

Guidelines for fundraising event games

These guidelines are designed to assist you with the conduct of fundraising event games but should not be relied upon to provide authoritative information on all aspects of the game. The guidelines provide general summarised statements only and should not be relied upon as a substitute for professional advice on the matter.

ROULETTE

Roulette is a game in which a small ball is dropped onto a numbered wheel that is spinning and players bet on which numbered section the ball will rest in.

Commencing

1. 'Play Money' is exchanged for chips
i.e. \$1 funny money equals \$2000 worth of play chips.
2. Each player may be given a different colour chip to differentiate bets.

Dealing the game

1. At the start of a new round, or at the completion of all payouts from the previous game being paid, the dealer will announce that 'players may place your bets'.
2. The dealer will cause the Roulette wheel spin in either a clockwise or anti-clockwise direction.
3. The dealer will then cause the ball to spin in the opposite direction of the wheel spin around the outside rim.
4. After at least three rotations and prior to the ball stopping, the dealer will call 'no more bets'.
5. When the ball comes to rest, the dealer will announce the winning compartment and then place the dolly on the winning number on the layout.
6. After the dolly has been placed on the winning number, the dealer will collect losing bets and then pay all winning bets.

Diagram A:



Rules and definitions

1. 'Play Money' has no monetary value and is used as the prop in place of real currency.
2. 'Bet' means a wager that is made under the course of play which contains no real or legal monetary value.
3. 'Chips' means a token that is used to place bets on the table. Chips are given a value and can not be converted into real legal tender.
4. 'Dealer' means a person who operates and supervises the games.
5. 'Dolly' means the device used on the layout to indicate the winning number spun.

Equipment

1. Roulette Wheel: The wheel is a circular device with 37 compartments similar to that in Diagram A
2. Layout: The table layout will be marked in a similar manner to that in Diagram B.
3. Ball: The ball used for play must be made of a non metallic substance not less than 17 millimeters and not more than 22 millimeters in diameter.

Diagram B:



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ROULETTE CONTINUED

Settlement

1. If the outcome is '0' on an individual spin only bets placed straight up on 0 or a split, street or corner which involve the 0 and any of 1, 2 or 3 are winning bets. All other wagers are losing wagers.
2. The bets which can be placed in respect to an individual spin and the odds payable are as follows:

Name	Definition	Odds
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square.	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares.	17 to 1
Street	The ball comes to rest in one or the three compartments designated by a chip on a street.	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet or in the case of 0, 1, 2, 3 – where 0, 1 and the 1st and 12 meet.	8 to 1
Six-Line	The ball comes to rest in one or six compartments designated by a chip on the point where two streets meet.	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column.	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1 - 12, 13 - 24 or 25 - 36.	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1 - 18.	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19 - 36.	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2 - 36.	1 to 1
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1 - 35.	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red.	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black.	1 to 1

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