

BCLC Rules of Play for Table Games - Roulette

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BCLC Rules of Play for Table Games

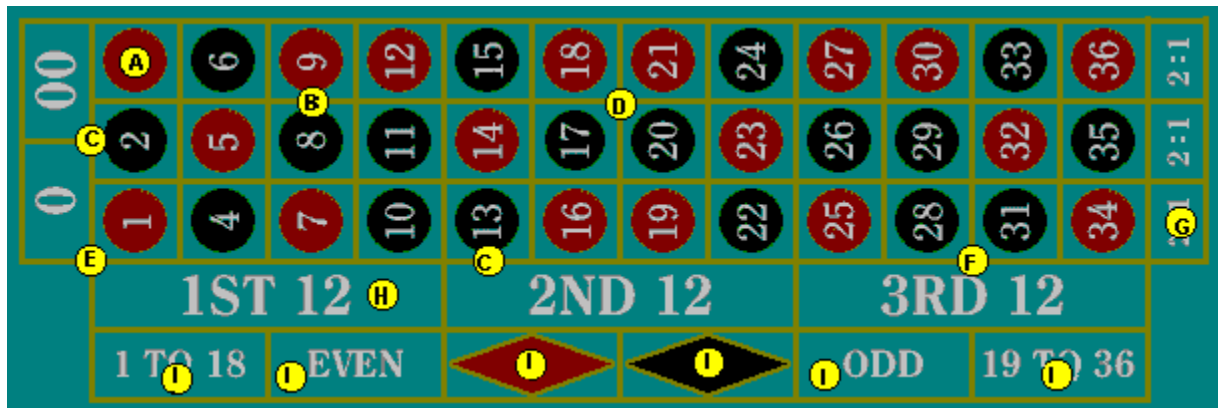
1.0-Rules of Play – Roulette – Double Zero

1.0 Rules of Play – Roulette – Double Zero

1 GENERAL

1.1 Players wager on the outcome of a ball being spun in a rotating wheel with 38 sections and landing on a particular number.

1.2 The layout and wheel for a roulette game contain the numbers 1-36, 0 and 00.



2 PLAYER OPTIONS & PAY-OUT ACCORDING TO BETTING POSITIONS

Layout	Pay-Out Odds	Type of Bet	Description
INSIDE BETS			
A	35 to 1	Straight up	Any single number including 0 and 00.
B	17 to 1	Split	Line between any 2 numbers
C	11 to 1	Street or line/three number	Line between one number and one of the dozens, the Basket bet (0,00,2), or the intersection of 0,1,2 or 00,2,3
D	8 to 1	Corner	Corner of 4 numbers
E	6 to 1	First five or top line or five line	Line bet area touching the "0" 1 and first dozen. It covers 0, 00, 1, 2 or 3.
F	5 to 1	Six line	Covers 6 numbers.
OUTSIDE BETS			
G	2 to 1	Column	Any one of twelve numbers in vertical column pays.
H	2 to 1	Dozens	Any number in 1st dozen pays. Same for 2nd and 3rd dozens.
I	1 to 1	1 – 18	Any one of the first 18 numbers
I	1 to 1	Even	Any of the even numbers
I	1 to 1	Red	Any of the red numbers
I	1 to 1	Black	Any of the black numbers
I	1 to 1	Odd	Any of the odd numbers
I	1 to 1	19 – 36	Any one of the last 18 numbers

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- 2.1 All outside bets lose if the winning number is zero (0) or double zero (00).
- 2.2 0 and 00 are covered by a Courtesy bet on the line between the Second and Third Dozen.

3 BETTING AND CEILINGS

- 3.1 Non-value chips shall be used for all inside bets.
 - 3.1.1 Value chips may be used by one Player on the inside.
 - 3.1.2 Value chips or non-value chips may be used for outside bets.
- 3.2 All chips shall be purchased from the Dealer.

4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 If a bet placed for the Dealer is a winner, it shall be paid after payment of the Player's bet.
 - 4.2.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 4.2.2 A winning Dealer bet cannot be retained for play on the next game.
- 4.3 A Dealer bet on the "outside" area shall be placed separately from Player's bet.
- 4.4 Dealer bets on the "inside" shall be placed on top of the Player's bet:
 - 4.4.1 Dealer shall announce "Dealer Bet" to the Dealer Supervisor.

5 CHIPS

- 5.1 Non-value chips shall be purchased at the Roulette table.
 - 5.1.1 The Player shall determine the value of the chips.
 - 5.1.2 Each Player shall receive a set of distinctively coloured non-value chips that no other Player may use.
 - 5.1.3 The Dealer shall indicate the value of the Player's chips.
- 5.2 Non-value chips shall have monetary value only at the table where they are purchased.
- 5.3 All non-value chips not in play shall be in stacks of 20 chips.
- 5.4 A non-value chip control inventory sheet must be used to determine the actual number of chips in existence of each colour.

6 BUY-INS/COLOUR CHANGES

- 6.1 Buy-ins/colour changes shall only be permitted:
 - 6.1.1 After all bets have been paid;
 - 6.1.2 Before the Dealer announces "no more bets".

7 BET PLACEMENT

- 7.1 When more than one Player makes the same inside bet, the non-value chips are placed on top of each other.
- 7.2 Bets made by more than one Player on the outside betting areas shall be placed separately.

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8 CALL BETS

- 8.1 When a bet is not within a Player's reach, the Player may call the bet to the Dealer.
- 8.2 Call bets shall be accepted and placed as a courtesy by the Dealer on behalf of the player.
- 8.3 The Dealer shall repeat all call bets in order that both the player and Dealer Supervisor can verify the correct placement of the bet.
- 8.4 A call bet may be refused if the Dealer determines there is not enough time to repeat and place the bet before announcing "no more bets".
- 8.5 A layout may include a separate area called a "track". Numbers on the track are in the same order as the wheel.
- 8.6 Track bets may be made as a courtesy to the Player and are handled like call bets.
 - 8.6.1 It is the responsibility of the Player to ensure that the bets are placed as requested.
 - 8.6.2 The Dealer shall announce "track closed" before spinning the ball.

9 SEQUENCE OF PLAY

- 9.1 The Roulette wheel and ball shall be spun in opposite directions.
- 9.2 The ball shall make a minimum of 3 revolutions to constitute a valid spin.
- 9.3 During the spin, the Dealer shall monitor the game by ensuring all bets are properly placed on the layout.
- 9.4 The Dealer shall:
 - 9.4.1 Confirm any misplaced or uncertain bets with the Player;
 - 9.4.2 Separate any mixed bets on the outside.
- 9.5 The Dealer shall:
 - 9.5.1 Announce no more bets prior to the ball dropping;
 - 9.5.2 Make a sweeping motion with their outside hand starting at the wheel and moving outward over the layout to indicate no more bets (waving off);
 - 9.5.3 Return any late bets to the Player.
- 9.6 The Dealer shall announce the winning number and check to see if a "track" bet is a winning bet.
- 9.7 The Dealer shall announce "track winner", remove the winning track bet and place it on the inside of the layout on the corresponding winning number.
- 9.8 The Dealer shall place the marker on the winning number.

10 PAYOUTS

- 10.1 The Dealer shall call all winning payouts by colour and total.
- 10.2 Value chips may be used to complete a payout when there are insufficient non-value chips to completely fill the payout amount.
- 10.3 A Player shall be paid by value chips if they are betting value chips.

11 CASHING OUT

- 11.1 Cash outs shall only be permitted:

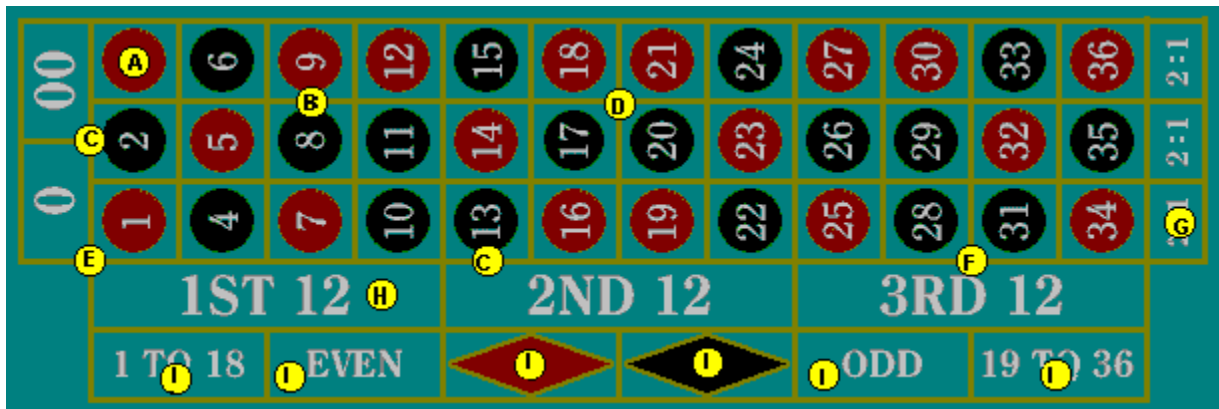
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- 11.1.1 After the layout has been cleared;
- 11.1.2 After all bets have been paid;
- 11.1.3 After all cash and colour changes have been completed;
- 11.1.4 Before the next spin.

2.0 Rules of Play – Roulette – Classic American Roulette (Double Zero)

1 GENERAL

- 1.1 Players wager on the outcome of a ball being spun in a rotating wheel with 38 sections and landing on a particular number.
- 1.2 The layout and wheel for a roulette game contain the numbers 1-36, 0 and 00.
- 1.3 Classic American Roulette is a variation on the regular game of double zero roulette played on a table capable of hosting players on both sides of the table, with one wheel in the center of the table determining the outcome for both sides of the table.



2 PLAYER OPTIONS & PAY-OUT ACCORDING TO BETTING POSITIONS

Layout	Pay-Out Odds	Type of Bet	Description
INSIDE BETS			
A	35 to 1	Straight up	Any single number including 0 and 00.
B	17 to 1	Split	Line between any 2 numbers
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D	8 to 1	Corner	Corner of 4 numbers
E	6 to 1	First five or top line or five line	Line bet area touching the "0" 1 and first dozen. It covers 0, 00, 1, 2 or 3.
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H	2 to 1	Dozens	Any number in 1st dozen pays. Same for 2nd and 3rd dozens.
I	1 to 1	1 – 18	Any one of the first 18 numbers
I	1 to 1	Even	Any of the even numbers
I	1 to 1	Red	Any of the red numbers
I	1 to 1	Black	Any of the black numbers

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I	1 to 1	Odd	Any of the odd numbers
I	1 to 1	19 – 36	Any one of the last 18 numbers

- 2.1 All outside bets lose if the winning number is zero (0) or double zero (00).
- 2.2 0 and 00 are covered by a Courtesy bet on the line between the Second and Third Dozen.

3 BETTING AND CEILINGS

- 3.1 Non-value chips shall be used for all inside bets, except:
 - 3.1.1 Value chips may be used by one Player on the inside.
 - 3.1.2 Value chips or non-value chips may be used for outside bets.
- 3.2 All non-value chips shall be purchased from the Dealer.

4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 If a bet placed for the Dealer is a winner, it shall be paid after payment of the Player's bet.
 - 4.2.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 4.2.2 A winning Dealer bet cannot be retained for play on the next game.
- 4.3 A Dealer bet on the "outside" area shall be placed separately from Player's bet.
- 4.4 Dealer bets on the "inside" shall be placed on top of the Player's bet:

5 CHIPS

- 5.1 Non-value chips shall be purchased at the Roulette table.
 - 5.1.1 The Player shall determine the value of the chips.
 - 5.1.2 Each Player shall receive a set of distinctively coloured non-value chips that no other Player may use.
 - 5.1.3 The Dealer shall indicate the value of the player's chips.
- 5.2 Non-value chips shall have monetary value only at the table where they are purchased.
- 5.3 All non-value chips not in play shall be in stacks of 20 chips.
- 5.4 A non-value chip control inventory sheet must be used to determine the actual number of chips in existence of each colour.

6 BET PLACEMENT

- 6.1 When more than one Player makes the same inside bet, the non-value chips are placed on top of each other.
- 6.2 Bets made by more than one Player on the outside betting areas shall be placed separately.

7 CALL BETS

- 7.1 When a bet is not within a Player's reach, the player may call the bet to the Dealer.
- 7.2 Call bets shall be accepted and placed as a courtesy by the Dealer on behalf of the Player.

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- 7.3 The Dealer shall repeat all call bets in order that both the Player and Dealer Supervisor can verify the correct placement of the bet.
- 7.4 A call bet may be refused if the Dealer determines there is not enough time to repeat and place the bet before announcing “no more bets”.
- 7.5 A layout may include a separate area called a “track”. Numbers on the track are in the same order as the wheel.
- 7.6 Track bets may be made as a courtesy to the Player and are handled like call bets.
 - 7.6.1 It is the responsibility of the Player to ensure that the bets are placed as requested.
 - 7.6.2 The Dealer shall announce “track closed” before spinning the ball.

8 SEQUENCE OF PLAY

- 8.1 The Roulette wheel and ball shall be spun in opposite directions.
- 8.2 The ball shall make a minimum of 3 revolutions to constitute a valid spin.
- 8.3 During the spin, the Dealer shall monitor the game by ensuring all bets are properly placed on the layout.
- 8.4 The Dealer shall:
 - 8.4.1 Confirm any misplaced or uncertain bets with the player;
 - 8.4.2 Separate any mixed bets on the outside.
- 8.5 The Dealer shall:
 - 8.5.1 Announce no more bets prior to the ball dropping;
 - 8.5.2 Make a sweeping motion with their outside hand starting at the wheel and moving outward over the layout to indicate no more bets (waving off);
 - 8.5.3 Return any late bets to the player.
- 8.6 The Dealer shall announce the winning number and check to see if a “track” bet is a winning bet.
- 8.7 The Dealer shall announce “track winner”, remove the winning track bet and place it on the inside of the layout on the corresponding winning number.
- 8.8 The Dealer shall place the marker on the winning number.

9 PAYOUTS

- 9.1 The Dealer shall call all winning payouts by colour and total.
- 9.2 Value chips may be used to complete a payout when there are insufficient non-value chips to completely fill the payout amount.
- 9.3 A Player shall be paid by value chips if they are betting value chips.

10 CASHING OUT

- 10.1 Cash outs shall only be permitted:
 - 10.1.1 After the layout has been cleared;
 - 10.1.2 After all bets have been paid;
 - 10.1.3 After all cash and colour changes have been completed;

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10.1.4 Before the next spin.

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3.0 Rules of Play – Roulette – Disputes and Irregularities

- 1 BETS - LATE
 - 1.1 Players are permitted to complete a bet, which is initiated before or while “no more bets” is being called.
 - 1.2 Any bet(s) placed on layout after “no more bets” is called shall be declared void, and be returned to the Player.

- 2 DEALING - INCORRECT CALL BET
 - 2.1 In the event a Call Bet is placed incorrectly on the layout and the error is not brought to the attention of the Dealer by the Player before the ball drops, the bet shall play as it lies.
 - 2.1.1 If a Call Bet is placed incorrectly and ends up being the winning bet, it shall be paid accordingly.