

# CRAPS

The game of CRAPS begins with the come-out roll. The dice are offered to players in a clockwise direction around the table. The shooter selects a pair of die and tosses them past the stickperson to the other end of the table. An effort must be made to bounce both dice off of the wall at the end of the table. A player must bet either the PASS LINE or the DON'T PASS LINE to be eligible to shoot.

## **PASS LINE**

On the come-out roll: 7 or 11 wins; 2,3 or 12 (Craps) loses. Any other number will be the point. To win, the point must be repeated before 7 rolls. If 7 rolls before the point the PASS LINE loses and the dice are offered to the next shooter. A PASS LINE wager is a contract bet; It cannot be reduced or removed, once the point is established, until it wins.

## **DON'T PASS LINE**

The DON'T PASS LINE is the opposite of the PASS LINE. On the come-out roll: 7 or 11 loses; 2, or 3 wins and 12 is a push (tie). Any other number becomes the point. If a 7 rolls before the point the DON'T PASS wins. If the point is repeated, prior to a 7, the wager loses. DON'T PASS wagers, once the point is established, may be reduced or removed, but may not be placed or increased.

## **COME BETS**

COME bets are similar to PASS LINE bets. They may be made on any roll subsequent to the come-out roll. The COME rules are the same as the PASS LINE rules. The only difference is that the dealer moves the wager to a box that corresponds to the number that was rolled. COME bets work on the come-out roll; odds are off unless otherwise stated.

## **DON'T COME BETS**

DON'T COME rules are the same as DON'T PASS rules. The DON'T COME may be bet on any roll subsequent to the come-out. The dealer moves the wager to a corresponding box behind the number rolled. DON'T COME bets, and the odds, work on the come-out roll unless otherwise stated.

## **PLACE BETS**

PLACE BETS are a wager that a specified number (4, 5, 6, 8, 9, 10) will roll before a 7 rolls. The payoff is: 7 to 6 on the 6 and 8, 7 to 5 on the 5 and 9, 9 to 5 on the 4 and 10. To make a PLACE BET: The tell dealer which number, or numbers, are desired, and how much is to be wagered. Set the bet on the apron in front of you and the dealer will place it in the appropriate spot. PLACE BETS stay up until a 7-out rolls, or the player specifies that they be taken down or off. PLACE BETS are off on the come-out roll unless otherwise stated.

## **FIELD BETS**

FIELD BETS are a one-roll bet that may be made at any time. Two(2) and 12 pay double, 3, 4, 9, 10, 11 pay even more money. Any other number loses. This wager is palced and removed by the player.

## **ODDS**

This wager is made as an addition to the PASS or DON'T PASS, COME or DON'T COME bets. PASS LINE ODDS are set directly behind the original PASS LINE bet by the player. DON'T PASS ODDS are set in place by the dealer at the request of the player. These wagers are paid according to the true odds of the dice:

POINT OR NUMBER	COME AND PASS ODDS	DON'T COME DON'T PASS LINE ODDS
4 AND 10 PAY	2 TO 1	LINE ODDS
5 AND 9 PAY	3 TO 2	1 TO 2
6 AND 8 PAY	6 TO 5	2 TO 3
		5 TO 6

- On the DON'T PASS you must "lay" the odds; bet more to win less.
- You may bet odds on your original wager, based on the posted table limits.

# CRAPS

## PROPOSITION BETS

PROPOSITION BETS are located in the center of the Craps game and are booked by the dealer. PROPOSITION BETS are not placed or removed by the player.

## HARDWAYS

A HARDWAY bet is a wager that a number will roll the Hardway (as a pair) before it rolls Easy (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. HARDWAYS may be bet at any time. Hardway bets are not working unless requested on the come-out roll.

## FIRE BET

- The player can only make a wager on this side bet, before the first comeout roll of a new shooter.
- Fire Bet Limits: \$1 - \$25 max.
- A Fire Bet cannot be taken down or "called off" once the shooter has established their initial point.
- This side bet shall be paid according to the number of INDIVIDUAL POINTS the shooter successfully makes before "Sevening-Out."

Note: The term Individual Points shall indicate when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9 or 10) more than once, it shall neither advance nor subtract from the player's goal of reaching a Fire Bet playoff threshold. Thus, making a point more than once will only count as one Individual Point made.

- Points do not have to be in any specific order.
- Winning or losing on the come-out roll will not affect this side bet. Only "Sevening-Out" or successfully making all six INDIVIDUAL POINTS, will terminate the bet. The payouts are as follows:

3 Numbers Hit	6 to 1
4 Numbers Hit	29 to 1
5 Numbers Hit	149 to 1
6 Numbers Hit	299 to 1

The following PROPOSITION BETS are one-roll bets:

## HORN BET

A HORN BET is a wager on 2, 3, 11 and 12 (may be bet individually). 2 and 12 pay 30 to 1; 3 and 11 pay 15 to 1.

## WORLD BET

A WORLD BET is a wager on a HORN BET (2, 3, 11, 12) and on ANY SEVEN (7). A WORLD BET wager must be made in units of 5, in which four units of the wager are made on the HORN BET and one unit of the wager is made on ANY SEVEN. ANY SEVEN pays 4 to 1. HORN BET payoffs are detailed above.

## ANY CRAPS/C

ANY CRAPS is a wager that includes 2, 3 and 12. The payoff is 7 to 1.

## ELEVEN/E

ELEVEN rolls pays 15 to 1.

## CRAPS/11 SPLIT

ANY CRAPS rolls: pays 3 times the bet.  
ELEVEN rolls: pays 7 times the bet.

## HOP BETS

A hop bet is a wager that attempts to exactly predict the next roll of the dice. Any number that is not a pair will pay 15 to 1. Any number that is a pair will pay 30 to 1, otherwise called HARDWAY HOP BET. Any number of combinations can be HOPPED on any roll.

