

Understanding how to play roulette is a fairly simple process on the basis of learning the available bets on the roulette board, and how to put them. Learning roulette is also a procedure of understanding the various risks and the acts followed in placing them. With this **"Roulette Rules"** article we will look at each roulette bet and how to lay it, taking note of any special features of the risk, and the likelihood you're repaid at.

Roulette Rules

Roulette is a simple, easy to learn and exciting game. It offers a wide variety of bets and a combination of bets with both long and even odds.

The Roulette wheel has 36 numbers from 1 to 36, a "0", and usually a "00". (Most U.S. casinos have a "00" as well as the "0" which increases the house's edge. If you can find a casino without the "00", it is a better game.) The numbers are alternately colored red and black with the "0" and "00" green.

Play begins when the Players have placed most of their bets by placing chips on the numbered layout. The Dealer then spins the white ball in the opposite direction of the spinning wheel.

Bets may be placed until the ball is ready to leave the track and fall onto the spinning wheel. At this point, the Dealer will call "No more bets." The ball then falls onto a number on the wheel, the Dealer places a marker on the winning number and bets are paid accordingly.

Chips (also known as "checks"), range in value and can be bought in stacks of 20 from the dealer. You determine what the checks are worth when you buy-in and are given a color. Players can make as many bets as they wish and can use roulette checks, chips or money to place their bets. Please note that table minimums are posted at each roulette table and that the checks have no value at other games. So, make sure you cash in your checks before leaving the table.

There are many different bets that can be made on a Roulette table. Players may choose to change numbers on every spin or play favorite numbers. Some people play their birthday, age or just lie them down in random patterns. There is no wrong way to play the numbers - it is up to you.

Several sample bets are listed below along with the typical payout odds for many casinos. Each listed wager is described below too. Before playing at a casino, make sure you understand the house's payout table and wheel configuration ("0" and "00"?). Don't hesitate to ask the casino employees for assistance.

Wager	Payout Odds
Single Number / Straight Up	35 to 1
2 - Number (Split)	17 to 1
3 - Number (Across)	11 to 1
4 - Number (Corner)	8 to 1
6 - Number (Across)	5 to 1
Section (12 Numbers)	2 to 1
Column (12 Numbers)	2 to 1
1 - 18 or 19 - 36	1 to 1
Odd or Even	1 to 1
Color (Red or Black)	1 to 1

Single Number / Straight Up: Any number on the table. (Example: 00, 5, 22, etc.)

2 - Number (Split): Placing a bet on the line dividing two adjoining numbers on the table. When this bet is placed, you are betting that one of the two numbers will come up. (Example: 13 and 14, 22 and 25)

3 - Number (Across): Placing a bet on any 3 adjoining numbers on a table. To place this bet, place your chips on the line to the left of the first number in the series. (Example: 16, 17, 18. Bet would be placed on the left line of the box around the 16.)

4 - Number (Corner): Placing a bet on four numbers whose position on the table make a square. To place this bet, place your chips on the line in the center of the square. (Example: 11, 12, 14, 15. Bet would be placed in the middle of the square made up by these four numbers.)

6 - Number (Across): Placing a bet on six numbers made up of two rows of three numbers each. To place this bet, place your chips on the line to the left of the first number in the series and between the two rows of numbers. (Example: 31, 32, 33, 34, 35, 36. Bet would be placed on the line to the left of the 31 and 34 and on the line that divides the two rows.)

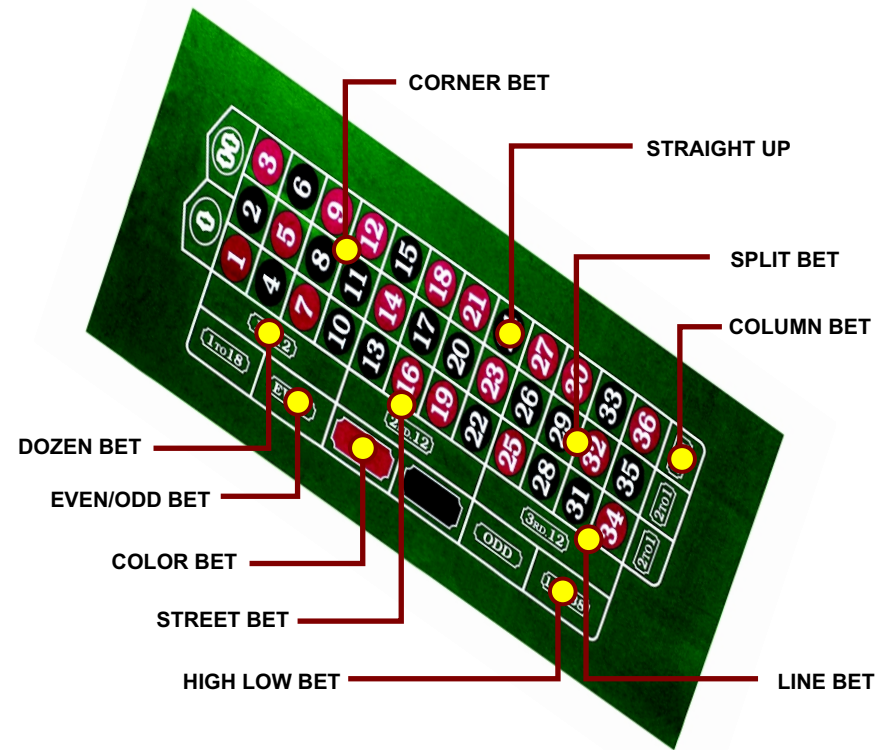
Section (12 Numbers): There are three different ways to make this bet. You can either bet that the number that comes up will be "1st 12", "2nd 12" or "3rd 12". That is that the number will be in the first group of 12 numbers (1 - 12), the second group (13 - 24) or the third group (25 - 36). Note that none of these groups include the "0" or "00". To place this bet, place your chips in the section marked "1st 12", "2nd 12" or "3rd 12".

Column (12 Numbers): There are three different ways to make this bet too. You can bet that the number that comes up will be in the first column (1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34), second column (2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35) or third column (3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36). To place this bet, place your chips in the square at the bottom of the column you wish to bet on.

1 - 18 or 19 - 36: You can bet on whether the number that comes up will be between 1 and 18 or 19 and 36. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "1 to 18" or "19 to 36".

Odd or Even: You can bet on whether the number that comes up is an odd or even number. Note that neither of these bets include the "0" or "00". To place this bet, place your chips on the section marked "Odd" or "Even".

Color (Red or Black): You can bet on what color the number that comes up will be. Note that neither of these bets include the "0" or "00" since these numbers are green. To place this bet, place your chips on the section marked "Red" or "Black".



The following table illustrates the payoffs for single chip bets and the many combinations available:

A	Single number	Play any number including 0 or 00	Pays 35 to 1
B	Double numbers	Covers both numbers	Pays 17 to 1
C	Three numbers	Covers the three numbers across	Pays 11 to 1
D	Four numbers	Covers four adjoining numbers	Pays 9 to 1
E	Five numbers	Covers 0, 00, 1, 2 & 3 only	Pays 6 to 1
F	Six numbers	Covers six numbers across	Pays 5 to 1
G	Twelve numbers or section bets	Covers all twelve numbers in that section	Pays 2 to 1
H	Row	Covers all twelve numbers in that row	Pays 2 to 1
I	One to Eighteen	Pays even money or 1 to 1	—
J	Nineteen to Thirty-Six	Pays even money or 1 to 1	—
K	Red or Black	Pays even money or 1 to 1	—
L	Odd or Even	Pays even money or 1 to 1	—