

ROULETTE

Introduction:

The goal of the roulette game is to make a gamble on the result of a ball spun around a wheel, which is divided into roulette sections. Each roulette section has a precise number and a specific color. You can bet on a particular number being landed by the ball, or some characteristic of that number, for ex.- you can gamble that it will be odd or even, red or black etc. Different characteristics offer different winning payoffs.

Roulette Wheel and Table Lay-Out.

The roulette wheel has 36 numbers from 1 to 36, a “0” and a “00”. The numbers are alternately colored red and black with “0” and “00” colored green.

A typical roulette table layout looks like-

The image shows a typical roulette table layout. At the top, there are two green boxes labeled '0' and '00'. Below them is a grid of 36 numbered boxes, alternating red and black. The numbers are arranged in a 3x12 grid. To the right of the grid are two green boxes labeled '2 to 1' and '2 to 1'. Below the grid are three green boxes labeled '-1st 12-', '-2nd 12-', and '-3rd 12-'. Below these are four green boxes labeled '1 - 18', 'Even', a black box, a red box, 'Odd', and '19 - 36'.

Betting:

Bets may be placed until the wheel is spun at which point, the dealer can call “no more bets”, and the sum of all of your bets for one spin must sum up to at least the board minimum. For how to place place your chips to denote a particular bet please seek assistance from the dealer.

- Maximum amt carried to the table is 250MB on first day and 500MB on remaining days
- Maximum and minimum bets allowed are:

Odds	Max		Min	
	Day 1	Other Days	Day1	Other Days
<10	100	200	10	20
>10	50	100	5	10

Note: All these values are double for executive class players.

Pay out Table:

Wager/Bet on	Payout if win	Wager/Bet on	Payout if win
Single No./Straight Up	35 to 1	Section (12 No.s)	2 to 1
Two No. Split	17 to 1	Column (12 No.s)	2 to 1
Three No. Across	11 to 1	1-18(low) or 19-36(high)	1 to 1
Four No. Corner	8 to 1	Odd or Even	1 to 1
Six No. Across	5 to 1	Color (Red or Black)	1 to 1