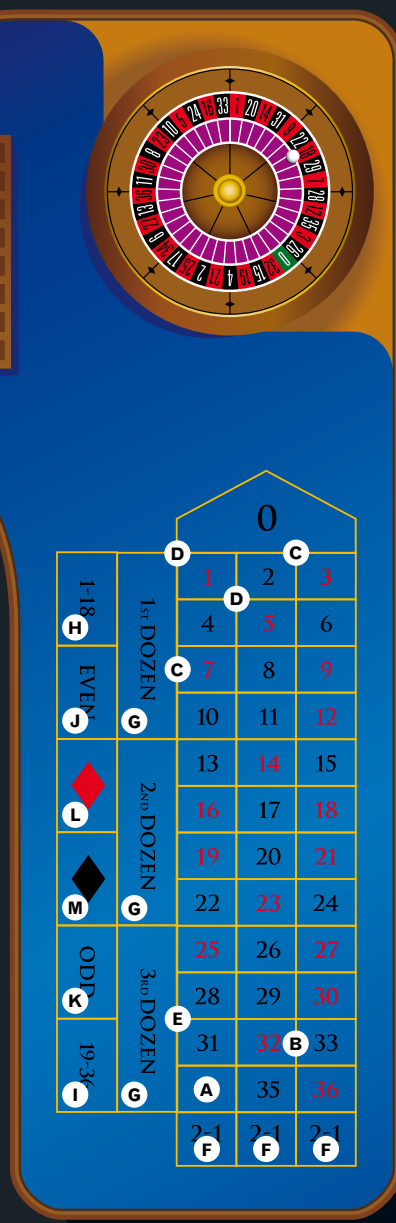
During this time, please do not touch the layout or the winning chips. Wait until the dealer announces, "Place your bets," to place any new bets.

Look at the Roulette table in the diagram to see how many types of bets you can place. The chart of Payout Odds shows the odds paid if you win.

For instance, you can bet a Straight Up **A**, which means your bet is placed on any of the 37 single numbers. You can place combination bets; these are bets divided over a combination of adjoining numbers.



- A One Number or 'Straight Up'
- B Two Numbers or 'Split'
- C Three Numbers or 'Street'
- D Four Numbers or 'Corner'
- E Six Numbers or 'Six Line'
- F Column
- G Dozen
- H Low (1-18)
- I High (19-36)
- J Even
- K Odd
- L Red
- M Black



If you place a **Straight Up** bet **A**, (odds of 35 to 1), it could be on the number shown on the diagram, or any individual number on the table.

A **Split** **B** is a bet placed between 2 numbers and pays odds of 17 to 1 if the ball comes to rest on either of those numbers.

If you place a **Street** **C**, (odds of 11 to 1), on the line adjoining 7, it would win if 7, 8 or 9 was the winning number. A Street could also be placed, as shown on the diagram, between 0, 2 and 3.

A **Corner** **D** covers 4 numbers and pays odds of 8 to 1; this bet can also be placed to cover 0, 1, 2 and 3 as shown in the diagram.

A **Six Line Wager** **E** may be placed to cover 6 numbers by placing a chip on the intersection of those numbers, as shown in the diagram. This would pay odds of 5 to 1 if any one of the six numbers results.

A **Column** **F** bet is placed in one of the three boxes at the bottom of the table and pays odds of 2 to 1 if the ball comes to rest in one of the numbers in that column.

A **Dozen** **G** bet is placed in one of the boxes marked Dozen and it would pay odds of 2 to 1 as per the following:

1st Dozen – Any number between 1 and 12

2nd Dozen – Any number between 13 and 24

3rd Dozen – Any number between 25 and 36

When you place a bet on 1-18 **H**, 19-36 **I**, Even **J**, Odd **K**, Red **L**, Black **M**, Dozens or Columns and the ball comes to rest on zero (0), your bet loses. The only time you will win when the ball comes to rest on zero (0) is when you have bet on zero (0) or any combination of zero (0) and the numbers 1, 2 and 3.

Please remember that where you place your chip or chips on the Roulette table is very important as this determines your bet. Use our diagram as your guide. It is your responsibility to ensure your bet is placed correctly. If you are not sure of the correct placement, our dealers are happy to assist.

Roulette chips must be changed for cash chips before leaving the table, as they only have value at the table at which they are purchased.

See table games staff for further information on how to play.

# ROULETTE

BET	PAYOUT ODDS
<b>A</b> One Number or 'Straight Up'	35 TO 1
<b>B</b> Two Numbers or 'Split'	17 TO 1
<b>C</b> Three Numbers or 'Street'	11 TO 1
<b>D</b> Four Numbers or 'Corner'	8 TO 1
<b>E</b> Six Numbers or 'Six Line'	5 TO 1
<b>F</b> Column	2 TO 1
<b>G</b> Dozen	2 TO 1
<b>H</b> Low (1-18)	EVEN MONEY
<b>I</b> High (19-36)	EVEN MONEY
<b>J</b> EVEN	EVEN MONEY
<b>K</b> ODD	EVEN MONEY
<b>L</b> RED	EVEN MONEY
<b>M</b> BLACK	EVEN MONEY

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80 Pyrmont Street Pyrmont NSW 2009, Australia PO Box Q192, QVB NSW 1230, Australia  
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