



## French Roulette

The player plays against the Casino, which 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).

First of all,  
the setting



This is  
the table,  
with the  
table layout



The players..  
who will bet  
on 1 or several  
numbers by placing  
chips  
on the layout.



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.



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 order allow different game combinations between the 36 numbers, a layout was designed in sets of numbers according to their characteristics.*



## Zero (o)

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

**High (Passe)**  
*From 19-36*



**Low (Manque)**  
*From 1-18*



**Evens (Pair)**  
*All the even numbers on the layout (except zero)*



**Odds (Impair)**  
*All the odd numbers*



**Black (Noir)**  
*All the black numbers*



**Red (Rouge)**  
*All the red numbers*



**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

**Dozens (Douzaines)**  
*Like the dozens on the left.*  
*First (Première)*  
*Middle (Milieu)*  
*Third or last (Dernière).*



# How to place your bets and the winnings



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

You can place your chips yourself or you can «**announce**» your bets, in which case it's the dealer who places your bet.



An example of an «**annonce**».  
0. 3. 7. 18,  
12.15,  
Column 34.



## NB

The numbers should always be announced in increasing numerical order.

1.7.17.25 :  
good

17.1.7.25 :  
bad

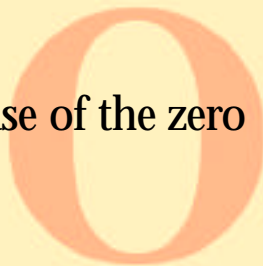


The ball, when it settles, designates the winning number and the winning combinations. You can then calculate your winnings by consulting the right-hand column on the board, see left.

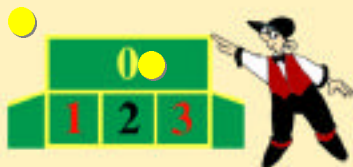
Combination	Position of chip	0			Numbers played «Annonce»	Winnings $\frac{36}{n}$ <small>n represents the number of numbers played</small>
		1	2	3		
<b>1 Number</b> <b>Straight up bet</b> ●	In the centre of the box	4	5 ●	6	5 "Number 5"	stake x 35 + stake placed stake x 36
<b>2 Numbers</b> <b>Split bet</b> ●	On the line which divides the two chosen numbers	10 ●	11	12	10 and 11 "10.11"	stake x 17 + stake placed stake x 18
<b>3 Numbers</b> <b>Street bet</b> ● ●	On the outside line of the three numbers	16 ●	17	18 ●	16, 17, 18 "16.18" Can be placed either left or right	stake x 11 + stake placed stake x 12
<b>4 Numbers</b> <b>Corner bet</b> ●	In the cross-section/centre of the square formed by the four numbers	22	23 ●	24	22, 23, 25, 26 "22.26"	stake x 8 + stake placed stake x 9
<b>6 Numbers</b> <b>Six line</b> ● ●	In the middle of the outside line of the rectangle of the six numbers	28	29	30	31, 32, 33, 34, 35, 36. "31.36" Can be placed either left or right	stake x 5 + stake placed stake x 6
<b>12 Numbers</b> <b>Column</b> ●	In the middle of a column box	34 ●	35	36	1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 "Column 34"	stake x 2 + stake placed stake x 3
<b>12 Numbers</b> <b>Dozen</b> ●	In the middle of a dozen box				13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 "Middle dozen"	stake x 2 + stake placed stake x 3
<b>18 Numbers</b> 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 "Red"	stake x 1 + stake placed stake x 2
<b>24 Numbers</b> 2 COLUMNS 2 DOZENS ● ●	Straddling the line between the two chosen boxes	31 32			1, 2, 4, 5, 7, 8, 10, 11, 13, 14, 16, 17, 19, 20, 22, 23, 25, 26, 28, 29, 31, 32, 34, 35 "Two columns 34-35 split bet"	stake x 0,5 + stake placed stake x 1,5
		34 35			From 1-24 "First dozen and middle dozen"	



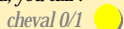
## The case of the zero



It can be played alone :  
you call "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, you call :  
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:

you call 0, 1, 2



0, 2, 3



The corner 0, 1, 2, 3 is placed  
either  
to the left  
or  
the right  
of the layout as shown in the picture.



## If zero is the winning number...

Those who bet on zero, or on a combination with zero  
win as they would with any other number.

Moreover, the zero bet is exceptional as it doesn't belong to  
any of the even chances combinations,

(High, Low, Evens,  
Odds, Red, Black),  
yet those who have played  
these combinations haven't  
lost everything,  
they are  
"frozen".

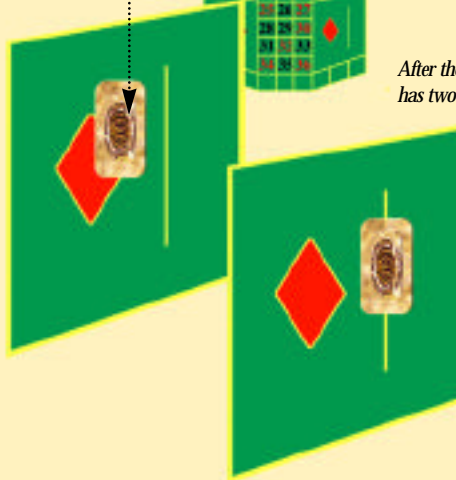


For example,  
a player  
who has placed  
a 1000 chip  
on  
Red



After the zero win, the player  
has two options :

- either he collects  
half his bet and  
accepts to lose  
the other half
- either he remains  
"frozen"  
(see the line  
for "even chances")



In this example  
the dealer will place the  
1000 chip on this line.

### The following round

- If, on the next round, the winning  
compartment is red, the bet is "freed"  
and the player can collect his bet.

- If the winning number is black,  
the player has lost.



## Some “annonces”



In addition to the usual “annonces” for the combinations already mentioned, there are also some more classic calls known to the dealers.

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

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

You call “les voisins du zéro” and the dealer will ask you for 9 chips which 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

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

You call “le tiers du cylindre” and the dealer will ask you for 6 chips which will cover the 12 numbers in this section



**Les orphelins**  
The orphans

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

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

or  
split bet  
(5 chips)



**Finale 7-8-9 and 22**

The 22, being positioned in a section where there are a lot of final numbers 7-8-9, another classic call is “Finale 7-8-9 and 22”, or 10 game chips.

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

This list is not exhaustive, as dealers can accept different number combinations, but those cited here are universally recognised.



### 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**



# 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	30	300 F	600 F	1 500 F
Split bet	60	600 F	1 200 F	3 000 F
Street bet	100	1 000 F	2 000 F	5 000 F
Corner bet	120	1 200 F	2 400 F	6 000 F
Six line	200	2 000 F	4 000 F	12 000 F
Column	500	5 000 F	10 000 F	30 000 F
Dozen	500	5 000 F	10 000 F	30 000 F
Easy win	1 000	10 000 F	20 000 F	50 000 F
Two columns split bet	2 000	20 000 F	40 000 F	100 000 F
Two dozens split bet	2 000	20 000 F	40 000 F	100 000 F



## 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

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



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 !



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

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