

ROULETTE



Roulette is pure excitement all the way around. You're wagering that a ball spun around the track of the Roulette wheel will come to rest on a number, combination of numbers, or colors of your choice.

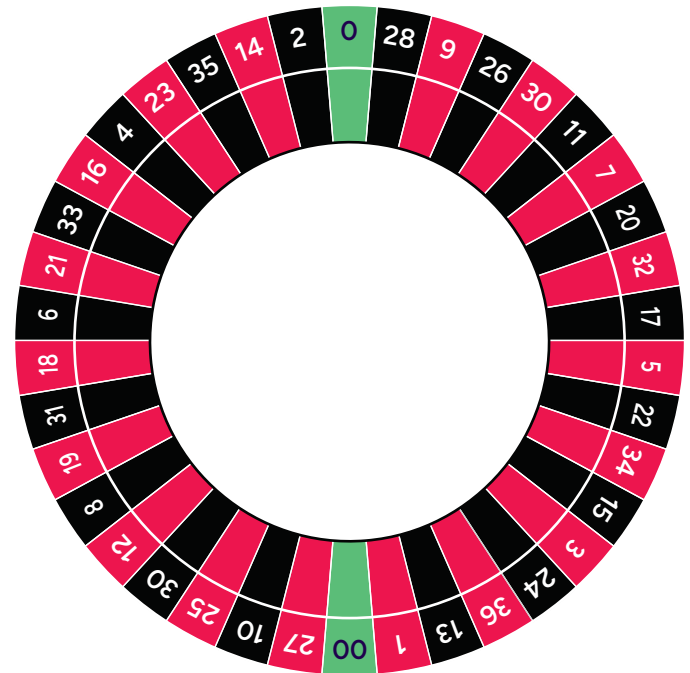
To begin, players place their bets by setting chips directly on the numbered table layout. The dealer then spins the ball in the opposite direction of the spinning wheel. The ball must complete at least four revolutions to be considered valid.

Bets are accepted up to the point the dealer announces "No more bets."

When the ball comes to a rest, the dealer pays winning bets accordingly.

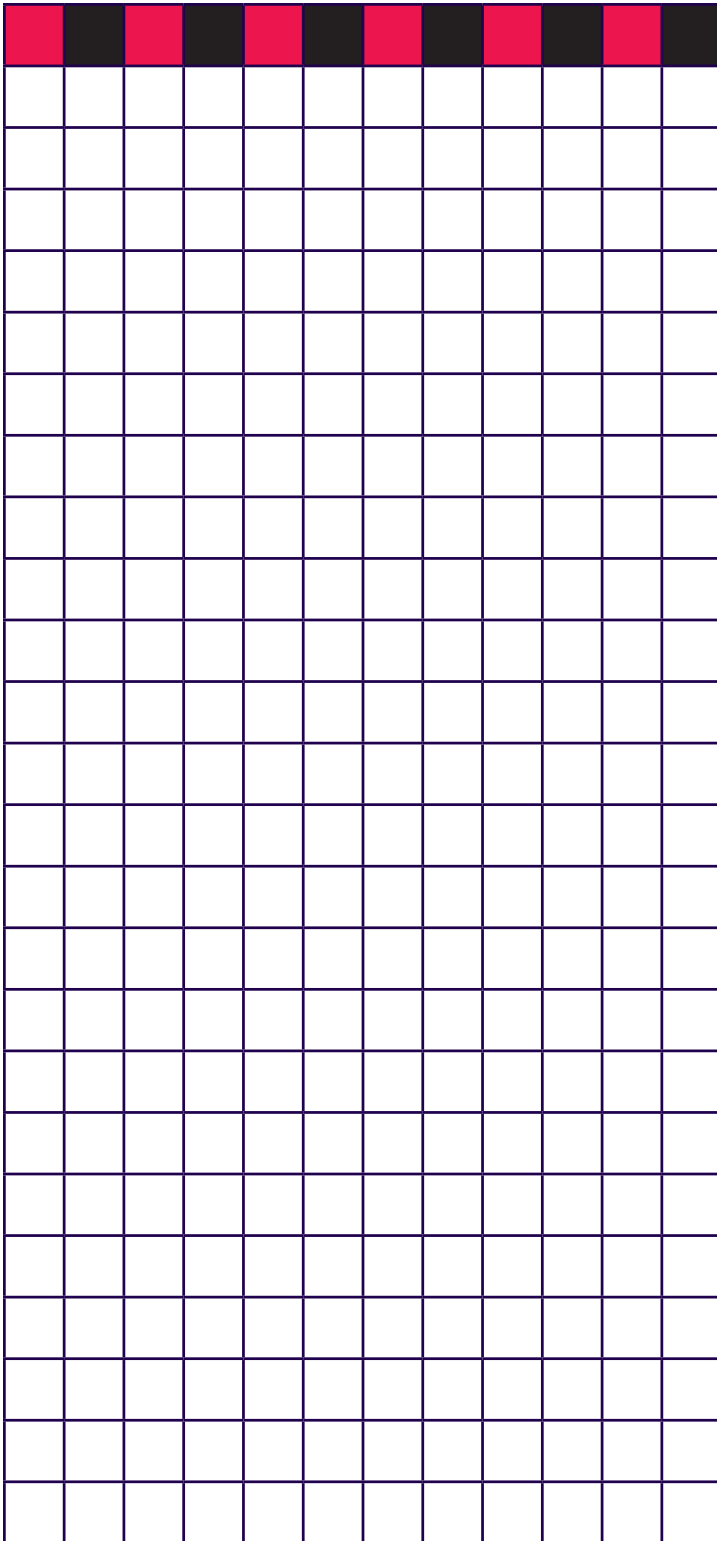
Roulette chips are purchased from the dealer, in denominations of \$1, \$5, \$25, and \$100. You play with your own distinct colored chips that are good only at the table where they're issued.

Before leaving the table, be sure to cash in your Roulette chips for value chips; Roulette chips have no value printed on them and cannot be used or exchanged anywhere in the casino except at the table where they were purchased.



MUST BE 21+. GAMBLING PROBLEM? CALL 1-800-GAMBLER.

PGCB APPROVAL DATE: XX/XX/XX



QUALIFYING BET	PAYOUT
Zero or Double-Zero Bet	35 to 1
Straight Up Bet Bet on any single number 1-36	35 to 1
Two-Number Split Bet Placed on the line between any two numbers.	17 to 1
Street Bet Placed on the line to the left of any row of three numbers	11 to 1
Corner Bet Placed at the intersection of any four numbers.	8 to 1
Top Line Bet Placed on corner cover the top five numbers: 0, 00, 1, 2, or 3	6 to 1
Line Bet Placed on any chosen group of six numbers across	5 to 1
Column Bet Cover all the numbers in any column	2 to 1
Dozen or Section Bet Cover any number from 1-12; 13-24; or 25-36	2 to 1
Even Money Bet Cover red or black; odd or even; 1-18; or 19-36	1 to 1

		0	00		
1 to 18	1st 12	1	2	3	
		4	5	6	
		7	8	9	
EVEN	1st 12	10	11	12	
		13	14	15	
		16	17	18	
2nd 12	2nd 12	19	20	21	
		22	23	24	
		25	26	27	
ODD	3rd 12	28	29	30	
		31	32	33	
		34	35	36	
19 to 36		2 to 1	2 to 1	2 to 1	