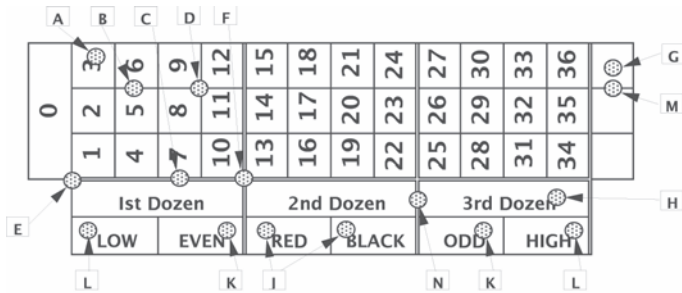




# AMERICAN ROULETTE

The rules for American Roulette at this casino, set out below, are our commitment to the players in ensuring that the gambling we offer is 'Fair and Open'. In the event of a dispute resulting from any ambiguity in the rules, the decision shall always be in the player's favour until that ambiguity has been resolved.

- The player plays against the House.
- The game of Roulette is played with a wheel, which has been divided into 37 equal compartments, 0-36 inclusive, and one ball.
- The wheel is spun in one direction by the Dealer and the ball is always spun in the opposite direction.
- The players can place their bets on the layout either before the ball is spun or during the time that the ball is spinning but may not place, change or alter any bets after the Dealer has announced 'No more bets'.
- All wagers placed are only valid for one spin.
- Should a 'No spin' occur, then the wagers on the layout are void and will be valid for the next spin.
- Players may place their wagers on the following options on the layout as shown below.
- The wagers, if won, below will be paid at the following odds shown to the right:



- When the winning number is zero; half of each wager on any even chance bet (those wagers if won being paid at odds of 1 to 1), shall be lost to the House and the remaining half returned to the player.
- When the ball has settled in a number, that number is deemed to be the winning number and the players are paid out at the appropriate odds by the Dealer. [See table of Roulette odds].
- Any bets not associated with the winning number are lost to the House.
- All wagers must be within the specified minimums and maximums displayed at the table.
- Partnerships with a view to exceeding the maximum stake shall not be permitted.

- On any Electronic gaming terminal any malfunction or computer error will void all wagers.

	AMERICAN TERM	ODDS
A.	'Straight Up' (one specific number)	35 to 1
B.	'Split' (one of two specific numbers)	17 to 1
C.	'Street' (one of three specific numbers)	11 to 1
D.	'Corner' (one of four specific numbers)	8 to 1
E.	'First Four' (one of numbers 0,1,2,3)	8 to 1
F.	'Six Line' (one of six specific numbers)	5 to 1
G.	'Column' (one of twelve specific numbers in a row)	2 to 1
H.	'Dozen' (one of twelve specific numbers in a block)	2 to 1
J.	'Red or Black' (one of eighteen specific numbers)	1 to 1
K.	'Odd or Even' (one of eighteen specific numbers)	1 to 1
L.	'Low or High' (one of eighteen specific numbers)	1 to 1
M.	'Split Columns' (one of 24 specific numbers in a row)	1 to 2
N.	'Split Dozens' (one of 24 specific numbers in a block)	1 to 2

## NEWAR SIDE WAGER

- This wager has two betting options, you can place a bet that the winning number will be Black/Odd or Zero AND/OR Red/Even or Zero.
- If a player has a NewAR wager on Black/Odd or Zero and the winning number is not Black/Odd nor Zero then the wager will be lost to the House. This would also be applicable to Red/Even or Zero
- If the winning number is either Black/Odd or Zero, Red/Even or Zero it will be paid out as detailed below:  
Black/Odd or Red/Even 3 – 1  
Zero 2 – 1

### 'KNOW WHEN TO STOP BEFORE YOU START'

For more information and advice visit [www.gambleaware.co.uk](http://www.gambleaware.co.uk) & for help & advice with a gambling problem contact Gamcare: 0845 6000 133

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