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Agent: WATTS, Peter Graham; Anthony Cundy & Co,

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(72) Inventor; and (71) Applicant: AU-YEUNG, Chi Fat; 33 Parker Street, Edg-

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(54) Title: ROULETTE GAMING LAYOUT

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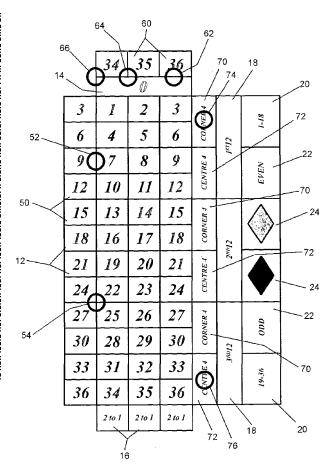


Fig 2.

(57) Abstract: A Roulette Gaming Layout having a matrix of boxes having four columns of twelve rows, the boxes in three adjacent columns being numbered 1 to 36 consecutively across the rows, the boxes in the fourth column being numbered to repeat the numbers in the column on the opposite side of the matrix.

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Roulette Gaming Layout

The present invention relates to a novel Roulette Gaming Layout that permits bets to be placed on combinations of numbers which are not possible on a conventional Roulette Gaming Layout.

A conventional Roulette Gaming Layout, as illustrated in figure 1 comprises a matrix of boxes 12 in three columns of twelve rows, which are numbered 1 to 36 consecutively across the rows. An additional box 14 which spans the three boxes 12 of the top row is numbered 0. Boxes 16 are also provided at the bottom of each column. Further boxes 18, 20, 22 and 24 are provided at the side of the main matrix.

Traditionally the method of laying Roulette bets is to place real or virtual chips on an individual numbered square 12 or on a combination of numbers by placing a chip on a line or corner common the numbers. With a conventional layout, the combination of numbers is limited by the physical proximity of the numbers which allow the bet to be indicated by placing a chip on a line or corner common to a plurality of numbers. A limited number of additional combinations may be covered by placing a chip in one of the boxes 18 to 24, for example box 16 to cover a full column (12 numbers), box 18 to cover 1 to 12; 13 to 24; or 25 to 36, box 20 to cover 1 to 18 or 19 to 36, box 22 to cover odd/even numbers or box 24 to cover black/red numbers.

Thus a Player may thus make the following bets:

Description	Numbers Covered	Odds	Examples
Straight Up	One	35 to 1	Zero; 12; or 28;
Split	Two	17 to 1	Zero and 2; 25 and 28; or 14 and 15;
Street	Three	11 to 1	4,5 and 6; 31,32 and 33;
Corner	Four	8 to 1	25, 26, 28 and 29; or 7, 8, 10 and 11;
Line	Six	5 to 1	4 to 9; or 25 to 30:
Dozen	Twelve	2 to 1	1 to 12; 13 to 24; or 25 to 36inclusive
Column	Twelve	2 to 1	Middle Column – 2, 5, 8, etc.
Even Chances	Eighteen	Evens	Black or Red; odd or even; 1 to 18;
			or 19 to 36

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Note: The US wheel has a double zero in addition to the single zero featured in the French

and European wheels. Although the US gaming cloth displays the two zero betting areas adjacent to each other a single chip bet as a split to cover both zeros is not normally permitted. The two zeros are sited opposite each other on the US wheel.

The design of the traditional French and European Roulette Cloth (see fig (i)) displays three columns of the integers one to thirty-six with (the single) zero based behind the betting squares for one, two and three.

Chips intended to cover more than one number may only cover the numbered betting squares which are physically adjacent thus seven-eight (as a split) is permitted, severn-nine is not.

According to one aspect of the present invention a Roulette Gaming Layout includes a matrix of boxes having four columns of twelve rows, the boxes in three adjacent columns being numbered 1 to 36 consecutively across the rows, the boxes in the fourth column being numbered to repeat the numbers in the column on the opposite side of the matrix.

The present invention permits bets to be placed on combinations not hitherto possible, for example a bet may be placed on a split seven-nine or a corner seven-nine-ten-twelve, which were not hitherto possible.

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The Roulette Gaming Layout of the present invention may also include additional boxes similar to those of the conventional layout, in which bets may be placed on zero, double zero, a column, 1 to 12, 13 to 24, 25 to 36, 1 to 18, 19 to 36, 1 to 18, 19 to 36, odd, even, black or red or other combinations of numbers which are not in physical proximity.

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According to a further embodiment of the invention, a box marked with the number zero a further row of three boxes being provided along the top of the zero box, the further row of boxes being numbered 34, 35, 36.

In accordance with this embodiment bets may be combinations of zero with numbers 34, 35, 36, which are not possible with the conventional layout.

The invention is now described, by way of example only, with reference to the accompanying drawings, in which:-

Figure 1 illustrates a conventional Roulette Layout; and

Figure 2 illustrates a Roulette Layout in accordance with the present invention;

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Figure 3 illustrates an alternative embodiment of the present invention;

Figure 4 illustrates a further embodiment of the invention.

10 Fig

Figure 1 shows a conventional Roulette Layout as described above.

With this Layout bets may be placed:

a) on a single number (Straight up) by placing a chip 30 in one of the boxes marked zero to 36;

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- b) on a pair of adjacent numbers (Split) by placing a chip 32 on a line between the two numbers;
- c) on a row of three numbers (Street) by placing a chip 34 on the line at the end of a row;

d) on four adjacent numbers (Corner) by placing a chip 36 on the corner

common to the four numbers;

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- e) on six numbers on two adjacent rows (Line) by placing a chip 38 on the corner at the end of two rows;
- f) on twelve numbers on one column (Column) by placing a chip 40 in one of the boxes 16;

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- g) on numbers 1 to 12; 13 to 24 or 25 to 36 (Dozen) by placing a chip 42 in one of the boxes 18;
- h) on numbers 1 to 18 or 19 to 36 by placing a chip 44 in one of the boxes 20;
- i) on odd or even by placing a chip 46 in one of the boxes 22; and
- j) on black or red by placing a chip 48 in one of the boxes 24.

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In accordance with the present invention, as illustrated in figure 2 an additional column of twelve boxes 50 are provided down one side of the matrix of boxes 12 of the conventional Layout, the boxes 50 being aligned with the rows of the matrix of boxes 12. These boxes 50 are numbered with the same number as that of the box 12 at the opposite end of the

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respective row. In addition to the conventional bets, the boxes 50 allow bets to be placed on pairs of numbers at opposite ends of the rows of the conventional layout (Link Split), for example 1 and 3 or 22 and 24, by placing a chip 52 on a line between a box 50 and box12 in the adjacent column. Boxes 50 also allow bets to be placed on two pairs of numbers at opposite ends of adjacent rows of the conventional layout (Split Corner), for example 4, 7, 6, 9 or 28, 31, 30 and 33, by placing a chip 54 at the corner common to two boxes 50 and two boxes 12 in the adjacent row of the matrix.

A further row of three boxes 60 are provided along the top edge of box 14 of the conventional layout, the boxes 60 corresponding to the columns of the conventional layout. The boxes 60 are numbered 34, 35 and 36. The boxes 60 allow additional bets to be placed on 0 and 34; 0 and 35; or 0 and 36 (Link Split) by placing a chip 62 on the line adjoining box 14 and the appropriate box 60. Boxes 60 also allow bets to be placed on 0, 34 and 35; or 0,35 and 36 (Link Corner) by placing a chip 62 on a corner common to the corresponding boxes 14 and 60. Boxes 60 also allow bets to be placed on 0, 34, 35 and 36 (Link Line) by placing a chip 66 on the corner between box 14 and boxes 60 at the end of the row.

Six further boxes, two boxes 70, 72 corresponding to the first set of four rows, numbers 1 to 12 of the conventional layout, two boxes 70, 72 corresponding to the second set of four rows, numbers 13 to 24 of the conventional layout and two boxes 70 to 72 corresponding to the third set of four rows, numbers 26 to 36 of the conventional layout. A chip 74 may be placed in one of the boxes 70, for example that corresponding to the first set of four rows of the conventional layout, to place a bet on the corner boxes 12 of the relevant four rows (Corner Foursome), that is the first and third boxes of the first row and first and third boxes of the fourth row, i.e. numbers 1, 3, 10 and 12. A chip 76 may be placed in one of the boxes 72, for example that corresponding to the third set of four rows, to place a bet on the middle four boxes 12 of the corresponding rows, i.e. 26, 29, 32 and 35.

The Roulette Layout described with reference to figure 2 will thus permit numerous additional bets on combinations not hitherto possible, in particular:

Description	Numbers	Odds	Examples
	Covered	1	
Link-Splits: A number in	Two	17 to 1	1 and 3; 4 and 6; 7 and 9; 10 and 12;
column one combined with		1	13 and 15; 16 and 18; 19 and 21;
its lateral partner in column			22 and 24; 25 and 27; 28 and 30;
three. (Boxes 50)		<u> </u>	31 and 33; 34 and 36.
Link-Corners: Two	Four	8 to 1	
numbers in adjacent rows			4, 6, 7 and 9; 7, 9, 10 and 12;
in column one combined			10, 12, 13 and 15; 13, 15, 16 and 18;
with their lateral partners in			16, 18, 19 and 21; 19, 21, 22 and 24;
column three (Boxes 50)			22, 24, 25 and 27; 25, 27, 28 and 30;
			28, 30, 31 and 33; 31, 33, 34 and 36.
Zero combinations:			
Link-Split (Boxes 60)	Two	17 to 1	Zero and 34; Zero and 35; or
			Zero and 36.
Link-Corner (Boxes 60)	Three	11 to 1	Zero, 34 and 35; Zero, 35 and 36.
Link-Line (Boxes 60)	Four	8 to 1	Zero, 34, 35 and 36.
Corner Foursomes	Four	8 to 1	1, 3, 10 and 12; 13, 15, 22 and 24; or 27, 27,
(Boxes 70)			34 and 36.
Centre Foursomes	Four	8 to 1	2, 5, 8 and 11; 14, 17, 20, 23; or 26, 29, 32
(Boxes 72)			and 35.

5 With this embodiment thirty six new single-chip betting opportunities are available.

In an alternative embodiments other combinations of numbered betting squares may be permitted dependent on the physical space available and the comfort of the Casino staff and players.

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In an alternative embodiment any or all other combinations of numbered betting squares effected by a single-chip bet may be made available on a virtual or electronic cloth. In an alternative embodiment the cloth or any variation thereof may be used or depicted in electronic form, by remote broadcast, on the world wide web, on the internet, on a local area network or remote network or by way of scratch-card or lottery or as an accessory for a family or fun game.

While in the above embodiment the additional column of boxes is located on the left of the matrix of boxes 12 and are numbered 3, 6, 9, etc., the boxes 50 may alternatively be located

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on the right hand side of the matrix of boxes 12 and numbered 1, 4, 7, etc., as illustrated in figure 3. Moreover the boxes 18, 20, 22, 24, 70 and 72 may be placed on either side of the matrix of boxes 12, 50, as illustrated in figure 4. The box 14 may also span all four of the columns of the matrix of boxes 12, 50 as illustrated in figure 4.

Claims

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- A Roulette Gaming Layout including a matrix of boxes having four columns of twelve rows, the boxes in three adjacent columns being numbered 1 to 36 consecutively across the rows, the boxes in the fourth column being numbered to repeat the numbers in the column on the opposite side of the matrix.
- A Roulette Gaming Layout according to claim 1 in which a further box spans at least said three adjacent columns adjacent the boxes at the tops of the columns, said additional box being numbered zero.
- 3. A Roulette Gaming Layout according to claim 2 in which the further box is split into two, the two boxes being numbered zero (0) and double zero (00).
- A Roulette Gaming Layout according to claim 2 or 3 in which an additional row of three boxes are provided above the further box numbered zero or zero and double zero, said additional boxes corresponding to said three adjacent columns and being numbered 34, 35 and 36
- 5. A Roulette Gaming Layout according to any one of the preceding claims in which further boxes are provided one at the foot of each of said three adjacent columns of the matrix of boxes.
- A Roulette Gaming Layout according to any one of the preceding claims in which
 additional boxes are provided for placing bets to cover combinations of numbers which are
 not adjacent on the matrix of boxes and which may not be indicated by placing a single chip or marker on the matrix of boxes.
- 7. A Roulette Gaming Layout according to claim 6 in which one or more additional boxes are provided for placing a bet to cover; twelve numbers comprising 1 to 12, 13 to 24 or 25 to 36; eighteen numbers comprising 1 to 18; 19 to 36; all odd numbers; all even numbers; all red numbers; or all black numbers.

- 8. A Roulette Gaming Layout according to claim 6 in which one or more additional boxes are provided for placing a bet to cover a selected combination of numbers comprising 1, 3, 10 and 12; 13, 15, 19 and 21; 25, 27, 34 and 36; 2, 5, 8 and 11;
- 5 14, 17, 20 or 23; or 26, 29, 32 or 35.
 - 9. A Roulette Gaming Layout according to any one of the preceding claims in which any new or novel, real or virtual, betting combination may be effected by a single-chip bet or wager.

A Roulette Gaming Layout according to any one of the preceding claims which may be used for fun or in a family context, or in a live or remote Roulette game, or in electronic form, or on the world wide web, or on the internet, or on a local area network, or remote network, or on a mobile telephone, or as a scratch card, or lottery.

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11. A Roulette Gaming Layout substantially as described herein with reference to and as shown in figure 2 or figure 3 or figure 4, of the accompanying drawings.

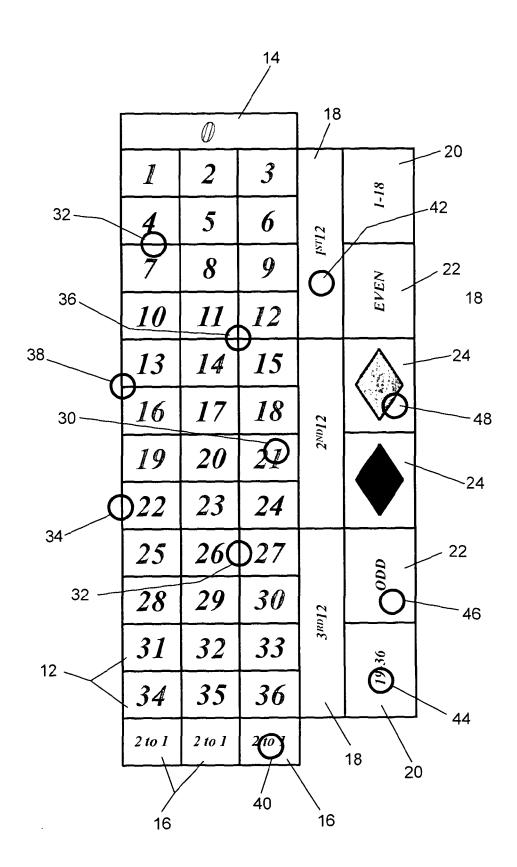


Fig 1. (Prior Art)

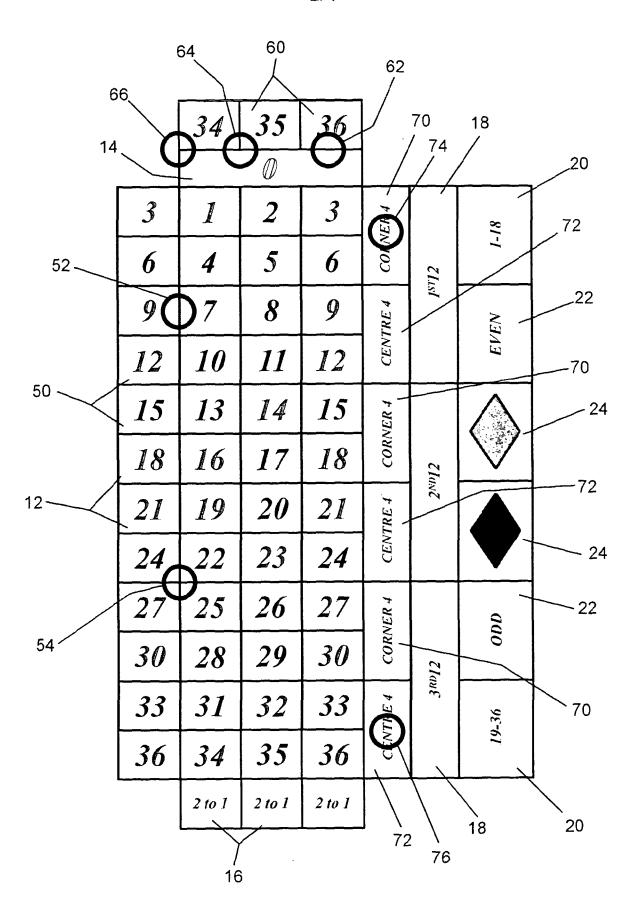


Fig 2.

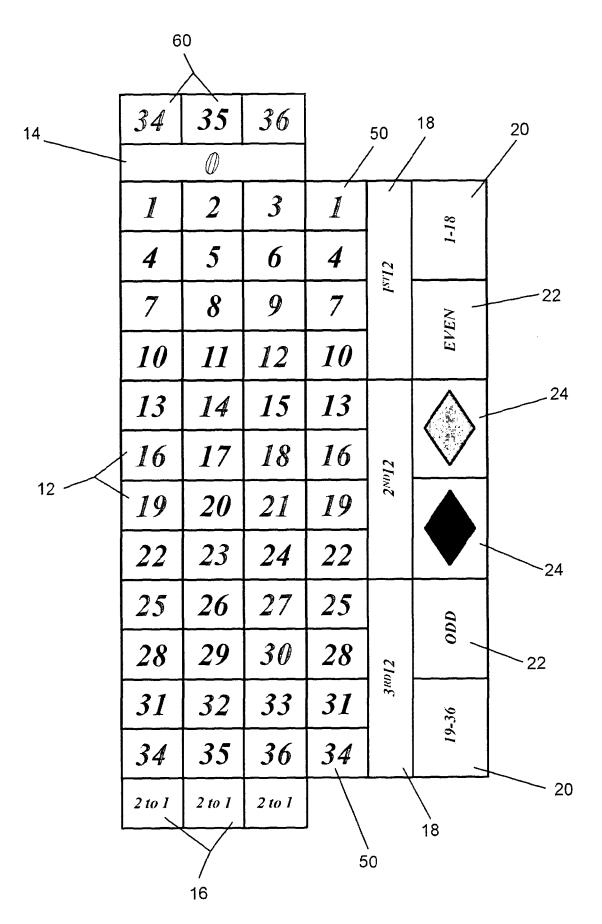


Fig 3.

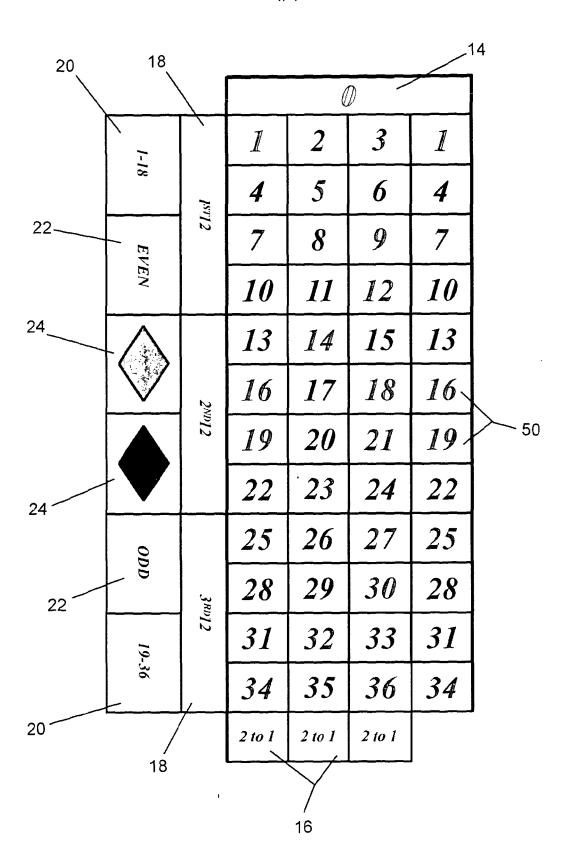


Fig 4.

INTERNATIONAL SEARCH REPORT

International application No PCT/GB2011/001577

	FICATION OF SUBJECT MATTER A63F5/00		
According to	o International Patent Classification (IPC) or to both national classifica	ation and IPC	
B. FIELDS	SEARCHED		
Minimum do A63F	cumentation searched (classification system followed by classificatio	on symbols)	
Documentat	tion searched other than minimum documentation to the extent that su	uch documents are included in the fields sea	arched
Electronic d	ata base consulted during the international search (name of data bas	se and, where practical, search terms used)	
	ternal, WPI Data		
	ENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the rele	evant passages	Relevant to claim No.
А	US 6 352 260 B1 (SANTIAGO WILLIAN 5 March 2002 (2002-03-05) abstract; figures	M [US])	1-10
А	US 5 540 442 A (ORSELLI THOMAS S AL) 30 July 1996 (1996-07-30) the whole document	[US] ET	1-10
А	US 2008/139281 A1 (YOSHIZAWA KAZU [JP]) 12 June 2008 (2008-06-12) the whole document	JMASA	1-10
Furth	ner documents are listed in the continuation of Box C.	X See patent family annex.	
"A" docume consid "E" earlier of filing of "L" docume which citation "O" docume other r "P" docume later th	ate nt which may throw doubts on priority claim(s) or is cited to establish the publication date of another n or other special reason (as specified) ent referring to an oral disclosure, use, exhibition or means ent published prior to the international filing date but nan the priority date claimed	"T" later document published after the interest or priority date and not in conflict with cited to understand the principle or the invention "X" document of particular relevance; the connot be considered novel or cannot involve an inventive step when the document of particular relevance; the connot be considered to involve an involve and involve and involve and in the art. "&" document member of the same patent for the same patent for involve and invo	the application but cory underlying the laimed invention be considered to current is taken alone laimed invention ventive step when the re other such docurs to a person skilled family
	actual completion of the international search O January 2012	Date of mailing of the international sear	on report
Name and n	nailing address of the ISA/ European Patent Office, P.B. 5818 Patentlaan 2 NL - 2280 HV Rijswijk Tel. (+31-70) 340-2040, Fax: (+31-70) 340-3016	Authorized officer Turmo, Robert	

International application No. PCT/GB2011/001577

INTERNATIONAL SEARCH REPORT

Box No. II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)
This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:
Claims Nos.: because they relate to subject matter not required to be searched by this Authority, namely: Authority
2. X Claims Nos.: 11 because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically: see FURTHER INFORMATION sheet PCT/ISA/210
3. Claims Nos.: because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).
Box No. III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)
This International Searching Authority found multiple inventions in this international application, as follows:
As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. As all searchable claims could be searched without effort justifying an additional fees, this Authority did not invite payment of additional fees.
3. As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
4. No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:
Remark on Protest The additional search fees were accompanied by the applicant's protest and, where applicable, the payment of a protest fee. The additional search fees were accompanied by the applicant's protest but the applicable protest fee was not paid within the time limit specified in the invitation. No protest accompanied the payment of additional search fees.

FURTHER INFORMATION CONTINUED FROM PCT/ISA/ 210

Continuation of Box II.2

Claims Nos.: 11

Claim 11 refers vaguely to the description and the figures. According to Rule 6.2(a) PCT, claims should not contain such references except where absolutely necessary. The subject to matter of claim 11 does not fulfil this requirement. At present, the subject to matter of claim 11 does not clearly state which technical features are intended to be claimed, and therefore, no search is possible (Articles 6 and 17(2)(a)(ii) PCT).

The applicant's attention is drawn to the fact that claims relating to inventions in respect of which no international search report has been established need not be the subject of an international preliminary examination (Rule 66.1(e) PCT). The applicant is advised that the EPO policy when acting as an International Preliminary Examining Authority is normally not to carry out a preliminary examination on matter which has not been searched. This is the case irrespective of whether or not the claims are amended following receipt of the search report or during any Chapter II procedure. If the application proceeds into the regional phase before the EPO, the applicant is reminded that a search may be carried out during examination before the EPO (see EPO Guideline C-VI, 8.2), should the problems which led to the Article 17(2) declaration be overcome.

INTERNATIONAL SEARCH REPORT

Information on patent family members

International application No
PCT/GB2011/001577
Publication

Patent document cited in search report		Publication date	Patent family member(s)		Publication date
US 6352260	B1	05-03-2002	NONE		
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