

Rack card for Roulette with Straights and 8's

Player must place their Straights and 8's wager in the designated wagering position before the dealer signals for no more bets.

The dealer will spin the ball and wave for no more bets per standard house procedures.

The dealer will collect each Straights and 8's wager that has been placed and will move them to the corresponding numbered position that represents the player's position on the roulette table. Players are not allowed to make additional Straights and 8's wagers until the current Straights and 8's game sequence has ended.

The dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track. That number will stay marked until the game sequence has ended. The dealer will follow standard house procedures for servicing all regular roulette wagers.

After the first Straights and 8's number has been established, the dealer will spin the ball for the next game, the dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track then follow normal house procedures for roulette once the 2nd number is established. If the 2nd number is within two numbers of the first number marked (i.e. if the number was a 5 and the second number is a 3, 4, 6 or 7) or if the first number was an 8, 18 or 28 and the second number is also a 8, 18 or 28, the dealer will leave the markers on the Straights and 8's number track. If the 2nd number is out of range for a winning payout the bet loses and is collected by the dealer.

If the second number marked is within the range for a winning pay out, the dealer will spin the ball for a third game, the dealer will mark the roulette number and immediately mark the number on the Straights and 8's number track then follow normal house procedures for roulette once the 3rd number is established. If the third number falls outside the range for a winning 3 number pay out, the game sequence has ended and the dealer will pay the wager according to the posted pay schedule. The third spin is specifically to see if a winning 2 number payout can be increased to a 3 number pay out, it will not create a combination of two pay outs.

If 0 or 00 is marked for the first or second number the Straights and 8's wager loses and the dealer will collect the bet. If 0 or 00 is marked for the third number, the Straights and 8's game sequence has ended and the dealer will pay the wager according to the posted pay sc

Pay table:

Consecutive Spins Pay Table	Pays
2 Numbers with a 1 Number Gap (first two numbers marked)	4 to 1
2 Numbers with 8's in a Row (first two numbers marked)	4 to 1
2 Sequential Numbers in a Row (first two numbers marked)	7 to 1
3 Sequential Numbers with 8's (8, 18 or 28) in a Row	50 to 1
3 Sequential Numbers in a Row	50 to 1
8-18-28 in the first three spins, any order	299 to 1