

CRAPS

Rules of Play

Craps is a fast-moving exciting game played on a large table that offers a variety of bets on the layout. Although the dealer will place many of your bets (i.e. hardway bets, place bets etc.) it is the player's responsibility to ensure that the bets are placed properly. Each bet is dependent upon the point total of the uppermost side of two dice that have come to rest after being thrown by a player or "shooter".

CRAPS PAYOUT ODDS

Pass Line Bet

PAYOUT ODDS

1 to 1

Come Bet

1 to 1

Don't Pass Line Bet

1 to 1

Don't Come Bet

1 to 1

PASS LINE ODDS, COME BET ODDS, AND BUY BETS

Points of 4 or 10

2 to 1

Points of 5 or 9

3 to 2

Points of 6 or 8

6 to 5

PLACE BETS TO WIN

Points of 4 or 10

9 to 5

Points of 5 or 9

7 to 5

Points of 6 or 8

7 to 6

Field Bets 3, 4, 9, 10, or 11

1 to 1

2 or 12

2 to 1

PROPOSITION BETS

Any 7

4 to 1

Any Craps

7 to 1

Two Craps or Twelve Craps

30 to 1

Three Craps or 11

15 to 1

DON'T PASS LINE LAY ODDS

DON'T COME LAY ODDS AND LAY BETS

Points of 4 or 10

1 to 2

Points of 5 or 9

2 or 3

Points of 6 or 8

5 to 6

HARDWAYS

Hard 6 or 8

9 to 1

Hard 4 or 10

7 to 1

HORN HIGH BETS OR HORN BETS

Payouts are based on 2 Craps, 3 Craps, 12 Craps, and 11 payout odds shown above

HOW TO PLAY

- Fire Bet wager limits will be posted at the game.
- A Fire Bet wager will only be accepted prior to the shooters first "come out" roll.
- When making a Fire Bet wager, place your wager on the numerically marked Fire Bet circle on the layout, below your betting position.
- The dealer will collect the Fire Bet wagers and place them in their corresponding betting circles in front of the box person. They will remain there until the bet is won or lost.
- Once made, a Fire Bet wager cannot be called off or taken down.

RULES OF THE GAME

The object of the bet is for the shooter to make as many "individual points" before the shooter 7s out. The term "individual points" means the shooter successfully makes up to 6 separate points. (See payable for odds).

Note: Successfully making the same point more than once, will only count as one "individual point" towards the payoff threshold.

- Only the highest payoff level met will be paid.
 - Example:* if five "individual points" are successfully made, only the five point payoff will be made and not the lesser payoff threshold(s) met.
 - "Individual points" do not have to be made in any specific order.
 - Winning or losing on the "come out" roll will not affect the Fire Bet wager.
 - Only a 7 out will terminate the wager
 - Special Fire Bet wager pucks will be used to keep track of "individual points" made.
- All winning Fire Bet wagers will be paid and must be taken down.

FIRE BET PAYTABLE

Individual Unique Points Made

PAYOUT ODDS

Four Points

39 to 1

Five Points

199 to 1

Six or More Points

499 to 1



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PASS LINE

If you place a bet on the Pass Line and the first roll of the dice is a 7 or 11, you win automatically. If a 2, 3 or 12 is rolled you "crap out" and your wager is taken. Any other number rolled (i.e. 4, 5, 6, 8, 9 or 10) becomes the Pass Line "point". Pass Line bets win if the shooter rolls the point before rolling a 7. If a 7 is rolled prior to the point being made, the shooter "sevens out" and the Pass Line bet is taken. The shooter continues to roll the dice until he or she sevens out, whereupon the dice pass to the next player.

DON'T PASS LINE

The Don't Pass Line Bet is the opposite bet of the Pass Line. That is, the bet wins automatically on the come out roll if a 2 or 3 is rolled, and is taken automatically if a 7 or 11 is rolled. A roll of 12 is a push. Any other number rolled becomes the point. To win, a 7 must roll before the point is thrown. If the point is rolled prior to a 7, the bet is taken.

COME BETS

Come Bets are made any time after a shooter has rolled a point. These bets are similar to Pass Line Bets in that they become subsequent points during a shooter's roll. As with the Pass Line, Come Bets win on a 7 or 11 and lose on 2, 3 or 12. A Come Point must be rolled again before a 7 is rolled in order to win and be paid. If a 7 rolls before a Come Point has been rolled a second time, the player loses.

DON'T COME BETS

Don't Come Bets are also made any time after a shooter has established their point. As with Don't Pass Bets, Don't Come Bets lose if a 7 or 11 is rolled and win if 2 or 3 is rolled and, as with the Don't Pass, 12 is a push. Any other number that rolls becomes the Don't Come Point. The player wins if a 7 is rolled before the Don't Come Point is rolled again; the player loses if the point is rolled before a 7.

ODDS

Odds are supplemental wagers on Pass Line, Don't Pass, Come Bets and Don't Come Bets. When you make a Pass Line or Don't Pass Bet, you may make an additional wager any time after the come-out roll to supplement your original bet. When you make a Come Bet or Don't Come Bet, you may make an additional wager to supplement your original bet, after the roll following the placement of your original Come or Don't Come Bet.

Supplemental wagers on Pass Line and Come Bets are referred to as "taking odds". Supplemental wagers on Don't Pass and Don't Come Bets are referred to as "laying odds". Your "laying odds" wager is paid true odds - 1 to 2 on the 4 and 10; 2 to 3 on the 5 and 9; and 5 to 6 on the 6 and 8. Your "taking odds" wager is paid at true odds - 2 to 1 on the 4 and 10; 3 to 2 on the 5 and 9; and 6 to 5 on the 6 and 8. All come odds are automatically "off" on any come-out roll unless called "on" by you and confirmed by the dealer.

FIELD BETS

A Field Bet is a one-roll bet that can be made at any time. If any of the printed numbers in the Field section of the layout are rolled, the player wins (i.e. 2, 3, 4, 9, 10, 11 or 12). Winning bets are paid even money on the numbers 3, 4, 9, 10, 11 and 2 to 1 on the numbers 2 and 12.

BUY BETS

A Buy Bet may be made on any point number 4, 5, 6, 8, 9 and 10. The bet wins if the number rolls before a 7 is rolled and loses if the 7 is rolled before the number bet. A 5% commission based on the amount wagered is collected when making a buy bet. A winning Buy Bet receives true odds. The true odds are 2-1 on the 4 and 10, 3-2 on the 5 and 9, and 6-5 on the 6 and 8.

LAY BETS

A Lay Bet can be made against any of the point numbers 4, 5, 6, 8, 9 and 10. The Lay Bet wins if a 7 rolls before the point number that has been made and loses if the point number is rolled before a 7. A 5% commission based on the amount potentially won is collected when making a Lay Bet. A winning Lay Bet receives true odds. The true odds are 1-2 on the 4 and 10, 2-3 on the 5 and 9, and 5-6 on the 6 and 8.

ANY CRAPS

Any Craps is a one-roll bet. If 2, 3 or 12 is rolled, the bet wins. If any other number is rolled, the bet loses.

ANY SEVEN BET

Any Seven Bet is a one-roll bet. If a 7 is rolled, the bet wins. If any other number rolls, the bet loses.

2, 3, 11 OR 12 BETS

2, 3, 11 or 12 Bets are four different individual one-roll bets. If the number that is bet is rolled, the bet wins. If any other number rolls, the bet loses.

HORN BETS

A Horn Bet is a one-roll bet made with equal amounts of money on each of the 2, 3, 11 and 12. If any of these numbers are rolled, the bet wins. If any other number is rolled the bet loses.

HORN HIGH BETS

A Horn High Bet is similar to the Horn Bet with the exception that one designated number has one extra unit bet on it. Horn High Bets are made in unit amounts of five. The player wins if any 2, 3, 11 or 12 is rolled and loses if another number is rolled.

WORLD BETS

A World Bet is a one-roll bet composed of 20% of the wager on the Any Seven and 80% on the Horn. If 2, 3, 11 or 12 is rolled, the bet wins. If 7 is rolled, no money is won or lost on the World Bet. If any other number rolls, the bet loses.

HARDWAYS

Hardways are defined as an even point number 4, 6, 8 and 10 rolled as pairs on the dice. An example would be the hard 6 would be rolled as two 3s. A hard number rolled as a pair would win. A Hardway loses if the number is rolled any way other than a pair or if a 7 is thrown.