

COLLECTION «LES REGLES DU JEU»

La Roulette française

French Roulette



DICTIONARY

Bet	Mise
Black	Noir
Boule	Boule
Box	Case
Call	Annonce
Cashier	Caissier
Chip	Jeton
Column	Colonne
Combination	Combinaison
Corner bet	Carré
Currency	Devise
Dealer	Croupier
Dozen	Douzaine
Even chances	Chances simples
Evens	Pair
Exchange	Echange
Finale	Finale
Gamble	Jeu
High	Passe
Layout	Tapis
Low	Manque
Number	Numéro
Odds	Impair
Orphelans	Orphelins
Plaque	Plaque
Player	Joueur
Red	Rouge
Six line	Sixain
Split bet	A cheval
Stake	Mise
Straight up	Numéro plein
Street bet	Transversale
Third of the wheel	Tiers du cylindre
Tip	Pourboire
Value	Valeur
Wheel	Cylindre
Winning	Gain
Yellow	Jaune
Zero	Zéro
Zero's neighbours	Voisins du zéro



French Roulette

First of all, the setting



This is the **table**, with the **table layout**



The **players**.. who will **bet** on 1 or several numbers by placing **chips** on the layout.

2

The player plays against the Casino, which is represented by its team of dealers. One of the dealers will call out «**Faites vos jeux**» (Place your bets), and will spin the wheel in one direction, and spin the ball in the opposite direction.

The players are allowed to bet until the dealer calls : «**Rien ne va plus**» (no more bets).

Finally, the **wheel**.



The ball, when it comes to a stop in one of the 37 compartments (there are 18 red compartments, 18 black compartments and zero, which is green), indicates the **winning number**.

3



The layout

This shows the placing of the bets.

In order to allow different game combinations between the 36 numbers, a layout was designed in sets of numbers according to their characteristics.



Zero (0)

This has its own strip, it doesn't belong to any of the other categories.

High (Passe)

From 19-36



Evens (Pair)

All the even numbers on the layout (except zero)



Black (Noir)

All the black numbers



Dozens (Douzaines)

- P** : The first dozen
From 1-12
- M** : The second dozen
From 13-24
- D** : The third dozen
From 25-36



4

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

Low (Manque)

From 1-18



Odds (Impair)

All the odd numbers



Red (Rouge)

All the red numbers



Dozens (Douzaines)

Like the dozens on the left.
First (Première)
Middle (Milieu)
Third or last (Dernière).



Columns (Colonnes)

- Left column : (Column 34)
1,4,7,10,13,16,19,22,25,28,31,34
- Middle column : (Column 35)
2,5,8,11,14,17,20,23,26,29,32,35
- Right column : (Column 36)
3,6,9,12,15,18,21,24,27,30,33,36

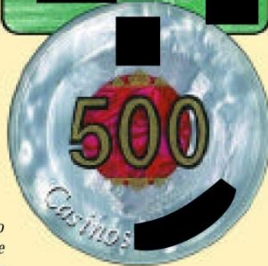
5

The chip system



"LES PLAQUES"
The placques, or "PLAQUES" are rectangular.

"LES JETONS"
The chips, or "JETONS" are round.



If you decide to gamble, you must go to the cashier and exchange your money for placques or chips. The value of the chips is clearly marked on them. This is called 'face value.'

For example, if you change 1000F, the cashier can give you a placque worth 1000

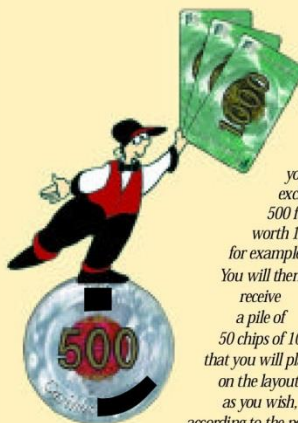
or

2 chips worth 500 each.



In some casinos, money can be exchanged directly at the roulette table.

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Once you have your "CASINO CURRENCY" you decide the denomination of your chips: 10, 20, 50 or more, and

you must ask the dealer to exchange your chip worth 500 for 50 chips worth 10 each,

for example.

You will then receive a pile of 50 chips of 10 that you will place on the layout, as you wish,

according to the possible combinations that we have shown you.



Nevertheless, be careful :

All the players around the table who are also playing with chips of 10 have the same chips as you.



It is down to you to remember how many chips you placed so that you can claim your winnings in the event that you win.

The dealers are there to help you, and in the event of a dispute with another player, the surveillance cameras which monitor the tables will be screened to resolve the dispute.

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How to place your bets and the winnings



You place your bet by placing one or several plaques or chips on the layout according to the chosen combination.

You can place your chips yourself or you can «announce» your bets, in which case it's the dealer who places your bet.

An example of an «announce».
0. 3. 7. 18,
12.15,
Column 34.



NB

The numbers should always be announced in increasing numerical order.

1.7.17.25 : good

17.1.7.25 : bad

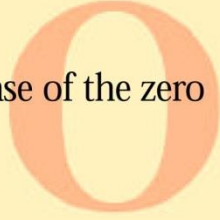


The ball, when it settles, designates the winning number and the winning combinations. You can then calculate your winnings by consulting the right-hand column on the board, see left.

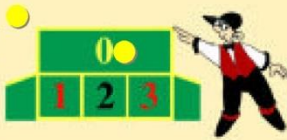
Combination	Position of chip	0			Numbers played «Announce»	Winnings 36/n <small>n represents the number of numbers played</small>	
		1	2	3			
1 Number Straight up bet	In the centre of the box	4	5	6	5 "Number 5"	stake x 35 + stake placed stake x 36	
2 Numbers Split bet	On the line which divides the two chosen numbers	10	11	12	10 and 11 "10.11"	stake x 17 + stake placed stake x 18	
3 Numbers Street bet	On the outside line of the three numbers	16	17	18	16, 17, 18 "16.18" Can be placed either left or right	stake x 11 + stake placed stake x 12	
4 Numbers Corner bet	In the cross-section/centre of the square formed by the four numbers	22	23	24	22, 23, 25, 26 "22.26"	stake x 8 + stake placed stake x 9	
6 Numbers Six line	In the middle of the outside line of the rectangle of the six numbers	28	29	30	31, 32, 33, 34, 35, 36. "31.36" Can be placed either left or right	stake x 5 + stake placed stake x 6	
12 Numbers Column	In the middle of a column box	1	4	7	10, 13, 16, 19, 22, 25, 28, 31, 34 "Column 34"	stake x 2 + stake placed stake x 3	
12 Numbers Dozen	In the middle of a dozen box	D O I P			13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 "Middle dozen"	stake x 2 + stake placed stake x 3	
18 Numbers HIGH/LOW ODDS/EVENS BLACK/RED	In the middle of the chosen boxes	D O I P			1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36 "Red"	stake x 1 + stake placed stake x 2	
24 Numbers 2 COLUMNS 2 DOZENS	Straddling the line between the two chosen boxes	31	32	34	35	1, 2, 4, 5, 7, 8, 10, 11, 13, 14, 16, 17, 19, 20, 22, 23, 25, 26, 28, 29, 31, 32, 34, 35 "Two columns 34-35 split bet" From 1-24 "First dozen and middle dozen"	stake x 0,5 + stake placed stake x 1,5



The case of the zero



It can be played alone :
you call "zéro en plein".
The chip is placed
in the centre of the zero box.



If it is coupled with one of its
neighbours on the board, you call :

- cheval 0/1
- cheval 0/2
- cheval 0/3

The chip is placed on the line
between the two numbers.



Until now, the zero is played like any
other number. Given its special
position above three other numbers,
the street bet can be placed
by putting the chip
at the centre of the T
formed by the boxes of the three
numbers concerned, there are two
possibilities:

- you call 0, 1, 2
- 0, 2, 3



The corner 0, 1, 2, 3 is placed
either
to the left
or
the right
of the layout as shown in the picture.



If zero is the winning number...

Those who bet on zero, or on a combination with zero
win as they would with any other number.
Moreover, the zero bet is exceptional as it doesn't belong to
any of the even chances combinations,

(High, Low, Evens,
Odds, Red, Black),
yet those who have played
these combinations haven't
lost everything,
they are
"frozen".

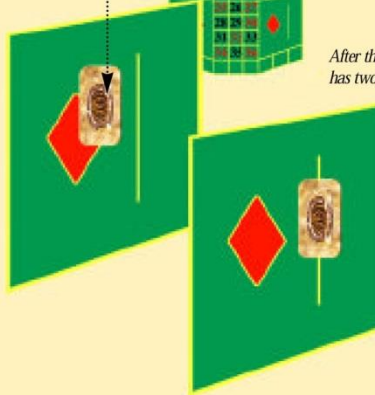


For example,
a player
who has placed
a 1000 chip
on
Red



After the zero win, the player
has two options :

- either he collects
half his bet and
accepts to lose
the other half
- either he remains
"frozen"
(see the line
for "even chances")



In this example
the dealer will place the
1000 chip on this line.

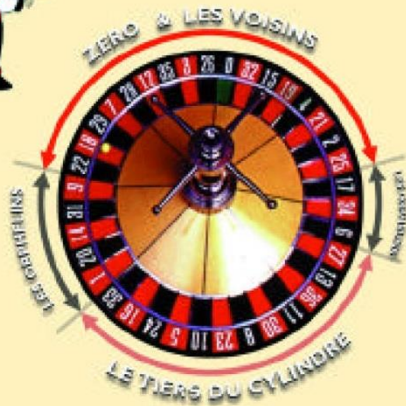
The following round

- If, on the next round, the winning
compartment is red, the bet is "freed"
and the player can collect his bet.

- If the winning number is black,
the player has lost.



Some "annonces"



In addition to the usual "annonces" for the combinations already mentioned, there are also some more classic calls known to the dealers.

The wheel has been divided into three sections:

- Les voisins du zéro (Zero's neighbours)
- Le tiers du cylindre (The third of the wheel)
- Les orphelins (Orphans)



Les voisins du zéro
Zero's neighbours

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

You call "les voisins du zéro" and the dealer will ask you for 9 chips which will cover the 17 numbers in this section.

The chips placed on 0, 2, 3 and 25-29 are doubled.



Le tiers du cylindre
The third of the wheel

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

You call "le tiers du cylindre" and the dealer will ask you for 6 chips which will cover the 12 numbers in this section

This list is not exhaustive, as dealers can accept different number combinations, but those cited here are universally recognised.



The finales

Here, we refer to the numbers ending in the same number:

- Finale 0 : 0, 10, 20, 30
- Finale 1 : 1, 11, 21, 31
- Finale 2 : 2, 12, 22, 32
- Finale 3 : 3, 13, 23, 33
- Finale 4 : 4, 14, 24, 34
- Finale 5 : 5, 15, 25, 35
- Finale 6 : 6, 16, 26, 36

4 chips

- Finale 7 : 7, 17, 27
- Finale 8 : 8, 18, 28
- Finale 9 : 9, 19, 29

3 chips

Finale 7-8-9 and 22

The 22, being positioned in a section where there are a lot of final numbers 7-8-9, another classic call is "Finale 7-8-9 and 22", or 10 game chips.



Les orphelins
The orphans

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

For this option you must choose between: straight up bet

(8 chips)

or split bet

(5 chips)



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



Useful information



The tip

It is customary in the event of a win to give a tip on a straight up bet. The player calls:
- "Pour le personnel"
(For the personnel)
and the dealers reply:
- "Personnel, merci".
(Personnel, thank you)



Minimum and maximum bets

When the table is called a 20f table, for example, this means that the minimum stake is 20 francs. The maximum stake for each combination is determined according to a coefficient indicated in the table below. A similar table appears on every table layout, so you can check the stakes.

Combination	Coefficient* X multiplied by:	Maximum stake for a minimum bet of 10 F	Maximum stake for a minimum bet of 20 F	Maximum stake for a minimum bet of 50 F
Straight up bet	30	300 F	600 F	1 500 F
Split bet	60	600 F	1 200 F	3 000 F
Street bet	100	1 000 F	2 000 F	5 000 F
Corner bet	120	1 200 F	2 400 F	6 000 F
Six line	200	2 000 F	4 000 F	12 000 F
Column	500	5 000 F	10 000 F	30 000 F
Dozen	500	5 000 F	10 000 F	30 000 F
Easy win	1 000	10 000 F	20 000 F	50 000 F
Two columns split bet	2 000	20 000 F	40 000 F	100 000 F
Two dozens split bet	2 000	20 000 F	40 000 F	100 000 F

* The most commonly used coefficients; they can nevertheless vary from one casino to another



Final remark



If the numbers on the layout are arranged in increasing numerical order, the distribution of the numbers on the wheel is anarchical, save two exceptions:
- none of the numbers are consecutive
- when the wheel is divided into two parts from 2 on one side and zero on the other, the total of each side is

333



Don't worry!
In spite of the apparent complexity of all these explanations, it will only take you a couple of goes to become a highly skilled player!

Now, it's your turn, and...
good luck!

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

26
3
35
12
28
7
29
18
22
9
31
14
20
1
33
16
24
5
333



32
15
19
4
21
2
25
17
34
6
27
13
36
11
30
8
23
10
333

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