

# CRAPS

Craps is fast-paced and many consider it the most exciting casino game. Craps provides many different types of bets to play at one time.

**HOUSE RULES** The shooter must make a fair attempt to reach and hit the opposite end of the table when shooting. Setting of the dice for the purpose of delaying the game is prohibited. Floor Supervisor decisions regarding rules and play are final.

**PASS LINE** Winning numbers on the first roll (Come out roll) are 7 or 11 and losing numbers are 2, 3, or 12. Any other number establishes the point. If the point rolls again the players win the Pass Line, and if a 7 rolls before the point, players lose and the dice are passed to the next player.

**DON'T PASS LINE** The winning numbers on the Come out are opposite of the Pass Line—players win on 2 or 3, lose on 7 or 11, and push on 12. Any other number establishes the point. Players win the Don't Pass Line if 7 rolls before the point is made. On any 7 out the dice are passed to the next player.

**COME** Players may make Come bets any time after the point is established, and they are the same as betting on the Pass Line.

**DON'T COME** Players may make Don't Come bets any time after the point is established, and they are the same as betting on the Don't Pass Line.

**ODDS** Players may make an optional wager called odds on the Pass Line or on Come bets. If 6 or 8 rolls, odds pay 6 to 5; if 5 or 9 rolls, odds pay 3 to 2 and if 4 or 10 roll, odds pay 2 to 1. Players may make an optional wager called Lay odds on the Don't Pass Line, or on Don't Come bets. If a 6 or 8 rolls, the player must lay 6 to win 5; if a 5 or 9 rolls, the player must lay 3 to win 2 and if a 4 or 10 roll, a player must lay 2 to win 1.

**PLACE BETS** Players may make optional wagers called Place Bets. If a 6 or 8 rolls, Place odds pay 7 to 6; if 5 or 9 rolls, Place odds pay 7 to 5 and if 4 or 10 rolls, Place odds pay 9 to 5.

**BUY BETS AND BUY LAY BETS** Buy and Buy Lay bets pay odds without requiring a flat bet and may be made directly on a 4, 5, 6, 8, 9 or 10 at any time without waiting for the number to roll the first time. There is a 5% commission on the amount of a Buy bet placed, and a 5% commission on the total amount won on a Buy Lay bet. The Buy bet wins if the number bet is rolled before a 7. The Buy Lay bet wins if a 7 rolls before the number bet on. In either case, the wager is paid according to true odds as listed above in the

**BIG 6 AND 8** You win if a 6 or 8 is rolled before a 7. The bet is for even money and can be placed or removed at any time and is a self-service bet.

**FIELD** The Field is a one-roll bet that can be placed at any time and is a self-service bet. Winning numbers are 2, 3, 4, 9, 10, 11 or 12. All but 2 and 12 pay even money; 2 and 12 pay double.

**PROPOSITION BETS** Proposition bets are made at any time, are all one roll wagers excluding Hard Ways, and must be booked with a Base dealer or Stick person. All proposition bets are for one, meaning the wager is subtracted from the payout on winning bets. Proposition bets are bets made on the individual numbers 7, 11, 2, 3, and 12, or various combinations of these numbers, including the Hardways, 4, 6, 8, and 10. The Natural numbers 7, 11, 2, 3 and 12 win or lose on the next roll of the dice—a one roll bet. A roll of 2 or 12 pays 30 for 1; 3 or 11 pays 15 for 1, and 7 pays 5 for 1. The Hard Ways win if the number is rolled as a pair, and lose if rolled any other way—easy—or if a 7 rolls. The Hard 4 and 10 pay 8 for 1; the Hard 6 and 8 pay 10 for 1. Hopping Hardways pay 30 for 1 and are a one roll bet.

**DICE-OLGY** Dice-Ology is played on an existing craps table, the base game stays the same with three additional bets: Little Ones, Big Ones, Boom or Bust. Dice-Ology wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7.

**LITTLE ONES** When all “Little” numbers (2, 3, 4, 5, 6) have been rolled before a seven the Little Ones bet will pay out according to the chosen payable. The bet loses when a 7 is rolled, including a 7 on the come out roll.

### **BIG ONES**

When all “Big” numbers (8, 9, 10, 11, and 12) have been rolled before a 7, the Big Ones bet will pay out according to the chosen payable. The bet loses when a 7 is rolled, including a 7 on the come out roll.

### **BOOM OR BUST**

Boom or Bust bet must be made prior to the come out roll. Boom or Bust will pay out when all of the numbers (2,3,4,5,6,8,9,10,11,12) have been rolled before a 7. The bet loses when a 7 is rolled. Winning Dice-Ology wagers are paid according to the following payable.

<b>Side Bet</b>	<b>Payout Odds</b>
Little Ones (2,3,4,5 and 6) .....	34 to 1
Big Ones (8, 9, 10,11 and 12) .....	34 to 1
Boom or Bust (2, 3, 4, 5, 6, 8, 9,10,11 and 12).....	175 to 1

Side Wagers are prohibited.

