

# 'DOUBLE ZERO' AMERICAN ROULETTE

The rules for 'Double Zero' 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 38 equal compartments, 00, 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, will be paid at the following odds shown below:
- When the winning number is zero or Double zero; half of each wager on any even chance bet (those wagers if won being paid at odds of 1-1), 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 and surrendered 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.
- The accuracy of the number display cannot be guaranteed.

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## A PLAYERS GUIDE TO THE HOUSEEDGE

The House Edge is a measure of how much the House expects to win, expressed as a percentage of the player's wager. For example, in a wager with a House Edge of five percent the player will lose, on average over time, £5 for every £100 wagered. House

Edges vary by region, casino and game. In some games, player betting or skills decisions can affect the Edge, but it's important to keep in mind that the House always has some advantage against the typical player.

## THE HOUSE EDGE FOR '00'

### AMERICAN ROULETTE:

**FIRST FIVE IS 7.89%**

**EVEN CHANCE WAGERS IS 2.63%**

**ALL OTHER BETS WAGERS ON THE LAYOUT IS 5.26%**

## TIER + 00 WAGER

- This is a seven (7) piece wager covering 13 numbers that the winning number will be one of the following numbers 27 through to 33 (in a clockwise direction) on the wheel in the form of a straight up 00 and splits 5/8; 10/11; 13/16; 23/24; 27/30 and 33/36.
- If a player has a Tier wager and the winning number is not one of the numbers 27 through to 33 on the wheel, then the wager will be lost and surrendered to the House.
- If the winning number is one of the numbers 27 through to 33 then the following pieces will be placed on a straight up and splits will be paid at the following odds:  
**00 – (1 PIECE) 35-1**  
**5/8; 10/11; 13/16; 23/24; 27/30**  
**AND 33/36 – (1 PIECE) 17-1**

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## VOISINS DU ZERO WAGER

- This is a nine (9) piece wager covering 17 numbers that the winning number will be one of the following numbers 22 through to 25 ( in a clockwise direction) on the wheel in the form of a specific street 0/2/3, corner 25/29 and splits 4/7; 12/15; 18/21; 19/22 and 32/35.
- If a player has a Voisin wager and the winning number is not one of the numbers 22 through to 25 on the wheel, then the wager will be lost and surrendered to the House.
- If the winning number is one of the numbers 22 through to 25 then the following pieces will be placed on a specific six line, street, corner and split and paid at the following odds:  
**4/7; 12/15; 18/21; 19/22 AND 32/35 - (1 PIECE) 17-1**  
**0/2/3 - (2 PIECES) 11-1**  
**25/29 - (2 PIECES) 8-1**

## ORPHELINS WAGER

- This is a five (5) piece wager covering 8 numbers that the winning number will be one of the following numbers 17 through to 6 and 1 through to 9 (in a clockwise direction) on the wheel in the form of a straight up 1 and splits 6/9; 14/17; 17/20; and 31/34.
- If a player has an Orphelins wager and the winning number is not one of the numbers 17 through to 6 and 1 through to 9 on the wheel, then the wager will be lost and surrendered to the House.
- If the winning number is one of the numbers 17 through to 6 and 1 through to 9 then the following pieces will be placed on a straight up and splits will be paid at the following odds:  
**1 - (1 PIECE) 35-1**  
**6/9; 14/17; 17/20; AND 31/34 - (1 PIECE) 17-1**

	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 Five' (one of numbers 0,00,1,2,3)	6 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

## 'KNOW WHEN TO STOP BEFORE YOU START'

For more information and advice visit [www.begambleaware.org](http://www.begambleaware.org) and for help and advice with a gambling problem contact Gamcare: 0808 802 0133.

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