

CRAPS

Craps is the casino game with non-stop action. If it's excitement you're looking for, Craps is the game for you. The game is played on a large table that offers the players a variety of wagers. Craps is "dealt" by three dealers: one stick person and two base dealers. Overseeing the game is a box person.

PASS LINE [OR LINE BET]

If you place a bet on the pass line, and the first roll of the dice ("come out" roll) is a 7 or 11, you win automatically. A roll of 2,3, or 12 is called "craps," and you forfeit the bet. Any other number rolled (4,5,6,8,9, or 10) will become your point. To win your pass line bet, the shooter must roll the point before rolling a 7. If a 7 is rolled before the point is rolled, the pass line bet is forfeited. The shooter will continue to roll the dice until he rolls a "7 out," whereupon the dice pass to the next player. You need not be the shooter to make a pass line bet. The pass line bet is placed by the player.

DON'T PASS LINE [OR 'BACK LINE' BET]

This is the opposite of the pass line. Bets placed on the don't pass win if the come out roll is a 2 or 3 (12 is a standoff, nobody wins), and are forfeited if the come out roll is a 7 or 11. Any other number rolled becomes the point. To win, a 7 must roll before the point is thrown. If the point is rolled before a 7 is rolled, the don't pass bet is forfeited. The don't pass line bet is placed by the player.

COME OUT ROLL

[The first roll of the dice, "Coming Out"]

When approaching a Crap game already in action, you can determine if a particular roll is the come out roll by checking the point numbers (4,5,6,8,9, or 10) to see if any one of them have been marked by the dealer with the on/off puck. The on side of the puck is white and the off side is black. If the puck has been placed on one of the point numbers, you will know that the point number has been established and the come out roll, or the first roll, has already taken place. If the puck is not on, they are shooting for a point number (4,5,6,8,9, or 10). Until the shooter rolls a point number, all rolls are called come out rolls. The shooter must roll the point number again before rolling a 7 to win.

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 the pass line. The next roll of the dice determines whether you automatically win or forfeit your bet, or establish another point which must be rolled before a 7 in order to win. The come bet is placed by the player.

DON'T COME BET

The opposite of the come bet. The win-lose rules are the same as for the don't pass line. The next roll of the dice determines whether you automatically win or forfeit your bet, or it establishes another point. You must roll a 7 before that point to win. Pass line, don't pass, come, and don't come bets are termed "flat bets" and are paid even money. Pass line and come bets can be increased but cannot be removed or reduced at any time. Don't pass and don't come bets can be removed or reduced, but never increased or replaced. The don't come bet is placed by the player.

ODDS

A player has an option to make a wager in addition to the original or "flat bet" at any time 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 or reduced at anytime. Odds are paid based on "true odds." Odds bets share the fate of the flat bet.

PLACE BETS

These bets may be made at any time, but are OFF on the come out roll unless you call them ON. The bets may be placed on any point number or on several numbers. The 4,5,9, and 10 are bet in multiples of \$5; the 6 and 8 are bet in multiples of \$6. If a \$1 or \$3 game is in play, then \$3 bets are acceptable on all place numbers. Lay your chips on the layout, then let the dealer know what numbers you would like to bet and for how much. Place bets win if the number hits and loses on a 7.

BUY AND LAY BETS

Buy and lay bets can be made at any time. These bets are immediately placed on or behind 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 7, and will be forfeited if the 7 is rolled before the chosen number. A lay bet will win if a 7 is rolled before the number bet, and will be forfeited if the number is rolled before a 7. All winning buy and lay bets will be paid ("true odds"). A 5% commission is charged for all buy and lay bets. This commission is also called "vigorish," or "vig." The vigorish is charged on the total amount bet on a buy bet or the total amount that can be won on a lay bet. Give your chips to the dealer and tell him which number you want to bet and for how much.

FIELD BET

If 2,3,4,9,10,11, or 12 rolls, you win. You forfeit your bet on 5,6,7, or 8. All numbers pay even money except 2 and 12, which pay double. The field bet is placed by the player.

HARDWAY BETS

Hardway bets are located in the center of the layout and are placed by the dealer. The four hardway bets are hard four (two 2's), hard six (two 3's), hard eight (two 4's), and hard ten (two 5's). You win if the hardway that you are betting is rolled. You forfeit if a 7 or another combination of your number is rolled before your hardway. Hardways always "work" unless you call them off.

PROPOSITION BETS

Proposition bets are one roll bets on a specific number or combination of numbers. These bets either win or lose on the next roll. If the dice show exactly as stated in the bet, they win. If any other number rolls, they lose.

HOUSE RULE

Side betting is strictly prohibited on the casino floor.