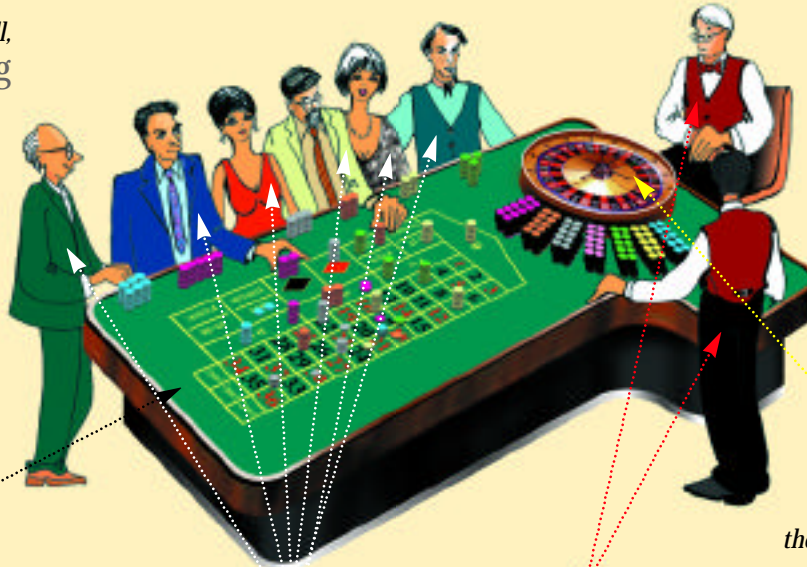


English Roulette



*First of all,
the setting*



*This is
the table,
with the
table layout.*



*The players..
who will bet
on one or several
numbers by
placing chips
on the layout.*

In English Roulette, each player has his own specific coloured chips attributed to him.



*The dealers,
Casino employees,
who are there to ensure
that the game is played
correctly. They check
the bets, spin the ball,
and distribute the winnings.*

*The Casino is represented by its team of dealers. One of the dealers will call out «**Faites vos jeux**» (Place your bets), and will spin the wheel in one direction, and spin the ball in the opposite direction.*

*The players are allowed to bet until the dealer calls : «**Rien ne va plus**» (no more bets).*

*Finally,
the wheel.*



The ball, when it comes to a stop in one of the 37 compartments (there are 18 red compartments, 18 black compartments and zero, which is green), indicates the winning number.



The layout

This shows the placing of the bets.

In to order allow different game combinations between the 37 numbers, a layout was designed in sets of numbers according to their characteristics.

Low (Manque)
From 1-18



Red (Rouge)
All the red numbers



Black (Noir)
All the black numbers



High (Passe)
From 19-36



Dozens (Douzaines)

P: The first dozen
From 1-12

M: The second dozen
From 13-24

D: The third dozen
From 25-36



Columns (Colonnes)

Left column : (Column 34)
1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34
Middle column : (Column 35)
2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35
Right column : (Column 36)
3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36

0		
MANQUE	1-18	1 2 3
PAIR	EVEN	4 5 6
	P 12	7 8 9
		10 11 12
		13 14 15
		16 17 18
		19 20 21
		22 23 24
		25 26 27
		28 29 30
		31 32 33
		34 35 36
		1 pair 2 pair 3 pair

Zero (0)

This has its own strip, it doesn't belong to any of the other categories.



Evens (Pair)

All the even numbers on the layout (except zero)



Odds (Impair)

All the odd numbers



How to place your bets and the winnings



You place your bet by placing one or several chips on the layout according to the chosen combination.

You must place your chips yourself.



The dealer can help you to place your chips on the numbers that you have difficulty reaching.

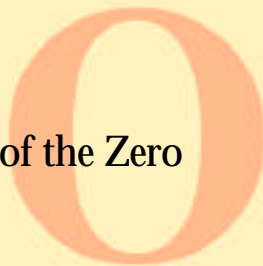


The ball, when it settles, designates the winning number and the winning combinations. You can then calculate your winnings by consulting the right-hand column on the board, see left.

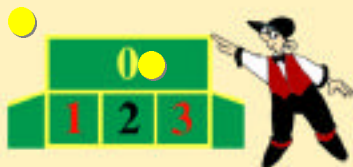
Combination	Position of chip	0			Numbers played	Winnings $\frac{36/n}{n}$ <small>n represents the number of numbers played</small>	
		1	2	3			
1 Number Straight up bet ●	In the centre of the box	4	5 ●	6	5	stake x 35 + stake placed ----- stake x 36	
2 Numbers Split bet ●	On the line which divides the two chosen numbers	10 ●	11	12	10 and 11	stake x 17 + stake placed ----- stake x 18	
3 Numbers Street bet ●	On the outside line of the three numbers	16 ●	17	18	16, 17, 18 Placed on the player's side of the table.	stake x 11 + stake placed ----- stake x 12	
4 Numbers Corner bet ●	In the cross-section/centre of the square formed by the four numbers	22	23 ●	24	22, 23, 25, 26	stake x 8 + stake placed ----- stake x 9	
6 Numbers Six line ●	In the middle of the outside line of the rectangle of the six numbers	28	29	30	31, 32, 33, 34, 35, 36. Placed on the player's side of the table.	stake x 5 + stake placed ----- stake x 6	
12 Numbers Column ●	In the middle of a column box	34 ●	35	36	1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34	stake x 2 + stake placed ----- stake x 3	
12 Numbers Dozen ●	In the middle of a dozen box	P	M ●	D	13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24	stake x 2 + stake placed ----- stake x 3	
18 Numbers HIGH/LOW ODDS/EVENS BLACK/RED ●	In the middle of the chosen boxes				1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36	stake x 1 + stake placed ----- stake x 2	
24 Numbers 2 COLUMNS 2 DOZENS ●	Straddling the line between the two chosen boxes	31	32	34	35	● 1, 2, 4, 5, 7, 8, 10, 11, 13, 14, 16, 17, 19, 20, 22, 23, 25, 26, 28, 29, 31, 32, 34, 35 ● From 1-24	stake x 0,5 + stake placed ----- stake x 1,5



The case of the Zero



It can be played alone :
it is called "zéro en plein".
The chip is placed
in the centre of the zero box.



If it is coupled with one of its
neighbours on the board, it is called :
cheval 0/1



cheval 0/2

cheval 0/3

The chip is placed on the line
between the two numbers.

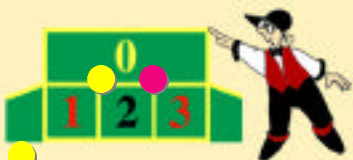


Until now, the zero is played like any
other number. Given its special
position above three other numbers,
the street bet can be placed
by putting the chip
at the centre of the T
formed by the boxes of the three
numbers concerned, there are two
possibilities :

it is called 0, 1, 2



0, 2, 3



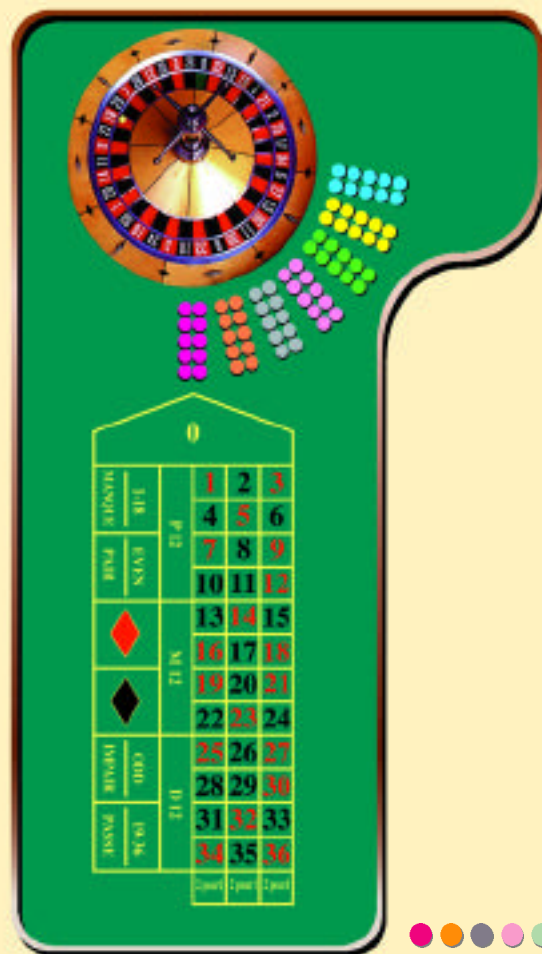
The corner 0, 1, 2, 3 is placed
by putting
a chip
on the player's side of the table.



If zero is the winning number...



Those who bet on zero, or on a
combination with zero
are winners as with any other number.
However, the 0 is exceptional in one
respect. It doesn't belong to any even
chance bets (High, Low, Evens,
Odds, Red, Black), yet those who have bet
on even chances haven't lost everything.
They collect half of their bet.
(Be careful! The bets placed on the dozens
and the columns are lost.)





A few game combinations



In addition to those previously mentioned, there are some game combinations which allow the players, who have learned them, to place their bets quickly on numbers which are geographical neighbours on the wheel.

The wheel has been divided into three sections :

- Les voisins du zéro (Zero's neighbours)
- Le tiers du cylindre (The third of the wheel)
- Les orphelins (Orphans)



Les voisins du zéro
Zero's neighbours



9 chips will cover the 17 numbers in this section.

The chips placed on 0, 2, 3 and 25-29 are doubled.



Le tiers du cylindre
The third of the wheel



6 chips will cover the 12 numbers in this section

If numerology appeals to you, you can use combinations which group together sets of numbers such as :



The finales

Here, we refer to the numbers ending in the same number.

Finale 0 : 0, 10, 20, 30

Finale 1 : 1, 11, 21, 31

Finale 2 : 2, 12, 22, 32

Finale 3 : 3, 13, 23, 33

Finale 4 : 4, 14, 24, 34

Finale 5 : 5, 15, 25, 35

Finale 6 : 6, 16, 26, 36

4 chips



Finale 7 : 7, 17, 27

Finale 8 : 8, 18, 28

Finale 9 : 9, 19, 29

3 chips



Finale 7-8-9 and 22

With the 22, being positioned in a section where there are a lot of final numbers 7-9, another game combination could be "Finale 7-8-9 and 22", with 10 game chips.

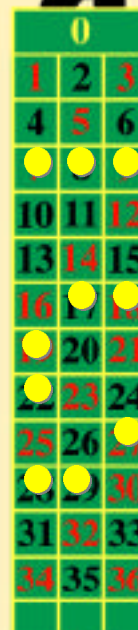


Les orphelins
The orphans



For this option you must choose between :
straight up bet (8 chips)

or
split bet (5 chips)



Useful information



The tip

It is customary in the event of a win to give a tip on a straight up bet. The player calls :
- "Pour le personnel"
(For the personnel)
and the dealers reply :
- "Personnel, merci"
(Personnel, thank you)



Minimum and maximum bets

When the table is called a 20f table, for example, this means that the minimum stake is 20 francs. The maximum stake for each combination is determined according to a coefficient indicated in the table below. A similar table appears on every table layout, so you can check the stakes.



Combination	Coefficient* X multiplied by :	Maximum stake for a minimum bet of 10 F	Maximum stake for a minimum bet of 20 F	Maximum stake for a minimum bet of 50 F
Straight up bet	20	200F	400 F	1 000 F
Split bet	40	400 F	800 F	2 000 F
Street bet	60	600 F	1 200 F	3 000 F
Corner bet	80	800 F	1 600 F	4 000 F
Six line	120	1 200 F	2 400 F	6 000 F
Column	240	2 400 F	4 800 F	12 000 F
Dozen	240	2 400 F	4 800 F	12 000 F
Even chances	360	3 600 F	7 200 F	18 000 F
Two columns split bet	480	4 800 F	9 600 F	24 000 F
Two dozens split bet	480	4 800 F	9 600 F	24 000 F

* The most commonly used coefficients: they can nevertheless vary from one casino to another



Final remark



If the numbers on the layout are arranged in increasing numerical order, the distribution of the numbers on the wheel is anarchical, save two exceptions:
- none of the numbers are consecutive
- when the wheel is divided into two parts from 2 on one side and zero on the other, the total of each side is :

333



Don't worry!
In spite of the apparent complexity of all these explanations, it will only take you a couple of goes to become a highly skilled player!

Now, it's your turn, and... good luck !

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



26
3
35
12
28
7
29
18
22
9
31
14
20
1
33
16
24
5

333

32
15
19
4
21
2
25
17
34
6
27
13
36
11
30
8
23
10

333