

RACE TRACK

The racetrack is a separate area located beside the main Roulette layout. It is used for placing bets on numbers that are adjacent to each other on the Roulette wheel. The racetrack displays the numbers in the same order as they appear on the wheel.

Section bets cover four specific areas of the Roulette wheel.



SERIE 5/8	Bet 9 chips to cover 17 numbers
ORPHELINS	Bet 5 chips to cover 8 numbers
SERIE O/2/3	Bet 6 chips to cover 12 numbers
ZERO-SPIEL	Bet 4 chips to cover 7 numbers

REPONSIBLE GAMING

Casino Davos constantly strives to make every visit a positive experience.

Gaming should enrich your leisure time and never become a burden.

For this reason, we are committed to preventing problem gambling.

During opening hours, you can approach our trained staff, who will provide expert advice on our Responsible Gaming initiatives and player protection measures.

In addition, informational brochures about the casino's Responsible Gaming program are available at various locations throughout the gaming areas.

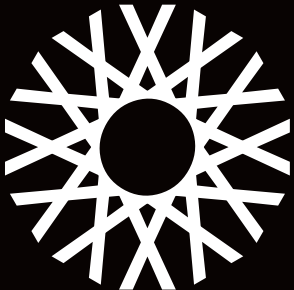
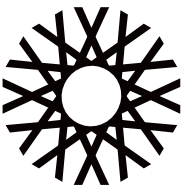
In this guide, we explain the basic rules of Roulette. However, should you require any more information or have any questions, our friendly Casino Staff are always on hand to help you and give you advice

SHORT HISTORY OF THE ROULETTE

The game of Roulette was born in France in the 17th century, inspired by Blaise Pascal's studies on probability and the concept of perpetual motion. It quickly became one of the most popular games of chance in Europe, especially in the casinos of Monte Carlo.

In the 19th century, Roulette crossed the Atlantic and was introduced in major American casinos, where it developed a more compact and dynamic style.

Today, it remains a timeless classic, enjoyed in casinos all around the world.



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AMERICAN ROULETTE

HOW TO PLAY



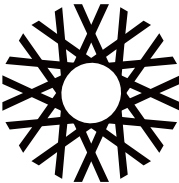
HOW TO PLAY

The aim of Roulette is to correctly guess which number the ball will land in.

An American roulette table consists of a wheel and a betting layout. The wheel is made up of 37 segments, numbered from 0 to 36, with 18 black numbers, 18 red numbers, and 1 green zero. Each number on the wheel is also represented on the betting layout.

The layout is the designated area of the table where you can place your bets.

To determine the winning number, a dealer spins a wheel in one direction and a ball in the opposite direction around the circumference of the wheel. The ball eventually loses momentum and falls into one of the 37 numbered pockets in the wheel. This represents the winning number for this spin.



START TO BET

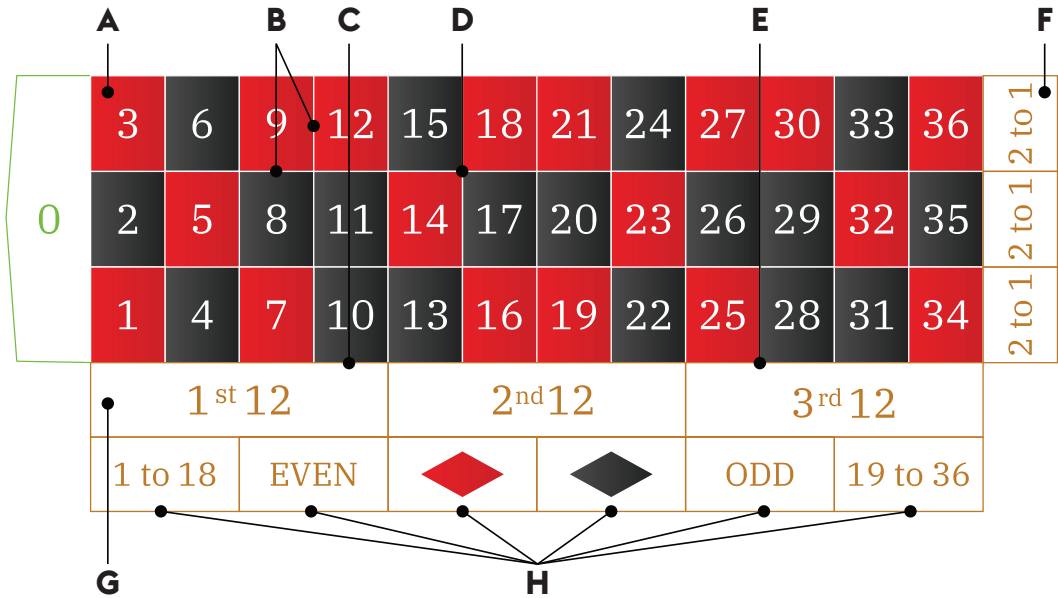
Each player is issued an individually coloured set of chips, unique to that table. You can choose the value of your chips when you buy in, and the minimum bets are clearly displayed at each table.



Just before the dealer spins the ball, they will announce, “Place your bets”, and you may continue betting until the dealer calls “No more bets”. At this time, no more bets will be accepted. This means the ball is close to dropping into a winning number. Once the ball has come to rest, the dealer will announce the winning number and place a marker on the layout to indicate the winning position. The table is then cleared of all non-winning bets, and the dealer pays out all winning bets.

When you have finished playing, you must exchange your coloured chips for value chips at the table.

BETS AND PAYOUT



Type	Place chips	Pays
A STRAIGHT UP Any number or zero	In the center of any one number	35 to 1
B SPLIT Any two numbers	On the line between any two numbers to cover both	17 to 1
C STREET Any three numbers	On the end of a row	11 to 1
D CORNER Any four numbers	On the corner of four numbers	8 to 1
E SIXLINE Any six numbers	On the end of the row, between two adjacent rows of Three	5 to 1
F COLUMN First, second or third lot of twelve numbers	In the box corresponding to your chosen column	2 to 1
G DOZEN Group of twelve consecutive numbers	In the box corresponding to the 1st 12, 2nd 12 or 3rd 12 consecutive numbers	2 to 1
H EVEN ODDS Low (1 to 18) or High (19 to 36) Red or Black Odd or Even	In the section that applies	1 to 1

When zero is the winning number: All dozen and column wagers lose; Even bets lose half the wager