

# CRAPS

**Come Out Roll** – Means the first roll of the dice at the opening of the game and the next roll of the dice after a decision with respect to pass line bet and don't pass bet.

**Pass Line** – A pass line wager is placed immediately prior to the come out roll. You win on 7 and 11 and lose on 2,3 or 12 on the come out roll. If any other number rolls, it's your "point." If your point rolls before 7, you win. After the come out roll, if 7 rolls before your point, you lose and the dice move to the next player. Pass line bets cannot be placed, reduced or removed after the point is established. This bet pays even money.

**Don't Pass Line** – A bet on this line is placed before the come out roll, and plays the game in the reverse of the pass line. You lose on the 7 and 11 and win on 2 and 3 on the come out roll. When 12 is rolled, it is a "push." When 4,5,6,8,9 or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet pays even money. Don't pass line bets cannot be placed or increased, but may be removed or decreased, after a point is established. This bet pays even money.

**Come** – You can bet on "come" at any time after the come out roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2,3 and 12 on the roll immediately following placement of the bet. If any other number rolls, it's your "point." If your point rolls before 7, you win. If 7 rolls before your point, you lose. A come bet cannot be reduced or removed after a number is established for such bet.

**Don't Come Line** – A bet on this plays the game in reverse of the come line. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 is rolled, it is a push. When 4,5,6,8,9 or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. This bet pays even money. Don't come bets cannot be placed or increased, but may be removed or decreased after a point is established. This bet pays even money.

**Odds** – An additional wager in support of a pass line or come bet up to the amount of the original wager may be made. Also, an additional wager in support of a don't pass or don't come bet which allows you to win an amount equal to your original bet may be made. These wagers may be made anytime after the come out roll. Odds are listed in the payout chart. Come odds are inactive on the come out roll unless called "on" by the player. Double odds, triple odds, 3-4-5 odds and ten times odds may be offered as an additional wager.

**Field** – YOU CAN BET ON EVERY ROLL OF THE DICE. If 2,3,4,9,10,11 or 12 rolls, you win. All the numbers pay even money except 2 and 12 which pay double. If 5,6,7 or 8 rolls, you lose. The field is a one roll bet.

**Place Bets to Win** – On a "place bet," you can bet on 4,5,6,8,9,10 at any time. If your number rolls before 7, you win according to the odds payout chart. If 7 rolls before your number, you lose. Place bets are inactive on the come out roll unless called "on" by the player.

**Buy Bets** – Buy Bets are exactly the same as “place bets” except by paying a 5% commission on the buy bet, you receive the true odds as shown on the chart. Buy bets are inactive on the come out roll unless called “on” by the player. A “buy” button denotes this bet.

**Lay Bets** – You may lay a bet against 4,5,6,8,9 or 10 at any time. In order to do so, you must pay a 5% commission based on what you would win. Check the chart for the payoffs. A “lay” button denotes this bet.

**Proposition Bets** – These are one roll bets, except for “hard ways.” The dealer will place all “proposition” bets on the next roll of the dice—again, except for hard ways. Unless you request otherwise, winning bets remain in action. A description of the proposition bets are as follows:

**Any 7** – You can bet “any 7” on any roll of the dice. When 7 rolls, you win and are paid 4 to 1, if any other number rolls you lose. This is a one roll bet.

**Any Craps** – You can bet on any roll of the dice. If 2,3 or 12 rolls you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one roll bet.

**Hard Ways** – There are four “hard ways” combinations. Hard four (two 2’s), hard six (two 3’s), hard eight (two 4’s) and hard 10 (two 5’s). You can bet the combination you want at any time. For instance, if you bet the hard six (two 3’s) you win when that rolls before 7 or an “easy six” (5 and 1 or 4 and 2). Hard ways pay high odds as listed in the payout chart. Hard ways are inactive on the come out roll unless called “on” by the player.

**Bet the Horn** – Here you bet on a combination of four numbers; 2,3,11 and 12 (horn). If any of these numbers are rolled, you win. If any other number is rolled, you lose. One-fourth ( $1/4$ ) of the horn bet is bet on each of the individual numbers, (2,3,11 and 12). If 3 or 11 rolls, you win and are paid 3 to 1. If 2 or 12 rolls, you win and are paid 6.75 to 1. If any other number is rolled, you lose. This is a one roll bet.

**Horn High Bets** – There are four “horn high” combinations, horn high 2 (Aces), horn high 3 (Ace-Deuces), horn high 11, and horn high 12 (two 6’s). If 2,3,11 or 12 rolls you win; if any other number rolls you lose. This is a one roll bet. How this differs from a horn bet is that one-fifth ( $1/5$ ) of the horn high is bet on each of the individual horn numbers (2, 3, 11, 12), with an additional one-fifth ( $1/5$ ) of the bet on the designated horn high number (high horn 11: two fifths ( $2/5$ ) of the bet on 11, one-fifth ( $1/5$ ) on 2, one fifth ( $1/5$ ) on 3 and one-fifth ( $1/5$ ) on 12).

**2,3,11 or 12** – You can bet on 2,3,11 or 12 individually. They are one roll bets. The winning payoff on 2 or 12 is 30 to 1. The winning payoff on 3 or 11 is 15 to 1. If any number other than that number bet rolls, you lose.

PASS LINE

Don't Come Bar          

4 5 SIX 8 NINE 10

COME



3 • 4 • 9 • 10 • 11

FIELD


















Don't Pass Bar          

PASS LINE

HARDWAY BETS

			
1101	1101	1101	1101

ONE ROLL BETS

				
1101	1101	1101	1101	1101
				
1101	1101	1101	1101	1101
				
1101	1101	1101	1101	1101
				
1101	1101	1101	1101	1101
				
1101	1101	1101	1101	1101

PASS LINE

Don't Come Bar          

4 5 SIX 8 NINE 10

COME

3 • 4 • 9 • 10 • 11

FIELD

Don't Pass Bar          

PASS LINE

ANY SEVEN 4101

			
4101	4101	4101	4101

HORN BET

				
1101	1101	1101	1101	1101

ANY CRAPS 7101

				
7101	7101	7101	7101	7101

ANY SEVEN 4101

			
4101	4101	4101	4101

HORN BET

				
1101	1101	1101	1101	1101

ANY CRAPS 7101

				
7101	7101	7101	7101	7101

# craps payout odds

WAGER ODDS	PAYOUT ODDS	WAGER	PAYOUT
Pass Line Bet	1 to 1	Buy Bet 5 to Win	3 to 2
Don't Pass Bet	1 to 1	Buy Bet 6 to Win	6 to 5
Come Bet	1 to 1	Buy Bet 8 to Win	6 to 5
Don't Come Bet	1 to 1	Buy Bet 9 to Win	3 to 2
Place Bet 4 to Win	9 to 5	Buy Bet 10 to Win	2 to 1
Place Bet 5 to Win	7 to 5	Lay Bet 4 to Lose	1 to 2
Place Bet 6 to Win	7 to 6	Lay Bet 5 to Lose	2 to 3
Place Bet 8 to Win	7 to 6	Lay Bet 6 to Lose	5 to 6
Place Bet 9 to Win	7 to 5	Lay Bet 8 to Lose	5 to 6
Place Bet 10 to Win	9 to 5	Lay Bet 9 to Lose	2 to 3
Buy Bet 4 to Win	2 to 1	Lay Bet 10 to Lose	1 to 2

## PASS LINE AND COME ODDS

4 Pays	2 to 1	8 Pays	6 to 5
5 Pays	3 to 2	9 Pays	3 to 2
6 Pays	6 to 5	10 Pays	2 to 1

## PROPOSITION BETS

Four the Hard Way	7 to 1
Six the Hard Way	9 to 1
Eight the Hard Way	9 to 1
Ten the Hard Way	7 to 1

## ONE ROLL BETS

Any Seven	4 to 1	Craps 12	30 to 1
Any Craps	7 to 1	Eleven	15 to 1
Craps 2	30 to 1	Horn (3 or 11)	3 to 1
Craps 3	15 to 1	Horn (2 or 12)	6.75 to 1

## FIELD BETS ON

3,4,9,10,11	1 to 1	2 or 12	2 to 1
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## DON'T PASS LINE AND DON'T COME ODDS

Don't 4 Pays	1 to 2	Don't 8 Pays	5 to 6
Don't 5 Pays	2 to 3	Don't 9 Pays	2 to 3
Don't 6 Pays	5 to 6	Don't 10 Pays	1 to 2

## Hop Bets

A hop bet allows a player to place a wager on a specific dice combination for one roll. If that combination is rolled, the player receives a payout determined by the odds of that specific roll. "Hard Way" bets pay 30 to 1, while other hop bets pay 15 to 1.

Four the Hard Way on the Hop	30 to 1	Two-Six (Deuce-Six) on the Hop	15 to 1
Six the Hard Way on the Hop	30 to 1	Three-Four (Trey-Four) on the Hop	15 to 1
Eight the Hard Way on the Hop	30 to 1	Three-Five (Trey-Five) on the Hop	15 to 1
Ten the Hard Way on the Hop	30 to 1	Three-Six (Trey-Six) on the Hop	15 to 1
One-Three (Ace-Trey) on the Hop	15 to 1	Four-Five on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1	Four-Six on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1		
One-Six (Ace-Six) on the Hop	15 to 1		
Two-Three (Deuce-Trey) on the Hop	15 to 1		
Two-Four (Deuce-Four) on the Hop	15 to 1		
Two-Five (Deuce-Five) on the Hop	15 to 1		