

AMERICAN ROULETTE IN 3 STEPS



SOLVERDE
CASINOS · HOTÉIS

GET TO KNOW THE GAME

American Roulette is played on a table featuring a wooden cylinder with a sloping interior and a rotating wheel. This wheel is divided into 37 pockets numbered 0 to 36. These numbers alternate between red and black, with the exception of the zero, which is green.

The equipment also includes a small ball which, once spun by the Croupier, determines the winning number and subsequent winning bets.

PLACE YOUR BETS

In American Roulette, the chips used by players are "colour chips" (non-value chips), uniquely identified by a different symbol for each table. Upon purchasing these chips, players must inform the Croupier of their chosen colour and the staking value they wish to assign to them.

Players may also bet using cash chips (value chips), provided these bets are placed on even-money chances (outside bets), dozens, columns, or the respective splits.

For any type of wager, players must adhere to the minimum and maximum table limits displayed. Bets are accepted until the Croupier, after spinning the ball, announces: "No more bets". Players must then wait for the winning number to be indicated before receiving any payouts.



WIN

BETS	ODDS / PAYOUT
Straight Up 1 number	35 x stake
Split 2 numbers	17 x stake
Street 3 numbers	11 x stake
Corner 4 numbers	8 x stake
Six-Line 6 numbers	5 x stake
Dozen 12 numbers	2 x stake
Split Dozens 24 numbers	½ x stake
Column 12 numbers	2 x stake
Split Columns 24 numbers	½ x stake
Even / Odd 18 numbers	1 x stake
Red / Black 18 numbers	1 x stake
High / Low 18 numbers	1 x stake

The game rules provided are for guidance only. Should you have any questions or require further clarification, please speak to a member of our Gaming Floor staff.

AMERICAN ROULETTE GLOSSARY

Pockets: The partitioned compartments on the roulette wheel where the ball comes to rest, corresponding to the betting numbers.

Charity Fund: Social welfare contributions, often directed to local charities, consisting of unclaimed chips or funds from disputed stakes.

Deflectors / Diamonds: Obstacles (often diamond-shaped metallic pins) located on the sloping track of the wooden cylinder (the bowl) that intercept the ball's path from the rim to the wheel.

The Ball: A perfectly balanced white ball made of ivory substitute or composite material, with a diameter between 18mm and 24mm.

Turret / Rim: The top edge of the wooden cylinder where chips are placed for exchange when no dedicated tray is available, or where disputed chips are held until a decision is reached.

Chance: A specific number or combination with the potential to win.

Streak: A consecutive run of the same result, such as a sequence of "Evens" or "Odds".

Croupier: The table dealer/operator.

Chip / Token: A conventional symbol in circular or rectangular form, representing currency within the casino.

Spin / Round: The sequence of events constituting a single play, including the final result.

No More Bets: The audible announcement made by the Croupier after the ball is spun, after which no further bets or alterations to existing bets are permitted.

Dolly: The marker placed on the layout to identify the winning number, ensuring winning chips are not accidentally cleared.

System / Charting: The study of probabilities or betting patterns recorded by players during the game to inform their next wager.

Stake / Wager: The amount of money or chips placed on a bet.

Session: A gaming period with a set duration, often spanning two calendar days (starting one day and ending the next), not exceeding 12 consecutive hours.

Clearing / Raking: The process of collecting all losing chips from the layout.

Voisins du Zéro: A traditional call bet covering 17 numbers using 9 non-value chips: 0-2-3 street (2 chips); splits 4-7, 12-15, 18-21, 19-22, 32-35 (5 chips); and the 25-29 corner (2 chips).

Tier / Le Tiers du Cylindre: A call bet covering 12 numbers with 6 non-value chips, using splits: 5-8, 10-11, 13-16, 23-24, 27-30, and 33-36.

Orphelins: A call bet covering the 8 remaining numbers with 5 non-value chips: Straight Up on 1, and splits 6-9, 14-17, 17-20, and 31-34.

Final Spin: The last round of the session, announced audibly by the Croupier following a signal that the gaming room is closing.