

ROULETTE

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INTRODUCTION

Each casino has its own group of regular Roulette customers creating a warm and friendly atmosphere unique to this game.



One of the first things you will learn is that from place to place and casino to casino small differences exist in the way the game is played and dealt. We will try to make you aware of some of these differences, but you must always remember that there are few absolutes, and procedural differences will be found.

BASIC GAME

When a player seats himself at a Roulette table and begins to play, he will have certain expectations. He expects it to be a moderately paced game with a congenial atmosphere and he knows it is a simple game with no difficult or confusing bets.

There are thirty-eight numbered slots in a Roulette wheel and the same number or corresponding spaces on the layout. The customer may bet on any one of the numbers to come up by placing his chips on the space corresponding to that number. He may place bets on any number of spaces he wishes and a winner is paid at a rate of thirty-five to one.

DEALER HINTS

Be neat and presentable. Appearance standards differ from club to club but in order to insure best interest in procuring employment and job advancement, pay close attention to ;

1. Haircut - neatness more so than length.
2. Offensive odors from body or mouth.
3. Hands - well manicured; you should attempt to cover any tattoos or scars.

REMEMBER, you are constantly being observed.

DUTIES OF THE DEALER

The duties of a dealer are to take losing bets, pay winning bets and have the responsibility for all transactions and equipment in the game.

1. ORDERLINESS

During the play of the game an ample degree of orderliness must be maintained to allow

the floorman, the "eye-in-the-sky", and the game participants a clear understanding of the dealer's actions. We call this orderliness, "readability". The floormen and bosses usually stand away so that they can take into view several tables, therefore, each action performed by the dealer must be clearly laid out for them to "read".

2. SECURITY OF THE GAME

Designed into each of the procedures are systems for protecting the game against professional cheaters, dishonest dealers and any player wishing to take unfair advantage of the dealer. "Security of the Game" is the most important of the three main characteristics. When a casino game is dealt properly, "protection" is automatic.

3. UNIFORM MOTION

Every action performed by a dealer requires a specific motion. These motions have been standardized in order to bring another degree of protection into the game for the casino operators. Basically, "UNIFORM MOTION" is the characteristic that protects against a dishonest dealer. In other words, the bosses and floormen are accustomed to seeing a game being dealt in a particular manner. Any unusual or unnecessary move by the dealer would definitely indicate to them that something was wrong; it would stand out like a "sore note"

DEALER RELIEF

It is generally standard for a dealer to work for 1 hour and then receive a 20 minute break. At the end of each hour, an individual designated to break will come to the game. For security sake, the relief will approach the game from behind the dealer on the wheel side. The dealer will certain pertinent information to the relief then clap his hands together and show tops and bottoms. He may then leave the game. When passing on information about the game the dealer must include but is not limited to;

1. Any changes in the game status, such as table limits.
2. Any customer playing checks above minimum value.
3. Any unusual customer conduct.
4. Any unusual action or betting habits.

Before leaving the game, the dealer must have completed all his work. Once a dealer spins the ball, he must remain at the game until the last bet is paid.

A SECOND DEALER

At times, usually during periods of heavy play, there will be a second dealer assigned to a Roulette game.

The responsibility of that dealer, sometimes called a checkracker, is to assist the dealer by;

1. Picking up, sorting and neatly stacking the checks from losing bets.
2. Preparing payoffs.
3. Watching the layout when the dealer glances at the wheel.

It is the responsibility of both dealers to see to it that they coordinate their duties so that they don't get in each other's way and that they don't duplicate each other's work. The checkracker will stand next to the dealer on the wheel side.

GAME PROTECTION

As you know, each gambling house will have its own set of rules and procedures. Though these rules will differ, the principles behind them will remain the same and the understanding you have acquired in this class will make it easy for you to adapt to them. Upon securing employment, it is suggested that you

protect yourself and find out exactly what the rules are.

The following is a review of some security precautions;

1. Enough checks must be mucked before spinning the ball so that eyes are on the layout when the ball drops.
2. While waiting for the ball to drop, make certain that all bets are placed so that there can be no misinterpretation of intentions.
3. Primarily the columns and third section must be watched while waiting for the ball drop.
4. After the ball drops, look for a spot on the wheel head so that your head is not completely turned from the layout. Always let the ball come around to you.
5. Always pay the columns and outside bets first to remove any possibility of capping these bets.
6. Pull the checks out of the rack with your right hand and pay, primarily with your left so that your head is never turned completely from the layout or your rack. In cases where you must use both hands to pay bet, make certain that you always have an eye on your rack.

CHEATING

The most common means of cheating at a Roulette game is late or past posting of bets. Though they are an ever present threat, the one time that they are most easily placed is when the dealer looks to see what number has come up on the wheel. In order to lessen the chances of being past posted, the dealer should;

1. Survey the layout to get an idea of the location and size of various bets.
2. Use peripheral vision to observe the layout while looking at the wheel.
3. If necessary, take one step back in order to get a better angle of vision.

The most vulnerable places on the layout are those farthest from the dealer. Pay special attention to bets at bottom of the layout, such as;

1. Column Bets.
2. Third Dozen.
3. 19 - 36 .
4. Any of the higher numbers.

CHEQUES

1. **MONEY BANK**
These are cheques which are the standard cheques used throughout the casinos. They have the name of the Casino printed on them and also a value; \$1, \$5, \$25.. All of the denominations are grouped together in one unit.
2. **COLOR BANKS**
There are usually 6 color banks on each wheel. All the colors have the same pattern on them. They are separated so that each color is one unit.

Each Color Bank is grouped separately from the other colors.

The Color Banks are sold to players, one color per player. The player makes his bets with his own color. The color indicates the player to the dealer, so the dealer knows who gets paid on winning bets. When the player is ready to leave the table and has color cheques left, the dealer buys the cheques back. * These color cheques never leave their table.

If there are two or more Roulette tables in the same casino, each table will have a full money bank and six full 6 Color Banks of their own. The Color Banks will have different patterns for each table.

WORKING OUT OF THE BANK

1. **KEEPING THE BANK STRAIGHT**
Straight banks are the secret to straight pushes. Straightening the banks will save you time as the stacks won't fall over as often.
2. **PUSHING STACKS**
"Pushing" means moving stacks of cheques across the layout to the player as payment due a winning bet. Pushing stack is the artistry of Roulette. This section requires the most time, and it is time well spent. The better you "Push" or control the stacks across the layout, the fewer spills and pickups you will have.

All pushes are brought out from the right and pushed to the left. The student will push the stacks with his right hand and then transfer the formation to the left hand to get the stack to the end of the player's apron.

MAKING CHANGE, BUYING IN, MARKING VALUE

1. **PAPER MONEY**
The bill(s) are spread out so that each bill is partially visible and placed on top of the money bank. The proper amount of color cheques are pulled out and pushed to the player. The paper money is then dropped down the box.
2. **CASINO CHEQUES**
The cheques are cut in fives (\$25.00 cheques and \$500.00 cheques only, are cut in fives) on the rim of the wheel to keep them separate from the money bank. The proper amount of color cheques are pulled out and pushed to the player. The casino cheques are then added to the money bank.
3. **MAKING VALUE OF CHIPS (BUTTONS)**
Buttons are used to show the value of the color cheques. A cheque of the color being sold is placed on the run of the wheel and a button is placed on top of it. If more than one color is the same value, the color cheques are stacked on the rim with one button on top. In some casinos the smallest value cheque is not marked, in some it is, so here is a list of buttons and what value they indicate; White - 5 indicates \$.25 per cheque, \$ 5 a stack Red - 10 indicates \$.50 per cheque, \$10 a stack Blue - 20 indicates \$1.00 per cheque, \$20 a stack Brown -100 indicates \$5.00 per cheque, \$100 a stack

CASHING OUT

As you know, Roulette game checks are merely tokens and only have value on the particular game at which they were purchased. Therefore, whenever a player leaves a game it is the dealer's responsibility to cash all game checks. Many players, usually unaware of casino procedures, will want to carry the checks off. This cannot be permitted and it should be tactfully explained to the customer that the dealer has not authority to exchange any of the checks after they have left the game. If the player still insists on taking them, call supervisor.

When Cashing a player's checks, use the following procedure;

1. Finish all work and clear the area *in* front of you.
2. Bring the chips to be changed across the layout to your apron area.
3. Announce, "Cash Out".
4. Count out all checks, game or casino, into stacks of twenty.
5. Prove the original stack of five.
6. Count out the change proving a stack of five.
7. Hand off the change to the apron in front of the player.

ROULETTE (ODDS)

All odds are computed according to how many ways to win divided into how many ways there are to lose.

Roulette odds are based on 36 numbers ; the two remaining numbers are the house's edge, or percentage. Roulette has roughly a 55-19 percentage for the house on every bet, except for the top line bet (5 numbers).

All payoffs are paid on a basis of "to one", which means that the original bet is left in place on the layout and it stays in the possession of the player. The player may leave the bet on the layout in the same place, move it to another location on the layout or remove it from the layout.

ROULETTE (OUTSIDE BETS)

1. These 6 areas on the outside pay even money, which is 1 to 1.
This is because there are :
18 Red numbers and 18 Black numbers. 18 Odds numbers and 18 Even numbers. 18 "1-18" numbers and 18 "19-36" numbers.
2. Columns : There are 3 possible column bets.
There 3 areas on the layout pay 2 to 1.
These areas run in lines and have 12 numbers each.
3. The Dozens : There are 3 possible bets on the Dozens.
These 3 areas on the layout pay 2 to 1.
These areas divide the numbers into 3 sections.

ROULETTE (INSIDE BETS)

1. LINE BET : This bet is placed on the "T" between two numbers and one of the Dozens.
This bet covers the 6 numbers touching the line that runs between them.
There are 6 ways to win and 30 ways to lose. 30 divided into 30 equals 1.
The payoff on a line bet is 5 to 1. Note : 5+1=6. 6 is 1/6 of 36.
2. STREET : This bet is placed on the line between 1 number and one Dozens. There are 3 ways to win and 33 ways to lose. 33 divided into 33 equals 1. The payoff on a street bet is 11 to 1.
Note : 11+1=12. 12 is 1/3 of 36.
3. COUTESY LINE : This line is for players at the end of the table. It is the exact same bet as
a bet placed on the line between the "0" and "00". All split bet rules apply to it. The payoff is 17 to 1.

4. **Corner** : This bet is Placed on a junction of 4 numbers. There are 4 ways to win and 32 ways to lose. 4 divided into 32 equals 8. The payoff on a Corner bet is 8 to 1.
Note: $8+1=9$. 9 is 1/4 of 36.
5. **SPLIT** : This bet is placed on the line between any 2 numbers. There are 2 ways to win and 34 ways to lose. 2 divided into 34 equals 17. The payoff for a Split bet is 17 to 1.
Note : $17+1=18$. 18 is 1/2 of 36.
6. **STRAIGHT UP** : There are 38 possible straight up bets on a layout, but the odds are based on 36 possible numbers. There is 1 way to wins and 35 ways to lose, so Straight up bet pays 35 to 1.
Note : $35+1=36$.
7. **TOP LINE** : There is only 1 place on the layout where o Top Line bet may be placed. This is on the line bet area touching the "0",1 and the First Dozen. It covers " 0, 00,1,2 and 3". There are 3 ways to win and 31 ways to lose. Since 3 divided into 31 doesn't come out even, the 31 is round to 30. $3/30=6$ The payoff for a Top Line bet is 6 to 1.
Note : In rounding of 31 to 30, the house percentage goes from roughly 5.5/19% to roughly 7.17/19%.
8. **THREE-NUMBER BET** : There are only three places that tha player may make a three number bet. These bets are paid exactly like a Street bet and all Street bet rules apply to them. The payoff is 11 to 1.
9. **BASKET BET** : This is a three number bet. It is placed at the top of the 2 and between "0" and "00". This bet pays 11 to 1.

SPINNING THE WHEEL AND BALL

The Roulette wheel has two basic components : The base of the bowl and wheel head. The wheel head, which is about thirty inches in diameter fits over a steel spindle in the center of the bowl upon which it rotates.

The dealer must manually turn the wheel in a counter-clock wise direction. Due to near perfect balance and minimal friction, the wheel can rotate continuously for several minutes without great variance in speed. Whenever the wheel head appears too slow, the dealer must again give it a manual spin. The wheel should never move so fast that it is not possible to read the numbers.

The ball is made of heavy substance, usually ivory or plastic. The dealer must spin this ball around the inner groove of the bowl in a clockwise direction.

AFTER THE BALL DROPS

When the ball has dropped, the dealer will place a marker on the winning number. If there are checks on the number, the marker goes on top of them.

CLEANING THE LAYOUT

The Cheques are cleaned from the layout starting at the Columns, Then the Outside line and The Dozens and onto the mucking apron.

METHODS OF CLEANING THE LAYOUT

The Sweep- Cheques are swept off the layout and onto the mucking apron in two motions, with the hands avoiding the winners and taking only losers.

CHUNKING OR HAND PICKING

This method is used when a player is betting his cheques in groups of 4 or more cheques on separate bets around the layout. These bets are stacked one on top of another to form taller stacks and placed on the mucking apron. If other cheques of a different color are also on the layout in smaller amounts, these cheques are swept in the usual manner. You may only Chunk stacks of cheques which are the same color from top-to-bottom. Example : 1 green on top of 5 yellow in the middle, and 1 white on the bottom would be swept in. If you pick up multi-colored stacks, you get dirty stacks. If you drop or knock over any cheques while you are 'Chunking', don't try to pick them up, just sweep them in.

PAYING WINNING BETS

The layout is set up to be paid. All bets are paid from outside-in and in two separate sequences. First, all outside payoffs are made. Because these bets are paid at a rate of 1 or 2 to 1. They can be easily disposed of by sizing into each stack. Start at the bottom of the layout and work up toward the wheel.

Once the outside bets have been paid, the inside bets may be paid. Again the procedure is outside-in. First pay the six and three number bets then the Corners, Splits and Straight-ups, in that order. (There is only 1- five number bet.) If one player has more than one winning inside bet, it is preferred that you total all his payoffs. This total should be paid when paying the furthest out of his inside bets and he should be made aware that he is receiving a total payoff. If necessary, Verbalize the transaction. Don't total excessively large bets.

OUTSIDE BETS

1. Individual colors must be stacked separately.
2. All player's bets must have the table minimum in each box.

INSIDE BETS

1. If more than one color check is stacked, they must be staggered.
2. If more than five checks are stacked of the same color, they must be staggered in units of five. *Chips may also be staggered in stacks of 20.

STRAIGHT UP KEY (35 to 1)

1/2 of the bet times 70

Example; 12 chips bet... $6 \times 70 = 420$

STREET OR BASKET KEY

Count the number of chips, refer to the number on the layout, add the number together and drop the total between the number.

Example; 14 chips bet... $1 + 4 = 5$, 154

TABLE LIMIT

Limits on casino games are set for several specific reasons. Some of these are :

1. To eliminate the possibility of a customer playing dishonestly and making a killing before he can be caught.
2. To increase the financial security of a casino.
3. To lessen the possibility of a player being financially wiped out in a very short time.
4. To discourage "progressive bettors" People who increase their bet each time they lose.

Every Roulette game has a posted limit. Upper and lower betting limits may vary, but no person may wager beyond the betting limits of a particular table without the approval of a supervisor. Most Roulette games will have two minimum limits, one for inside bets and another for the outside. The lowest possible inside bet will be significantly smaller than the outside minimum. However, though the per bet minimum may be less, most casinos require that the aggregate of all inside bets be not less than the required outside minimum.

As far as the maximum table limit is concerned, the rule to follow is that no one person can place any bet or combination of bets that can win more than the table limit on any one spin, this rule, however, only applies to inside numbers, additional bets may be placed on the outside, a player may make as many outside bets as he wishes as long as the winnings from any one of the bets doesn't exceed the table maximum.

CASH PLAY

When a player walks up to a table and puts down paper money on the layout, your first action should be to try to change it to money cheques. If the player says, "money plays", the dealer calls out "money plays \$ ____". You must also verify with the player just which bet he is making. Paper money fits on the outside, the Dozens, and the even money bets, money doesn't play on the inside. You must always unfold and separate the paper money to verify the amount, If the player says " Don't touch it." (this is very rare), call " money plays to the limit on (type of bet)". You then continue normal play and pick up or pay the bet accordingly. If the money loses, drop it in the box.

MARKERS

A marker is a means of credit play. A supervisor may authorize a dealer to give a customer checks on credit. When such payment is made, a laminated disc inscribed with the amount corresponding to the amount of credit, is placed on the table.

The disc signifies monies owed to the game and it must remain on the table until it is paid off. The marker may be paid with chips, cash or customer credit slip.

FILLS AND CREDITS

The dealer's responsibility on fills and credits is to make sure that what he signs for is what he is actually receiving, or what is leaving the table.

A fill usually occurs at or near the end of a shift. This is so when the bosses of the next shift take over, the racks will be full. Another time when a fill will take place is if a game has been losing. When this happens, the floorman will usually come in front of the dealer. It is the dealer's responsibility to break the money down, checking the amount

against the fill slip to make sure they correspond. If the amounts are the same, the dealer signs the fill slip and then puts the cheques into the bank.

Credit is when there is too much money in the bank. When this happens, the floorman will take the excess cheques off of the game and give the dealer buttons indicating the amount removed. These buttons are to let you know and anyone that relieves you that your table is short that amount of money. When the floorman bring back the credit slip, check the buttons against the fill slip. Of everything the fill slip and the buttons don't match, don't sign the fill slip until they have corrected whatever the mistake might be.

SPECIAL ACTIONS

- If a cheque goes over the rail or if you happen to drop one, call it to the floorman's attention and he will handle it.
- If you should happen to spin the ball out of the wheel, and it goes out on the floor continue the game with the other ball and call this to the floorman's attention.
- In both (1) and (2), the call is " Cheque (or ball) down".
- If you happen to have a player walk off with some of your color cheques, call the floorman and explain.
- If anything unusual happens, call the floorman. His job is to see that all is well with the games in his area. He is there to help you when you need assistance.

TIPS

- Tokes may also come in the form of a token bet. Any bet that a customer may designate as being for the dealer must be acknowledged as such. Since the wager technically belongs to the customer, the combination of the token and regular bets may not exceed the table limit. However, special exception may be made by the supervisor which would permit a token bet to be placed so long as it doesn't exceed a certain percentage of the original bet (usually 10%). Losing token bets are disposed of in the same fashion as other losers. Winning token bets are paid last and then put up with the other tokens.

ROULETTE (PHYSICAL SKILLS)

DROP CUTTING : This is the ability to cut cheques while they are in your hand and setting down the desired amount of cheques on the table.

PICKING : The purpose of " Picking" is to enable the dealer to pick off stacks and place them on tops of full stacks to complete payoffs.

WIPING CHEQUE(S) OFF THE BOTTOM OF A STACK : The purpose for wiping cheques is leaving behind the right amount of cheques for proper payoffs.

MUCKING : This action is the efficient method of picking up cheques after they have been swept from the layout. "Mucking" is the action of picking up the cheques, separating them by color.

RACKING CHEQUES : "Racking" means to pick up twenty cheques of one color and place them into the bank of the same color. This action saves the dealer time as he can grasp exactly twenty cheques and place them into the bank.

ROULETTE RULES

- Do not accept any bets over wheel head or over apron.
- Keep wheel spinning at a responsible rate so that the players may read the numbers.
- Time the spin of ball to the play. Time the spin to allow players to complete placing their bets by the time ball is ready to drop into a number. Also allow yourself time to check the layout, before ball drops.
- When the ball gets hung-up, the dealer should immediately call the floorman.
- A dealer will not relieve another dealer while the ball is spinning or while in the process of paying bets.
- When the ball drops, be particularly alert that no column selection, outside or any other bets, are slipped on the layout. When there is doubt about any bet, dealer should immediately call the floorman before making payment.
- Do not turn your head completely in the direction of the wheel to see in what number the ball has dropped.
- Dealer must always mark the winning number.
- Count down checks on the winning number. If bets are more than five checks of any one color, stagger stack in units of five and stagger by colors.
- Clean the layout from the bottom (columns-third dozen-outside) and in toward the wheel head. Always left to right.
- Leaving one edge of the check in contact with the layout, tip the checks from the number that hits to clearly expose a possible hidden coin.
- When cleaning the layout, pick up only when checks are needed for payoffs or when checks are highly stacked by colors. Pick up with right hand only and while left hand is sweeping and cleaning the layout.
- All outside bets (columns, even money, dozens or section bets) will be paid from the bottom of the layout to the wheel head. Always left to right.

ROULETTE CALL OUTS

1. Money Plays To The Limit.
2. Checks PlayOver \$25.00
3. Money Plays 1 Bill.
4. Color Change

5. Color Change Coming In.
6. \$__ Maker Called Wait]
7. Marker Down.
8. Marker Paid.
9. Coming In Against The Marker.
10. Turn Palms Up.
11. Green Out.
12. Green In Action.
13. Change A \$__.
14. Check Down Inside (Or Outside).
15. Check Change.
16. Green Inside (Or Outside).
17. Security.

ROULETTE PAYOFFS

CHECKS	35:1	17:1	11:1	8:1	6:1	5:1
1	35	17	11	8	6	5
2	70	34	22	16	12	10
3	105	51	33	24	18	15
4	140	68	44	32	24	20
5	175	85	55	40	30	25
6	210	102	66	48	36	30
7	245	119	77	56	42	35
8	280	136	88	64	48	40
9	315	153	99	72	54	45
10	350	170	110	80	60	50

11	385	187	121	88	66	55
12	420	204	132	96	72	60
13	455	221	143	104	78	65
14	490	23	154	112	84	70
15	525	255	165	120	90	75
16	560	272	176	128	96	80
17	595	289	187	136	102	85
18	630	306	198	144	108	90
19	665	323	209	152	114	95
20	700	340	220	160	120	100
	STRAIGHT UP	SPLIT	STREET AND BASKET	CORNER	TOP LINE	DOUBLE STREET

You Must learn I-10 cold. You will be able to compute II-20 using I-10.

1 STACK
2 STACKS
3 STACKS
4 STACKS
5 STACKS
= 20 CHECKS = 40 CHECKS = 60 CHECKS = 80 CHECKS = 100 CHECKS
6 STACKS
7 STACKS
8 STACKS
9 STACKS
10 STACKS
120 CHECKS 140 CHECKS 160 CHECKS 180 CHECKS 200 CHECKS
TABLE FAMILIARIZATION-1

WHEEL

1. WHEEL HEAD

Moving part of the Wheel with the numbers on it.

2. CANOES

Metal obstacles in the bawl.

3. BOWL

All of the wheel insides that don't move.

4. RIM
The flat edge surrounding the bowl.
5. TRACK
This area is under the rim.

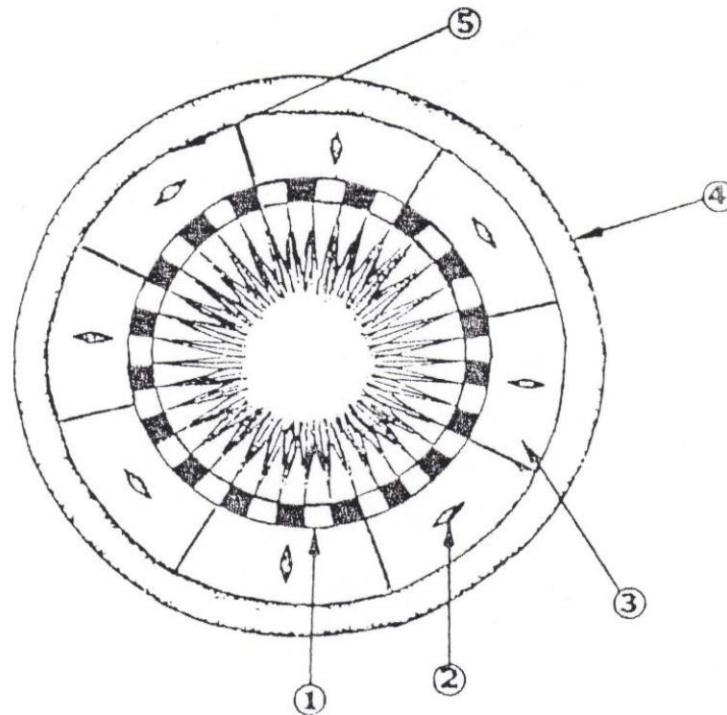


TABLE FAMILIAZATION-2

LAYOUT

1. OUTSIDE LINE
The 6 area which cover : BLACK, RED, ODD, EVEN , 1 -18 & 19 -36.
2. DOZENS
These are the areas marked 1st 12, 2nd 12, & 3rd 12. They divide the board into thirds.
3. COLUMNS
These areas divide the numbers into thirds running up and down they are

marked : 2 to 1.

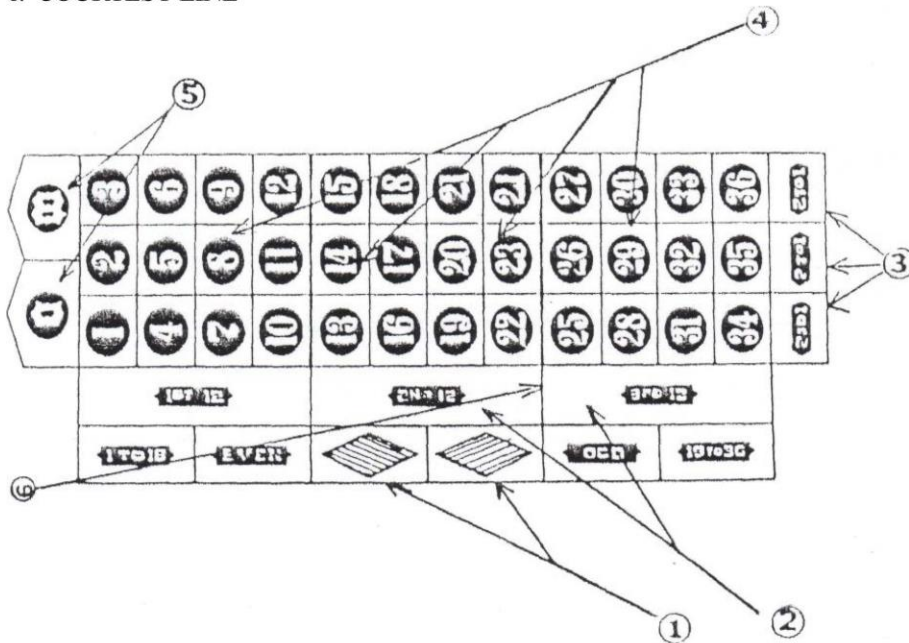
4. THE NUMBERS

Closest to the wheel are 0 and 00 then the numbers run in order from 1 through 36.

5. 0 & 00

These are the greens. They are related to the numbers only.

6. COURTESY LINE



This line is for players are at the left end of the table to play the 0 & 00.

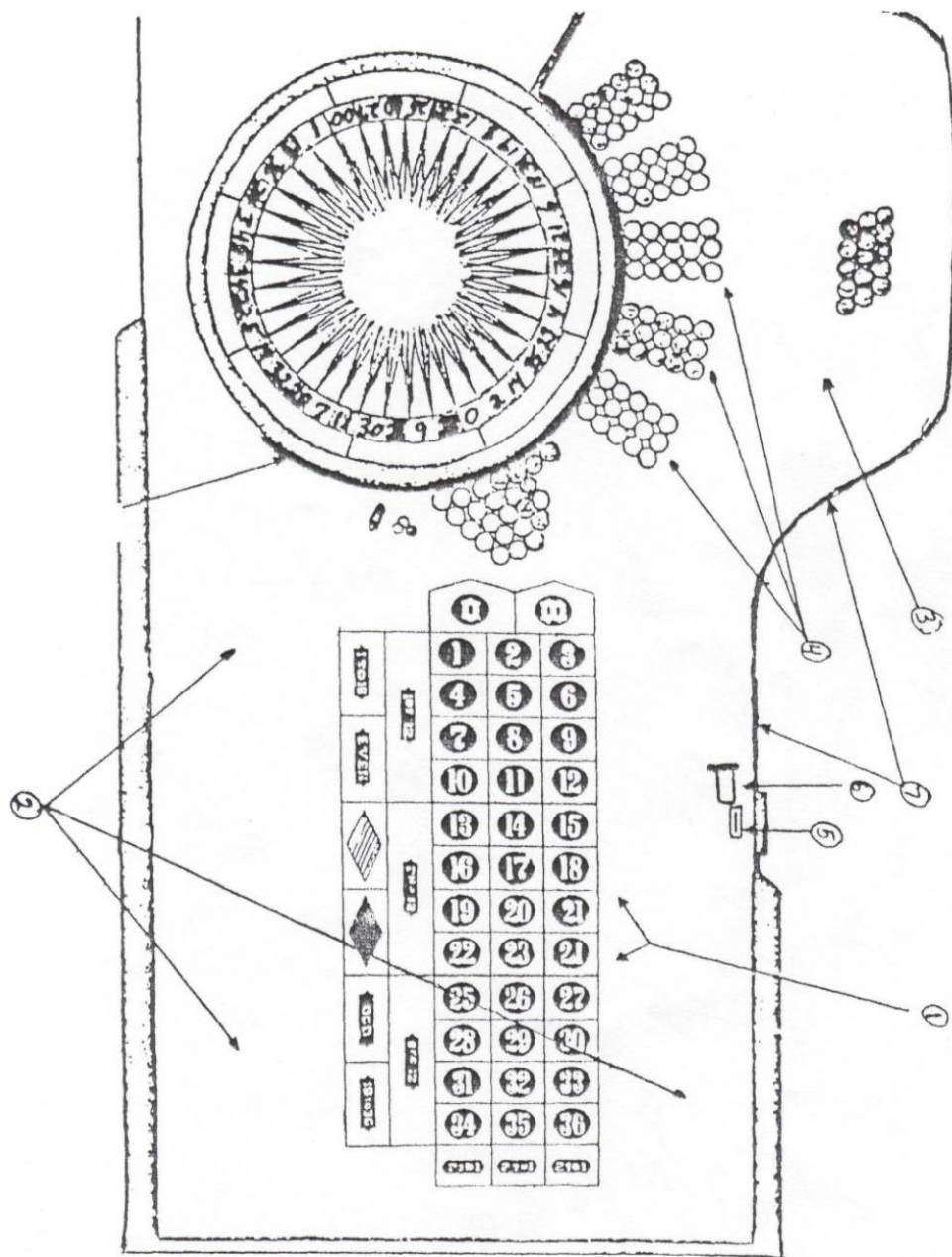


TABLE FAMILIARIZATION TABLE

PARTS

1. LAYOUT
The felt covering on the table which "lays out" the different bets in the game.
2. PLAYER'S APRON
The blank border around the layout.
3. MUCKING APRON
Work area where the dealer picks up the cheques and puts them away.
4. CHEQUES
Plastic discs which are used in place of money.
5. DROP BOX
The drop box is a steel box mounted under the table. The dealer exchanges all paper money for cheques with each player and then drops the paper money into this box.
6. PADDLE
The paddle is a clear plastic device used to push paper money down through a slot (drop slot) and into the drop box.
7. RAIL
A piece of wood raised above the table level used as a stop so things will not fall over the edge of the table.
8. BACKBOARD
Curved board that separates the wheel area from the table top. The wheel rests against it on one side and the other side supports the cheque banks.

GLOSSARY

1. LAMER: SAME AS BUTTON.
2. LAY DOWN: TO MAKE A BET.
3. LET IT RIDE: TO LEAVE THE ORIGINAL BET AND THE WINNING OF THE PREVIOUS BET ON THE GAMING TABLE AND WAGER THEM AGAIN.
4. LUMPY: A BAD EXPERIENCED DEALER.
5. MAKE A MOVE (TO): TO CHEAT, AN ACTION THAT A CHEATER DOES.

6. MECHANIC: A SKILLED DEALER WHO RESORTS TO SLEIGHT OF HAND TO CHEAT.
7. NUT: A GAMBLER'S OR GAMBLING ENTERPRISE'S OVERHEAD, EXPENSES.
8. PALM: TO HIDE IN THE PALM OF THE HAND.
9. CASE BET: THE LAST BET USUALLY ONE MADE WITH THE LAST MONEY A PLAYER HAS.
10. CECIL (C NOTE): \$100.00 BILL.
11. CLERK: A GOOD DEALER.
12. DEAD: A GAME WITH NO PLAYERS.
13. DROP: ALL THE MONEY A TABLE TAKES IN DURING A SHIFT.
14. EIGHTY-SIX: TO BAR A PERSON FROM A CASINO OR FROM PLAYING A GAME OR ALL GAMES.
15. FLAT BET: A BET THAT GETS PAID EVEN MONEY.
16. FLAT STORE: SAME AS BUST OUT JOINT.
17. FRONT MAN: A PERSON, USUALLY WITHOUT A POLICE RECORD, WHO IS THE APPARENT OWNER OF A GAMBLING OPERATION.
18. GREENS: \$25.(X) CHEQUES.
19. GRIND JOINT: A CASINO USUALLY WITH LOW LIMIT TABLES WHICH REQUIRES A GOOD MANY PLAYERS IN ORDER TO MAKE A PROFIT.
20. HOUSE: SLANG FOR CASINO.
21. HUSTLE: SAME AS BUZZ,
22. JUICE: SAID OF SOMEONE WHEN THEY KNOW SOMEONE OF IMPORTANCE, USUALLY SAID IN REFERENCE TO GETTING A JOB OR A FAVOR.
23. BLEEDER: A PERSON, USUALLY A PIT BOSS OR FLOORMAN THAT WORRIES OR IS UPSET ABOUT A PLAYER'S WINNINGS.
24. BOOK: TO ACCEPT A BET; A PLACE WHERE BETS ARE MADE ON SPORTING EVENTS.
25. BUST OUT JOINT: A CASINO THAT CHEATS.
26. BUST OUT DEALER: A DEALER WHO CHEATS FOR THE CASINO.
27. BUY IN; AMOUNT OF CASH A PLAYER STARTED WITH.
28. CALL BET: TO MAKE A BET WITHOUT PUTTING UP ANY MONEY.
29. CARPETSTORE: AN UNLICENSED CASINO OR CASINO OPERATING

IN AN AREA WHERE GAMBLING IS NOT LEGAL.

30. PAST TOST: TO PLACE A BET AFIER THE WINNER HAS BEEN DETERMINED.
31. P.C. (PERCENTAGE): 1) PORTION CONTROL. 2) THE PERCENT OF THE ADVANTAGE ANY GAME HAS. 3) THE PERCENT OF MONEY WON OVER WHAT THE PLAYERS BOUGHT IN FOR.
32. POWER OF THE PEN: SAID OF A FLOORMAN WHEN HE CAN COMP. PLAYERS MEALS, SHOWS, ETC. JUST BY SIGNING HIS NAME.
33. RINGER: A PERSON WHO ACTS OR IS SUPPOSED TO BE A BEGINNER OR AMATEUR WHO IN ACTUALITY IS AN EXPERT.
34. RUN: A STREAK, USUALLY OF GOOD OR BAD LUCK.
35. RUN IT DOWN: CUT DOWN OR BREAK DOWN A BET SO IT'S READABLE.
36. SLEEPER: MONEY OR A BET LEFT ON THE TABLE OR LAYOUT WHICH BELONGS TO A PLAYER WHO HAS FORGOTTEN ABOUT IT.
37. STEAM: WHEN A PLAYER STARTS MAKING BIGGER AND BIGGER BETS, USUALLY WHEN LOSING.
38. STORE: A CASINO.
39. SWEAT: SAME AS BLEED.
40. TAKE A SHOT: SAME AS MAKING A MOVE.
41. TURKEY: A DEROGATORY TERM THAT REFERS TO A PLAYER, USUALLY ONE THAT IS A BAD TIPPER AND/OR A LOT OF TROUBLE TO DEAL WITH.
42. TWO WAY (BET): A BET SPLIT BETWEEN A PLAYER AND THE DEALER.
43. WHOLE NINE YARDS: ALL, EVERYTHING.
44. YARD: \$100.00.
45. BUZZ: WHEN A DEALER ASKS A PLAYER FOR A TIP.



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