Craps

Craps is considered to be the most exciting game in any casino. There are a variety of wagering options and as a result, it can be a complicated game. There are, however, some simple bets you can make to start and you can learn the rest as you go.

Each bet is dependent upon the Point value of the uppermost side of two dice that have come to rest after being thrown by a Player or "Shooter."

No partnership may exceed the table maximum.

TERMINOLOGY & PLAY OF THE GAME

A. PASS LINE: If you place a bet on the Pass Line and the first roll of the dice (known as the "Come Out Roll") is a 7 or 11, you win. If a 2, 3 or 12 is rolled, you "crap out" or lose. 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 loses. The Shooter continues to roll the dice until he or she sevens out, whereupon the dice pass to the next Player. You need not be the shooter to make a Pass Line Bet.

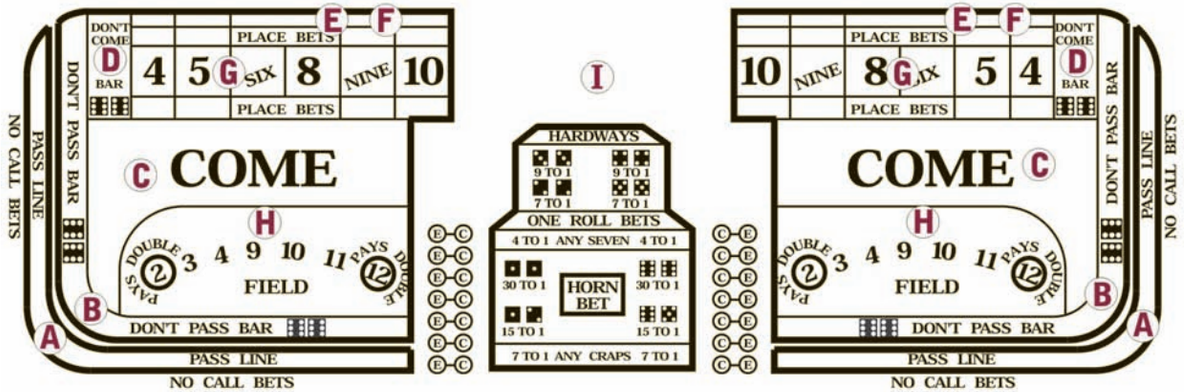
B. DON'T PASS: The Don't Pass Bet is the opposite of the Pass Line. That is, the bet wins on the Come Out Roll if a 2 or 3 is rolled, and loses if a 7 or 11 is rolled. A roll of 12 is a stand-off on the Don't Pass Line. Any other number rolled becomes the Point. To win, a 7 must roll before the Point is thrown. If the Point is rolled prior to a 7, the bet loses. As before, you need not be the Shooter to make this bet.

C. COME: You can bet the "Come" at any time after a Point has been established. The win-loss rules are the same as for the Pass Line. The next roll of the dice determines whether you win or lose, or establish a Point which must be rolled before a 7 to win. The Come Bet and Point are independent of the Pass Line Point.

D. DON'T COME: The Don't Come Bet may be made any time after a Pass Line Point has been established. The Win-loss rules are the same as for the Don't Pass, but the win, loss or determination of the Point is established by the next roll of the dice. Like the Come Bet, the Don't Come Bet allows a Player to bet on each roll of the dice.

Pass Line, Don't Pass, Come and Don't Come Bets are paid even money. Pass Line and Come Bets cannot be removed or reduced after a "Come Out Point" or "Come Point" has been established, however, they may be increased. Don't Pass and Don't Come Bets may be decreased or removed at any time but never increased or replaced.

ODDS: A player may elect to make a wager in addition to the original or "flat" bet any time after the Point is established. A Player may "take" odds on any Pass Line or Come Bet. A Player also may "lay" odds on any Don't Pass or Don't Come Bet. All odds bets may be removed or reduced at any time. Odds are paid based on true odds and win if the flat bet wins and vice versa.



E & F. BUY & LAY BETS: Buy and 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. The Buy Bet is a bet that the number will roll before a 7. A Lay Bet is a bet that a 7 will roll before the number. In either case, the wager is paid according to true odds as shown on the accompanying table. A 5% commission or "vigorish" is charged on all Buy and Lay Bets, either on the amount bet, if it is a Buy Bet, or on the amount that can be won, if it is a Lay Bet. If no decision is made on a Buy or Lay Bet and the Player wishes to take the bet down, the vigorish will be returned to the Player.

G. PLACE BETS TO WIN: You may make a Place Bet on 4, 5, 6, 8, 9 or 10 at any time. Please refer to the accompanying chart for Place Bet odds.

All odds, Buy Bets and Place Bets may be increased, decreased, taken back by the player or called "off," or not working, at any time. Come Odds, Buy Bets and Place Bets to Win are always off on the Come Out Roll unless designated otherwise by the Player. The Player is responsible for placing all odds and keeping track of all bets.

H. FIELD: If 2, 3, 4, 9, 10, 11 or 12 is rolled, you win. All numbers pay even money except 2 and 12 which pay double.

The following are bets that may be made on any roll and they win or lose depending upon the outcome of the next roll of the dice. They win if the number or numbers bet rolls, and lose if any other number rolls. These bets are found in the center of the layout and are placed by the Dealer. Although the Dealer will place many bets for you, it is the player's responsibility to ensure that the bets are placed properly.

I. PROPOSITION BETS:

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

Any Craps: If 2, 3 or 12 roll, you win and are paid 7 to 1.

Two Craps Or Aces: If two aces or 2 is rolled, you win and are paid 30 to 1.

Twelve Craps: If two sixes or 12 is rolled, you win and are paid 30 to 1.

Three Craps Or Ace-Deuce: If ace-deuce or 3 is thrown, you win and are paid 15 to 1.

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

Craps Eleven: If 2, 3, 11 or 12 is rolled, you win according to the payout odds, less the amount bet on the losing numbers.

HORN BETS: Horn bets are simply one unit bets on 2, 3, 12 & 11. The payoff is according to the payout odds for that number and the number of dollars effectively wagered on that number less the amount bet on the 3 losing numbers.

HORN HIGH BETS: Horn High Bets are typically bet in units of five since you are effectively betting one unit on 2, 3, 11 and 12, with one additional unit bet on one number. For example, $5 Horn High 12 has one dollar bet on 2, 3 and 11 and two dollars bet on 12. If one of these four numbers rolls, the payoff is according to the payout odds for that number, less the amount bet on the three losing numbers. A Player may also make a Horn Bet which is simply one unit each on 2, 3, 12 and 11. If one of these four numbers rolls, the payoff follows the same rules as for Horn Bets.

HARDWAYS: Hardways Bets are located in the center of the layout and are placed by the Dealer. They may be bet on any roll. The four possible Hardways: Hard Six (two 3's) and Hard Eight (two 4's), pay 9 to 1;Hard Four (two 2's) and Hard Ten (two 5's), pay 7 to 1. You win if the Hardway you are betting rolls before a 7 or a non-pair combination of the number bet. Hardways are always off unless you designate the bet to be in action on the Come Out Roll.