

betfairfair

Betting on Super Spin Roulette Live

It's important to understand the two main bet types in Super Spin Roulette. Not least because one type will get the benefit of the multipliers

and the other type will not.

The two bet types are:

Outside Bets These are bets placed on the outside of the betting grid. These tend to be the Even Money bets, like Red/Black, Odd/Even, High/Low and Column Bets and Dozen bets, which pay 2:1. Inside Bets

these are individual numbers or combinations of numbers and have normal payouts of between 35:1 to 5:1. It is these bets that multipliers will be paid on, and also the bets that have their normal payouts reduced (which p

will be paid on, and also the bets that have their normal payouts reduced (which p

Tj T* BT /

The outside bets play as they do on a regular European Roulette table, so there is no harm in playing those bets on the Super Spin

table, you will get the same return.

The implications of playing the Inside bets and the impact the

multipliers have on the payouts does need some explanation.

Inside Bets

Straight Up Bet This is a bet where your chip covers one number on the betting grid. There are thirty-seven numbers to choose from. You can

place as many straight-up bets as you like. The multiplier payout will be for the full amount. Payout = Straight-up Bet amount x Multiplier.

t;

Split Bet This is a bet where your chip covers two numbers

so half the amount is on one number and half on the other. You cover two numbers with one bet. The multiplier payout for a Split bet is

half. Payout = Split-Bet amount x multiplier divided by two.

Street Bet Your chip covers three numbers across the betting

grid. There are 12 rows to place bets on. The multiplier payout for a Street B

et is a third. Payout = Street Bet amount x Multiplier divided by thr

ee.

Corner/Basket bet This is a bet where you place your chip

on the intersection where 4 numbers meet. Hence the corner. The multiplier payout

for a Corner bet is a quarter. Payout = Corner Bet Amount x multipl