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Fair Roulette

The Rules

CASINO DI VENEZIA SINCE 1638

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Fair Roulette

French Roulette, the queen of European Casino games, has a timeless appeal. No sound is sweeter to the player's ear than that of the *boule* running around the roulette wheel and no challenge is greater than that of guessing the winning number. In modern casinos to maintain this prerogative, but also to make the game more dynamic and exciting, Fair Roulette has been introduced. This game is an alternative version of the French original, on which all its main rules are based.

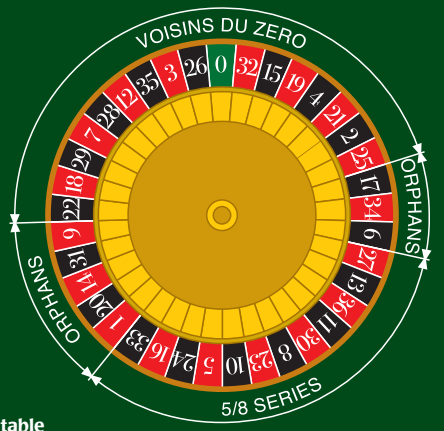
The Game

One of the main differences is the size of the table and the format of the grid *(tableu)*, another is the wheel *(le cylindre)* that has the numbers positioned in the same way but does not have the four handles used to reverse rotation. There is a supervisor *(Chef de Table)* and only one (*croupier)*. The bank is equipped with value chips, but mainly colour chips, and last of all payments are made cumulatively by colour.

Each table is equipped with chips of the same value, unless specified otherwise, divided into different colours. Each player has their own colour so they can spot their stakes more easily. This avoids any possible disputes over stakes and wins.

It is important to remember that colour chips have the number of the table they belong to engraved on them and may not be used at any other table.

The wheel
Le cylindre



The gaming table
La table de jeu

Players Lay their stakes personally, but they can call classic bets to the Croupier such as the 5/8 Series, "Voisins du Zéro" (next to zeros), "orphans" and neighbours, i.e. a certain number plus the two numbers on either side of it.

The game is very simple and involves betting against the bank by attempting to guess on which number the boule thrown by the croupier (*le bouler*) will land. Winning bets are paid in proportion to both the value of the chips staked and the type of combination chosen.

Each game begins with the croupier's traditional invitation: "*Messieurs faites vos jeux*" and ends when the *boule* is tossed with the customary phase, "*Rien ne va plus*". From this point on, no more bets may be laid, and only in very rare circumstances does the supervisor (*Chef de Table*) make an exception. The boule determines the winning number when it lands in one of the thirty-seven pockets on the wheel, the croupier announces the number in French and lists the winning combinations *(rouge* o *noir, pair* o *impair, manque* o *passe)*, pointing out with the dolly the corresponding number on the grid (*tableau*). Having waited for a few seconds the croupier then rakes in the losing chips.

The croupier then pays out the winners in the following order: columns, simple combinations, dozen, and then, having identified the winners, the various multiple combination wins are paid according to the position of the chips on the grid, beginning with the colour chips and finishing with the value chips.

If the boule lands on 0 the bets laid on 0 and its various multiple combinations win, columns and dozen all lose, and simple combination stakes are halved in value and split immediately between the player and the bank (*à partager*). If an odd number of chips have been staked on the latter (*chance*), the chip that cannot be split remains on the table, imprisoned (*en prison*) on the appropriate line. If it wins in the next round it is freed, whereas if it loses it passes to the bank.

Combinations and Payments

Wins are paid according to the following table:

MULTIPLE CHANCES

STRAIGHT	*35 to 1*
SPLIT	*17 to 1*
CORNER	*8 to 1*
FIRST FOUR	*8 to 1*
STREET	*11 to 1*
SIXLINE	*5 to 1*

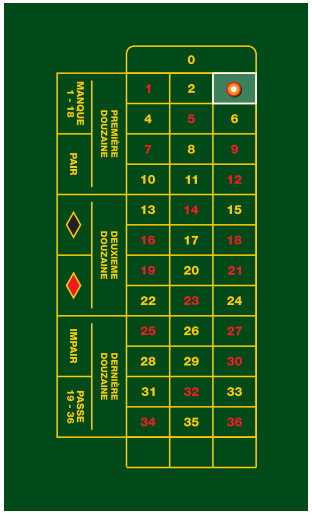
DOZEN	*2 to 1*
COLUMN	*2 to 1*

SIMPLE CHANCES

EVEN	*to 1*
ODD	*to 1*
LOW (1-18)	*to 1*
HIGH (19-36)	*to 1*
RED	*to 1*
BLACK	*to 1*

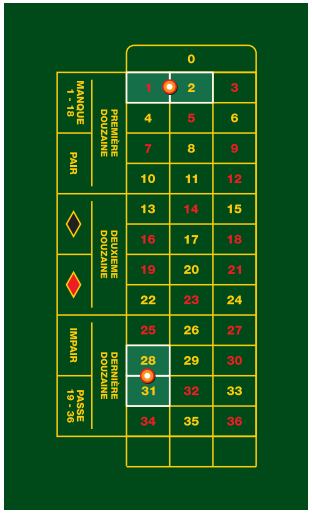
Payments according to chips

	STRAIGHT	SPLIT	STREET	CORNER	SIXLINE
5	*175*	*85*	*55*	*40*	*25*
10	*350*	*170*	*110*	*80*	*50*
15	*525*	*255*	*165*	*120*	*75*
20	*700*	*340*	*220*	*160*	*100*
25	*875*	*425*	*275*	*200*	*125*
30	*1.050*	*510*	*330*	*240*	*150*
35	*1.225*	*595*	*385*	*280*	*175*
40	*1.400*	*680*	*440*	*320*	*200*
45	*1.575*	*765*	*495*	*360*	*225*
50	*1.750*	*850*	*550*	*400*	*250*
55	*1.925*	*935*	*605*	*440*	*275*
60	*2.100*	*1.020*	*660*	*480*	*300*
65	*2.275*	*1.105*	*715*	*520*	*325*
70	*2.450*	*1.190*	*770*	*560*	*350*
75	*2.625*	*1.275*	*825*	*600*	*375*
80	*2.800*	*1.360*	*880*	*640*	*400*
85	*2.975*	*1.445*	*935*	*680*	*425*
90	*3.150*	*1.530*	*990*	*720*	*450*
95	*3.325*	*1.615*	*1.045*	*760*	*475*
100	*3.500*	*1.700*	*1.100*	*800*	*500*



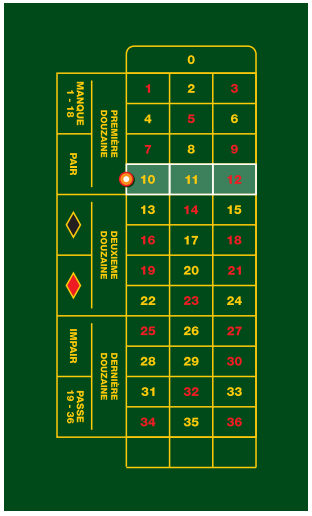
Straight bet *(En Plein)*

This is a win following a bet laid on a single number (from 0 to 36) by placing the chip on the middle of a number square.



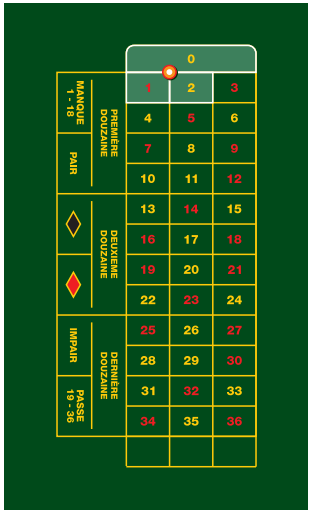
Split *(Cheval)*

This is a bet placed on two adjoining numbers, either horizontal or vertical, and is announced by declaring both numbers (the lowest first). The bet is laid by placing the chip on the line that separates the two numbers.



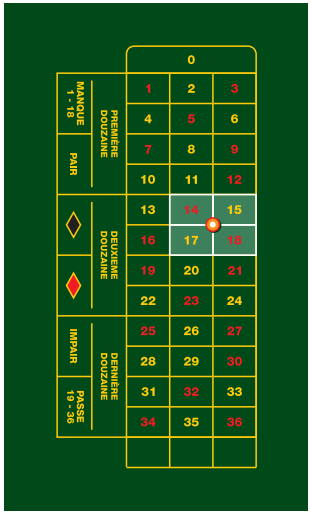
Street *(Transversale Pleine)*

This is a bet on three numbers on the same horizontal line. To call a street bet, the first and last number must be announced (the lowest first). The chip is placed on the outside edge of the line on the grid. The first street is traditionally called the "first three" *(trois premiers)* and the last, the "last three" *(trois derniers)*.



Zero Street *(Transversale du Zero)*

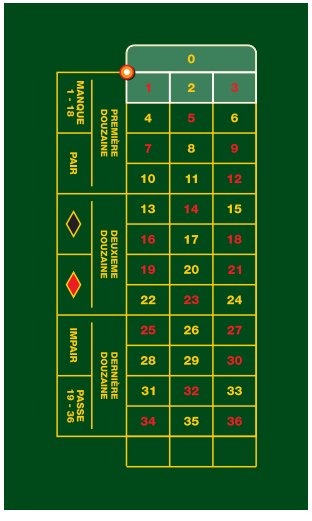
The streets known as the zero Streets *(transversales du zero)*, i.e. 0/1/2 e 0/2/3, are distinguished because the position of the numbers on the grid are positioned differently to traditional streets.



Corner *(Carré)*

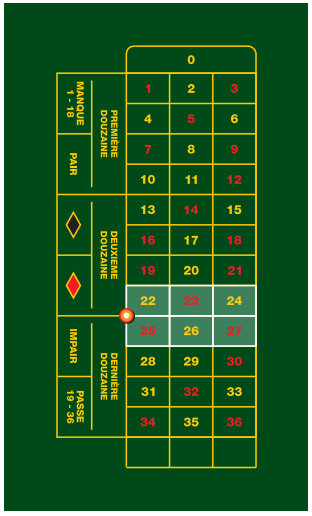
This is a bet on four numbers forming a square, two above and two below. To call a corner bet, the first and last number must be announced (the lowest first).

The chip is placed at the centre of the four numbers.



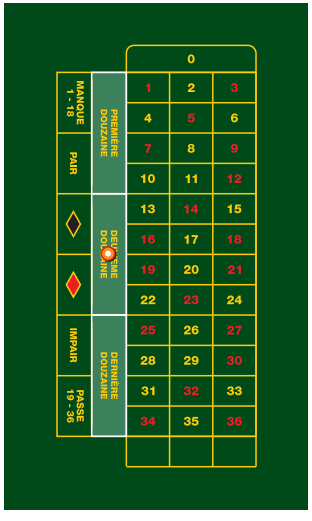
First four *(Quatre Premiers)*

This is a bet on the sequence 0/1/2/3 known as the "first four" *(quatre premiers)*. To lay this bet the chip is placed on the outside edge of the grid line between 0, 1 and the first dozen.



Sixline *(Sixaine - Transversale Simple)*

This is a bet on six numbers that make up two adjoining streets, one above the other. To call a sixline bet, the first and last number must be announced (the lowest first). The first sixline is traditionally called the "first six" *(six premiers)* and the last, "last six" *(six derniers)*. To lay this bet the chip is placed on the outside edge of the line between the two streets.

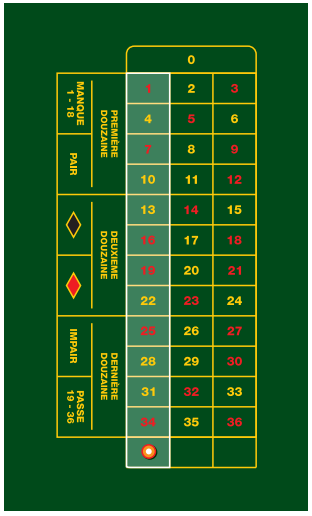


Dozen *(Douzaine)*

This is a bet on the first, second or third group of twelve consecutive numbers.

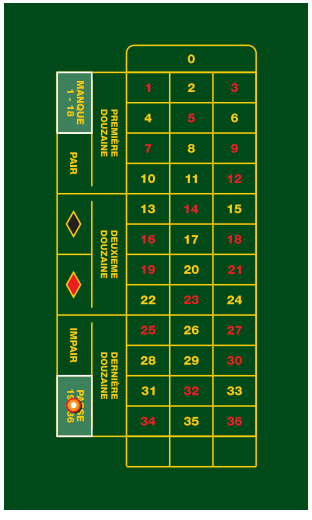
The first: from 1 to 12, the *douze premiers*, the second: from 13 to 24, the *douze milieu*, the third: from 25 to 36, the *douze derniers*.

These bets are called by announcing "the first dozen, the middle dozen or the last dozen" and chips are placed in the appropriate spaces at the end of the grid.



Column *(Colonne)*

This is a bet on all twelve numbers on any of the three vertical lines (columns) on the grid starting from 34, 35 or 36. To lay this bet the chip is placed in the appropriate spaces under the relevant column of numbers



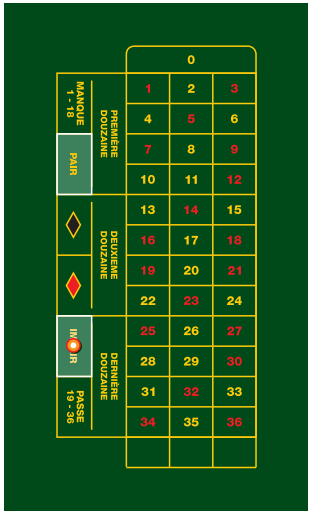
Manque e Passe

These are bets that each consist of eighteen numbers:

Manque (low numbers) from 1 to 18.

Passe (high numbers) from 19 to 36.

These bets are laid by placing chips in the *Manque* or *Passe* spaces on the grid.



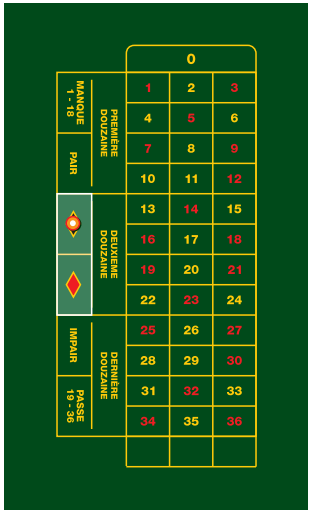
Odds and Evens *(Pair et Impair)*

These are bets that each consist of eighteen numbers:

Impair the odd numbers;

Pair the even numbers.

These bets are laid by placing chips in the *Impair* or *Pair* spaces on the grid.



Red and Black *(Rouge et Noir)*

These are bets that each consist of eighteen numbers.

RED
1-3-5-7-9-12-14-16-18
19-21-23-25-27-30-32-34-36

BLACK
2-4-6-8-10-11-13-15-17
20-22-24-26-28-29-31-33-35

These bets are laid by placing chips in the red or black spaces on the grid.

Called bets

VOISINS DU ZERO	*9 chips*
5/8 SERIES	*6 chip*
ORPHANS	*5 chips*
NASSA	*5 chips*
ZERO SPIEL	*4 chips*

5 NUMBER SECTORS	*5 chips*

STRAIGHT-UP FINALS

0 - 1 - 2 - 3 - 4 - 5 - 6	*4 chips*
7 - 8 - 9	*3 chips*

HORIZONTAL SPLIT FINALS

0/1 1/2 2/3 4/5 5/6	*5 chips*
7/8 8/9	*4 chips*

VERTICAL SPLIT FINALS

0/3 1/4 2/5 3/6	*4 chips*
4/7 5/8 6/9 7/10 8/11 9/12	*3 chips*

Sectors and Finals

The 5/8 Series or 5/8 series and Voisins du Zéro are traditionally bets placed by the croupier. The chips representing the stake are placed in the appropriate spaces on the grid. When the number has been called, the chip in the Voisins du Zero street and Corner, there are two, are placed only if the winning number is in the combination staked. If the number is not in the combination, the bet is cancelled.

The 5/8 Series *(Le Tiers du Cylindre)*

This is a bet where twelve numbers are played by placing six chips on the following splits: 5/8 - 10/11 - 13/16 - 23/24 - 27/30 - 33/36.

Les Voisins du Zéro

Here seventeen numbers are played by placing nine chips on the following combinations: two chips on the 0/2/3 street and on the 25/29 corner and one chip on each of the following splits: 4/7 - 12/15 - 18/21 - 19/22 - 32/35.

Orphans

These numbers make up the two opposite sectors on the wheel that separate the 5/8 series from the Voisins. They are: 17/34/6 on one side, and: 1/20/14/31/9 on the other.

An Orphans bet requires a stake of five chips, one straight bet on number 1 and 1 chip on each of the following splits: 6/9 - 14/17 - 17/20 - 31/34, or a straight bet of eight chips.

Nassa

This is a five-chip bet where one chip is laid on each of the following combinations: 0/3 - 12/15 - 19 - 26 - 32/35. A variant known as "Zero spiel", does not include the number 19 and is therefore played with four chips: 0/3 - 12/15 - 26 - 32/35.

5 number sector *(Un Numéro et Deux Voisins)*

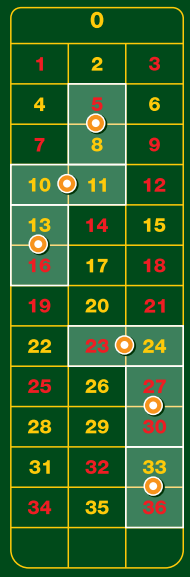
This is a bet that consists of backing a number as well as the two numbers on either side of it on the wheel. Five chips are laid down as a straight bet.

Final digit bets *(Les finales)*

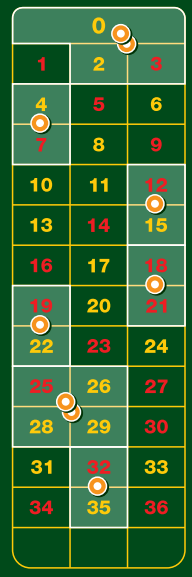
These bets are combinations that depend on the order of the numbers on the grid and can be placed as either straight-up or split bets. Straight-up final bets consist of numbers with the same last digit (units). A final digit bet of "3" for example is made up of: 3/13/23/33. Split final bets, on the other hand, share the same final digit of two numbers that are next to each other (splits) and which are in turn divided into horizontal and vertical splits.

Called Bets

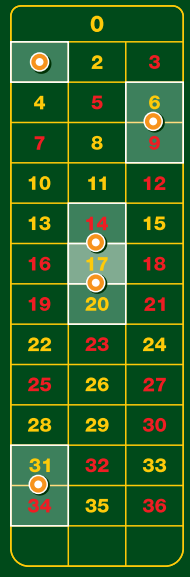
The 5-8 Series



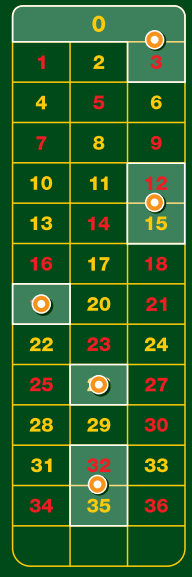
Les Voisins du Zéro



Orphans



Nassa



Vertical final digit bets

These bets are made up of two numbers, situated one above the other, and are staked as split bets with three or four chips depending on the position of the numbers on the grid. An example of a 3/6 final digit bet with four chips is: 3/6 - 13/16 -23/26 - 33/36.

Horizontal final digit bets

These bets cover a sequence of two consecutive numbers staked as straight-up and split bets (two per final) with four or five chips depending on their position on the grid. A favourite is the 8/9 final digit combination, consisting of: 8/9, 18, 19, 28/29 (four chips).

If a called bet wins it can be replayed by the croupier using the sum paid out as follows:

TO REPLAY	*The same number of chips.*
TO COMPLETE	*The same number of chips, less the stake.*
TO PLAY ALL	*(Series and Voisins) the entire win plus the stake (A Series triples and a voisin doubles).*

Called Bets

5 number sectors

The Splits

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

Horizontal split Finals

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

Vertical Split finals

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

General rules

For a better understanding of the game some of the main rules that govern procedures are given below.

• The base value of the colour chips is determined by the minimum table limit.

• The minimum colour stake for each of the simple combinations, and the columns and dozen is at least five chips, if played together. At least five chips must also be staked, one chip being played on each number combination, if a combination bet is laid (sixline, street etc.).

• During the game, players must always keep their colour chips clearly in view in the appropriate spaces situated outside the grid, on the edge of the table.

• Colour chips should be changed into value chips when the table closes, or when the customer decides to stop playing or leaves the table even for a short space of time. Using the colour chips for any other reason apart from playing at the specified table is strictly forbidden.

• Any colour chips staked accidentally on a different table will be paid, if they win, on the basis of their real value, if recognisable. If their value is not recognisable they will be paid according to the minimum opening stake prescribed for the table they belong to. If the chip loses it will be raked in by the croupier.

• Customers possessing value chips that can be used at any table, can also join the game. It is for this reason that for multiple combinations, there is no limit to the number of chips that can be staked. For a simple combination the minimum stake that can be laid is five colour chips.

• Any changes, adjustments or mistakes, including those made by the croupier, must be reported to the Table Supervisor (*Chef de Table*) before "*Rien ne va plus*" is declared.

• Winning bets are determined solely by the position of the chip when the boule lands in the pocket. Therefore customers are invited to follow the progress of the game closely, check the position of their chips on the table, even if they are placed by the croupier, and be present at payments.

• The management is not responsible for bets laid by the croupier in a way that does not comply with the player's requests.

• Split bets are not permitted on simple combinations, dozen or columns.

• Players who win keep their initial stake and have the choice of letting it ride, withdrawing it or shifting it.

• Players may not touch winning chips before all payments have been completed.

• To lay a new bet players must wait for the croupier to free numbers and rake in all the losing bets (customers can only lay a new bet on a winning combination after all payments have been made).

• Any multiple chances (combination bet) wins that are not claimed shall be put to one side immediately for the customer by the croupier, together with the stakes, whereas unclaimed wins on simple chances, columns and dozen are put to one side by the croupier after three rounds.

• The minimum and maximum stakes are indicated on the individual tables using appropriate signs. These limits are applied strictly and players may not exceed them, or use third parties to exceed them. Any excess wins made by surpassing the maximum limit will not be paid and the difference in the stake will be returned to the customer.

• The Management reserves the right to change the maximum and minimum limits at any time, even on the same day. If this should occur the Table Supervisor (*Chef de Table*) will inform the players verbally and a sign indicating the changes will be displayed.

• It is the Management's right to suspend play at any time.

• Any dispute that may arise will be settled without right of appeal by the Gaming Management.

Voisins table

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

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

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