

# CRAPS

## GAMING GUIDE



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## CRAPS

Craps is a dice game played on a large table that features a wide variety of betting options. Each of these bets is dependent on the point value of the two dice thrown by the Player, known as the "Shooter."

### PASS LINE BET

If you place a bet on the Pass Line and the first roll of the dice, the "Come Out Roll," is a 7 or 11, you win automatically. If a 2, 3, or 12 is rolled, you "Crap Out" and lose. If any other number comes up, that becomes your Pass Line "point." If the Shooter rolls that "point" before rolling a 7, the Pass Line bet wins. If a 7 is rolled before the point is made, the Shooter "sevens out" and the Pass Line bet loses. The Shooter continues to roll the dice until he/she sevens out, at which point the next Player gets control of the dice. You need not be the Shooter to make this bet.

### DON'T PASS LINE BET

As you might guess, the Don't Pass Line Bet is just the opposite of the Pass Line Bet. In other words, the bet automatically wins the Come Out Roll if it is a 2 or 3 (12, in this case, is a "push" and nobody wins). Similarly, if a 7 or 11 is rolled, the bet automatically loses. Any other number rolled becomes the point. For a Don't Pass Bet to win, a 7 must be thrown. If the point is thrown before a 7, your bet loses. Again, you need not be the Shooter to make this bet.

### COME BET

You can bet the "Come" at any time after a point has been established on the Pass Line. The win/loss rules are the same as for a Pass Line Bet. The next roll of the dice determines whether you win or lose, or establishes the point which must be rolled before a 7 to win. Note that the Come Bet point is independent of the Pass Line point.

### DON'T COME BET

The Don't Come Bet is the reverse of the Come Bet. The win/loss rules are the same as for the Don't Pass Line, except that the automatic win, loss, or determination of the point is established by the next roll of the dice.

### ODDS

A Player has an option to make a wager in addition to the original, or "Flat Bet" at anytime after the Point is established. This is referred to as "Odds." The Player may "Take Odds" on any Pass Line or Come Bet. The Player may also "Lay Odds" on any Don't Pass or Don't Come bet. All "Odds" bets may be removed, reduced, or added to at any time. "Odds" win only if the "Flat Bet" wins, and lose when the "Flat Bet" loses. (See the table for payout odds.)

### BUY AND LAY BETS

Buy and lay bets can be made at anytime. These bets are immediately placed on the number requested (4, 5, 6, 8, 9, or 10) and have action on the next roll. A Buy Bet will win if that number is rolled before a seven. A Lay Bet will win if a 7 is rolled before the chosen number and will lose if the number is rolled before 7.

A Buy Bet or Lay Bet will be paid "True Odds." (See the table for pay-out odds.) A 5% commission is charged for all Buy and Lay Bets. Commission is charged on the total amount bet on a Buy Bet, or the total amount won on a Lay Bet.

### PLACE BETS

Place Bets are the same as Buy Bets except the pay-out odds are different and no commission is charged. (See the table for payout odds.) NOTE: All Odds, Buy Bets, and Place Bets can be increased, decreased or "Called Off" at anytime. Buy Bets, Place Bets and Odds are off on the Come Out roll unless otherwise designated by the player.

## FIELD

If 2, 3, 4, 9, 10, 11 or 12 rolls, you win. You lose on 5, 6, 7, or 8. All numbers pay even money except 2 and 12, which pay double.

## ANY SEVEN

If a 7 rolls, you win and are paid 4 to 1.

## ANY CRAPS

If 2, 3, or 12 rolls, you win and are paid 7 to 1.

## TWOCRAPS

### TWELVE CRAPS

If the number you wager on (2 or 12) is rolled, you win and are paid 30 to 1.

## ELEVEN

If 11 is rolled, you win and are paid 15 to 1.

## THREE CRAPS

If three is rolled, you win and are paid 15 to 1.

**NOTE:** All "One Roll" Bets, except the Field, are placed by the Dealer. The Field is placed by the Player.

## HARDWAYS

Hardway Bets are located in the center of the layout and are placed by the Dealer. The four Hardway Bets are Hard Six (two 3's) and Hard Eight (two 4's), which pay 9 to 1, and Hard Four (two 2's) and Hard Ten (two 5's), which pay 7 to 1.

You win if the Hardway, which you are betting, is rolled before 7. You lose if a 7 or another combination of your number is rolled before your Hardway.

## ODDS AND PAYOUTS

Pass Line Bet	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, BUY BET ODDS

Points of 4 or 10	2 to 1
Points of 5 or 9	3 to 2
Points of 6 or 8	6 to 5

### 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 to 3
Points of 6 or 8	5 to 6

### 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

### HARDWAYS

4 or 10	7 to 1
6 or 8	9 to 1

### ONE ROLL BETS

The following are "One Roll" Bets and may be placed at anytime.

### 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 Eleven	15 to 1



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