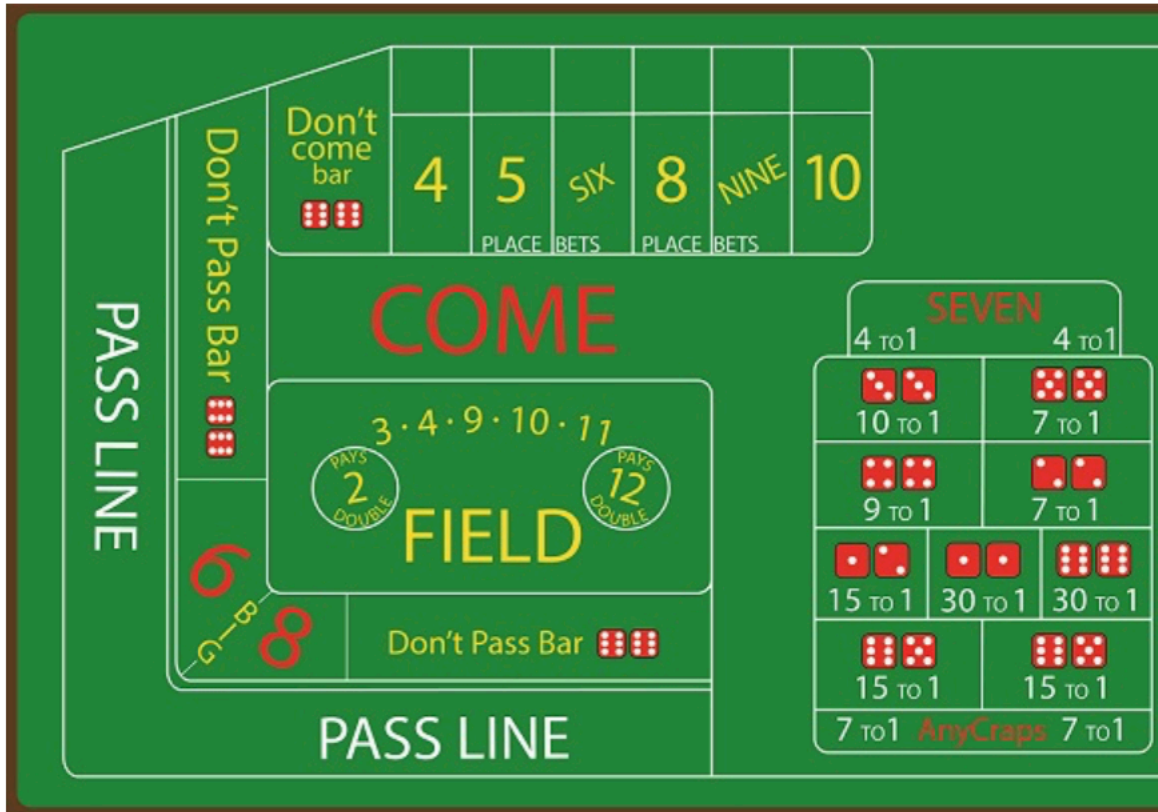


Craps

One of the most exciting casino games, Craps is a high energy table game where players make wagers on the outcome of the roll of two dice! There are many different bets that a player can place in a game of Craps, so keep reading to find out what they all are!

The Table

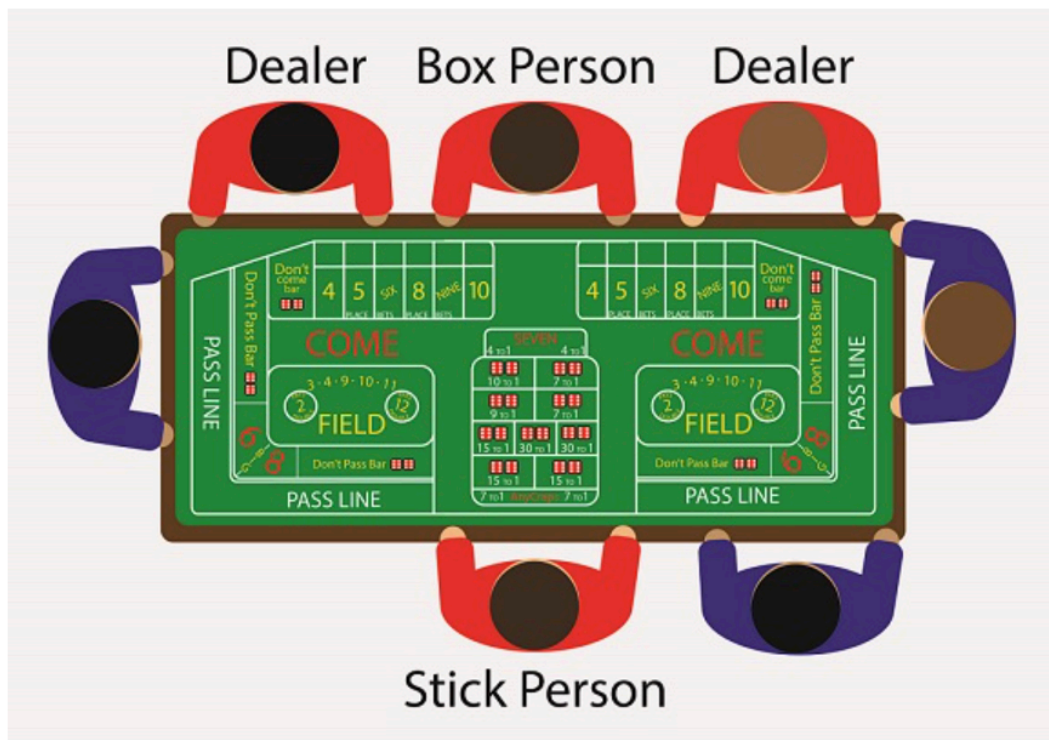
The Craps table is very different from any other Casino table games, but it is easy to maneuver once you learn all the different sections! (The image below shows only half of the Craps table)



- Pass Line:** This line is on the perimeter of the table on both sides, and it is where Players who want to bet with the Shooter at the beginning of each game place their bets.
- Don't Pass Bar:** This area directly above the Pass Line is where Players who want to bet against the Shooter place their chips at the beginning of each game place their bets.
- 6 Big 8:** Located between the "Don't Pass Bars", this is where Players place bets at any time that either a 6 or 8 will come up before a 7.
- Field:** The section of the table containing numbers 2, 3, 4, 9, 10, 11, and 12 where Players bet for one-roll bets at any time on their number of choice.
- Come:** Between the Field and Don't Come Bar, it is where Players who want to bet with the Shooter after the come-out roll place their bets.
- Don't Come Bar:** Between the Don't Pass Bar and Points, it is where Players who want to bet against the Shooter after the come-out roll place their bets.
- Points:** To the right of the Don't Come Bar, this is where play continues if the come-out roll is a 4, 5, 6, 8, 9, or 10.

The People

There are at least 4 Casino workers who run a Craps Table, and there are sometimes more if it is a particularly big game.



Box Person: The Box Person is seated at the center of the Craps Table and oversees all the game play.

Dealers: There are 2 Dealers on either side of the Box Person, and they keep track of all the bets, deliver pay-outs, and collect losses.

Stick Person: The Stick Person uses a stick to move the dice around the Craps Table to all the players.

Players: There can be up to 8 players on each side of the Craps Table (16 total).

Dice Terminology

Big 6 and 8: Even money bet that a 6 or 8 will be thrown before a 7.

Come-Out Roll: The first roll a Shooter rolls, which will result in a Natural or a Point being established.

Craps: When a 2, 3, or 12 is thrown.

Don't Pass: A bet that the Shooter won't make his/her point.

Hard Way: The numbers 4, 6, 8, or 10 thrown in pairs (2s, 3s, 4s, or 5s respectively).

Hop Bets: Single roll bets located in the center of the table.

Horn Bet: A single roll bet covering 2, 3, 11, and 12.

Horn High: Same as Horn Bet with extra bet on 2, 3, 11, or 12.

Any Craps: Single roll bet covering the 2, 3, and 12 that pays 7-to-1.

Eleven: Single roll bet covering the 11 that pays 15-to-1.

Lay: An additional wager placed beside the Don't Pass Line that the Shooter will not make the point.

Natural: A 7 or 11 thrown on the Come-Out Roll.

Odds: An additional wager placed behind the Pass Line that the Shooter will make his/her point, and can also be placed on Come Bets. Odds on 4 and 10 pay 2-to-1, on 5 and 9 pay 3-to-2, and on 6 and 8 pay 6-to-5.

Point: Any 4, 5, 6, 8, 9, or 10 on the Come-Out Roll.

Proposition Bets: Separate bets located in the center of the table.

Three Way Craps: A single roll bet covering 2, 3, and 12.

Basic Rules and Etiquette

Make bets while dice are in the middle of the table.

Place chips on the table and inform Dealer of your bets.

Only use one hand to shoot the dice.

Shoot both dice down the middle and off the back wall.

Please shoot immediately after receiving the dice.

Dice may not be thrown above the Dealer's eye level.

Watch dice and try not to get hit by rolling dice.

Pass/Come bets may not be decreased after a point is established.

Don't Pass/Don't Come bets may be decreased.

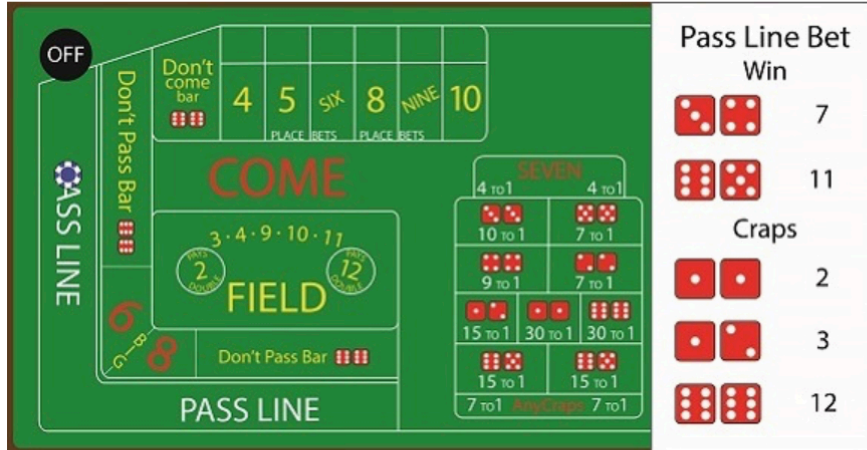
A Player's bets will be called off anytime he/she leaves the table or uses any electronic device.

The Bet - Pass Bets and Come Bets

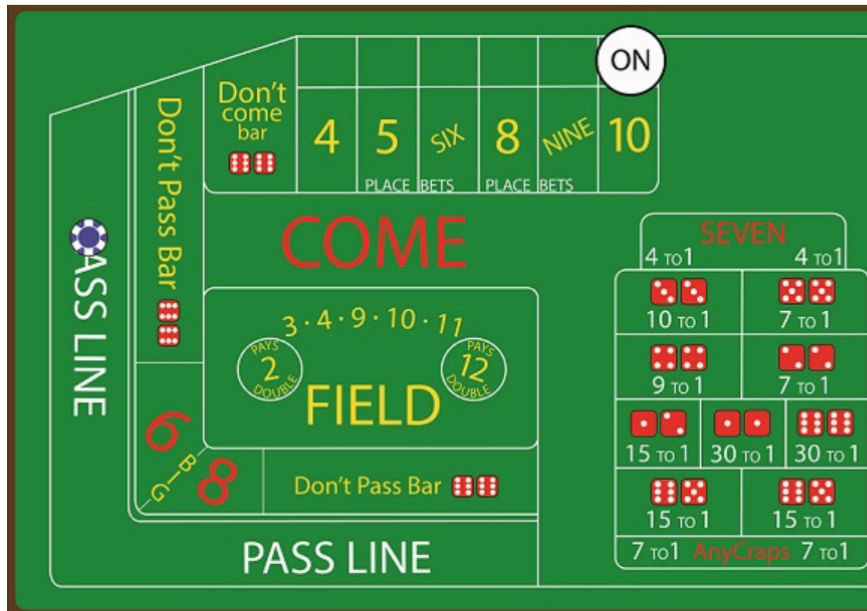
Players begin by placing their bets on the Pass Line if they want to bet with the Shooter.

If the Shooter rolls a 7 or an 11 on the Come-Out roll, it is called a "Natural" and the Shooter and all those who placed bets on the Pass Line immediately win.

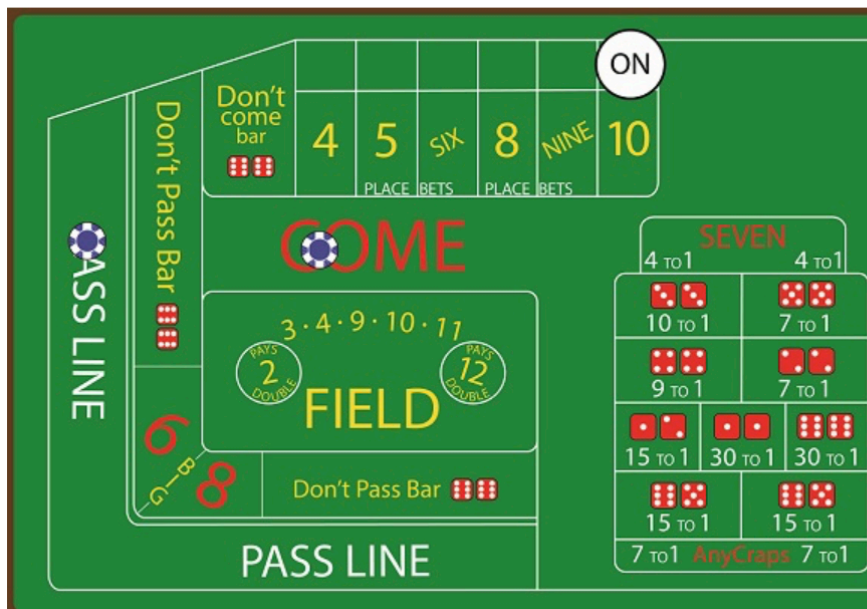
If the Shooter rolls a 2, 3, or 12 on the Come-Out roll, it is called "Craps" and the Shooter and all those who placed bets on the Pass Line immediately lose.



If the Shooter rolls a 4, 5, 6, 8, 9, or 10 on the Come-Out roll, it is called a "Point" and the Dealer moves the White Puck to the number that was rolled. (In the image below, the number was a 10)

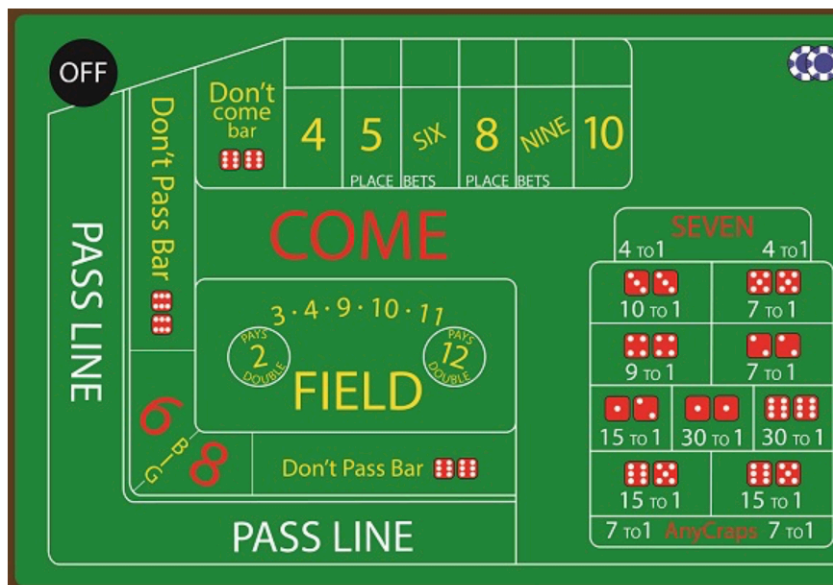


After the Come-Out Roll, Players are allowed to place Come Bets in the Come section that follow the same rules as Pass Line Bets.

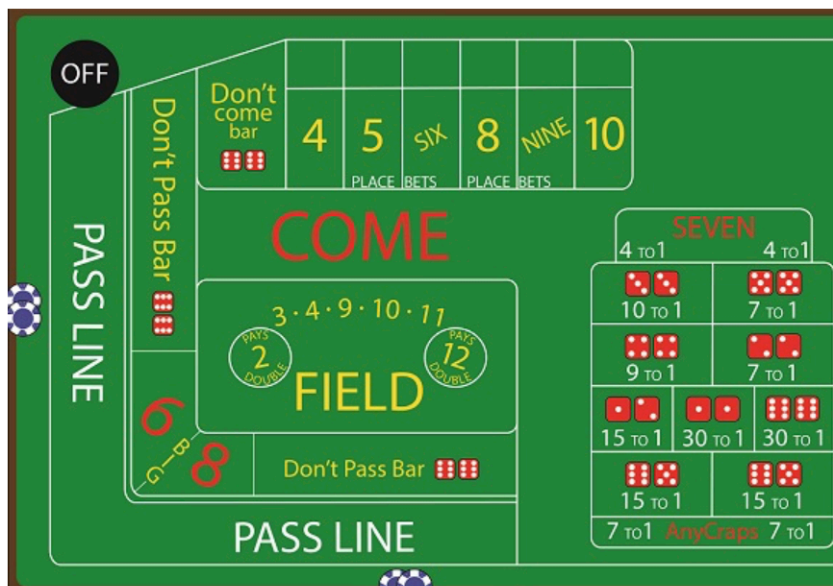


In order to win, the Shooter must repeat the Point Number that they originally threw before throwing a 7.

If the Shooter throws a 7 before they throw their original number (10 in this example), all those with bets on the Pass Line lose their bets and a new game begins.



If the Shooter throws their original number (10 in this example) before they throw a 7, all those with bets on the Pass Line win their bets with 1-to-1 payout and a new game begins.



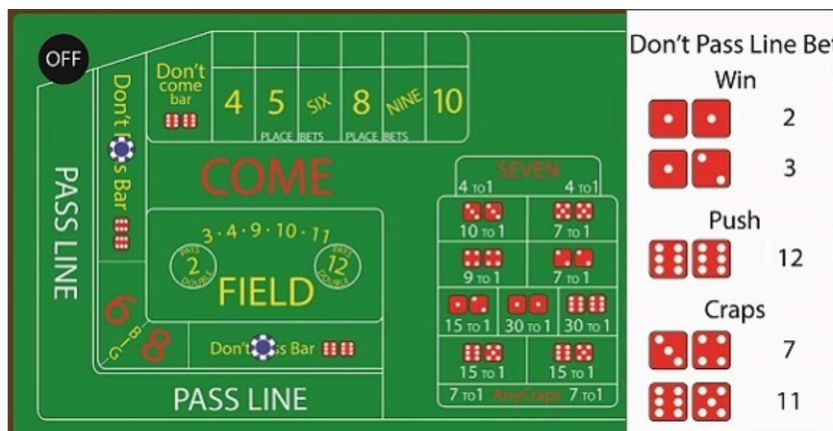
The Bet - Don't Pass and Don't Come Bets

Players begin by placing their bets on the Don't Pass Bar if they want to bet against the Shooter.

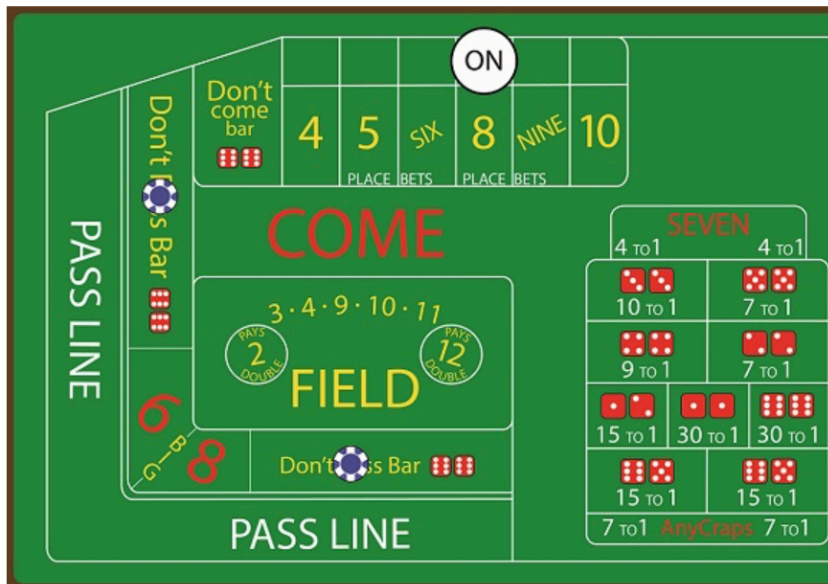
If the Shooter rolls a 2 or a 3 on the Come-Out roll, the Players that bet on the Don't Pass Bar immediately wins and the Shooter immediately loses.

If the Shooter rolls a 7 or an 11 on the Come-Out roll, the Players that bet on the Don't Pass Bar immediately loose and the Shooter immediately wins.

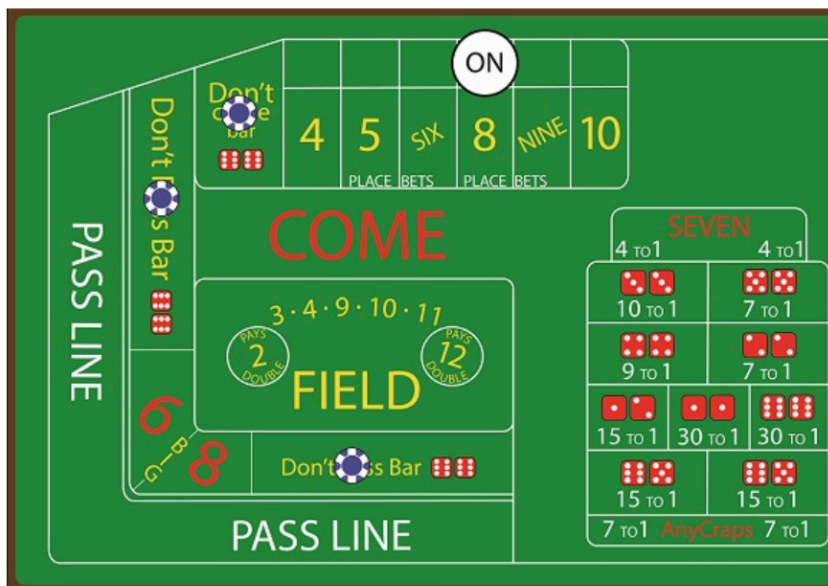
If the Shooter rolls a 12 on the Come-Out roll, it is called a "Push" and the Players that bet on the Don't Pass Bar have the option of leaving the bet in place or taking it back before the next roll.



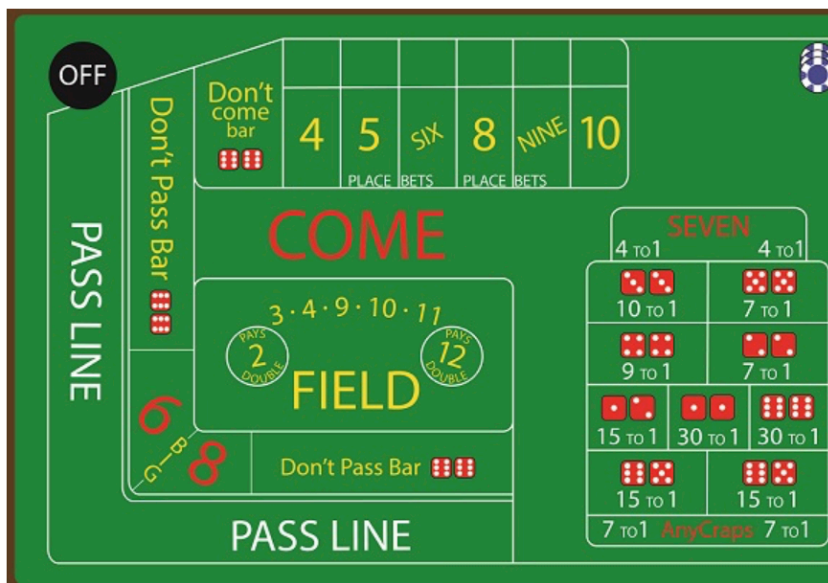
If the Shooter rolls a 4, 5, 6, 8, 9, or 10 on the Come-Out roll, it is called a "Point" and the Dealer moves the White Puck to the number that was rolled. (In the image below, the number was a 8)



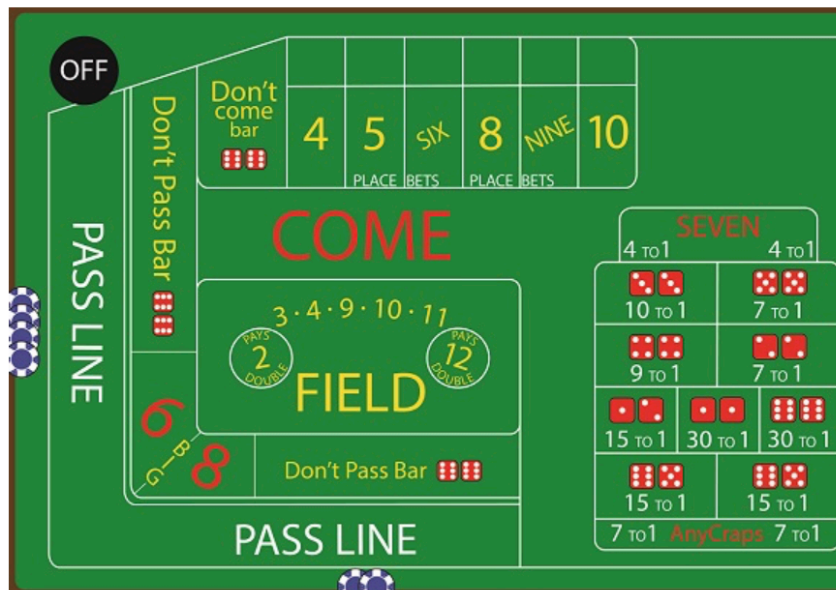
After the Come-Out roll, Players are allowed to place Don't Come Bets in the Don't Come Bar. The Don't Come Bets follow the same rules as the Don't Pass Bets.



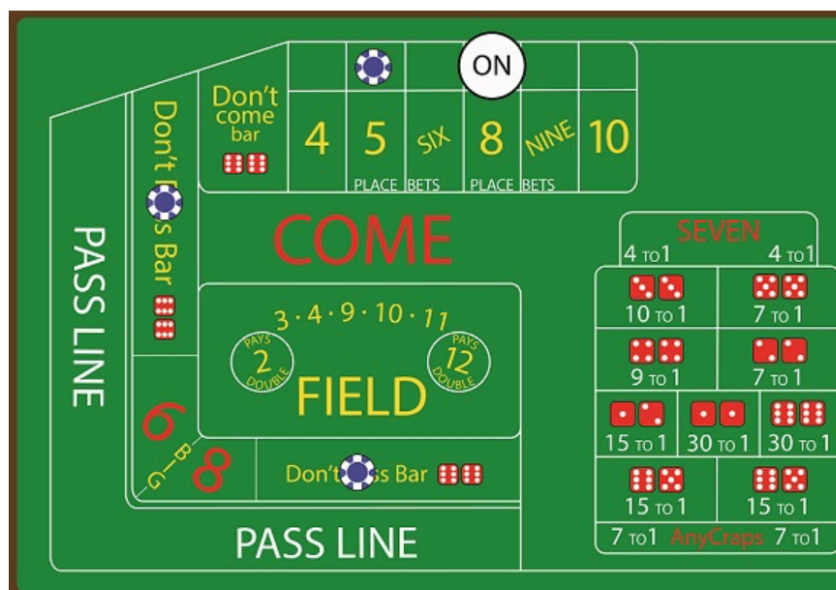
In order to win the Don't Pass and Don't Come Bets, the Shooter must throw a 7 before throwing a repeat of the Point Number (In this example, an 8). If the Shooter throws the Point Number before they throw a 7, all those with bets on the Don't Pass Bar and Don't Come Bar lose their bets and a new game begins.



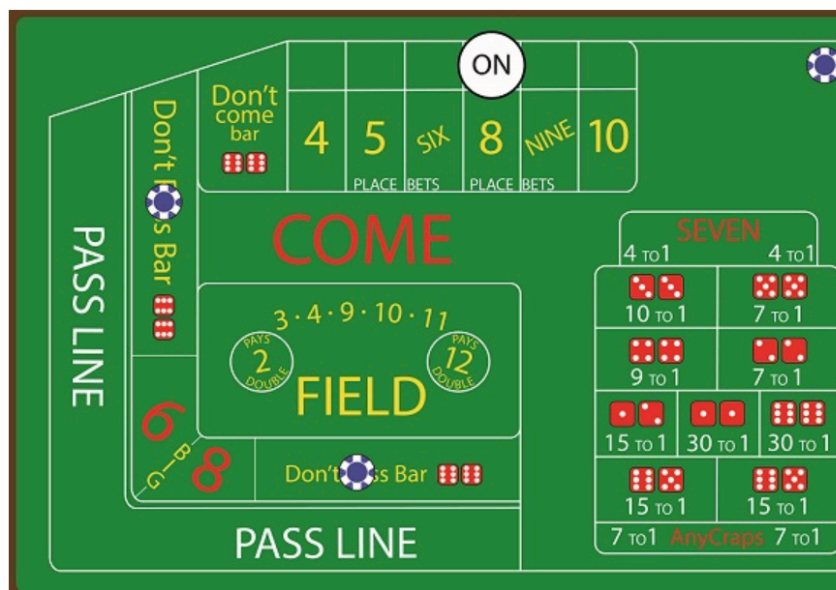
If the Shooter throws a 7 before they throw the Point Number (In this example, an 8), all Players with bets on the Don't Pass Bar and Don't Come Bar win their bets with a 1-to-1 payout, and a new game begins.



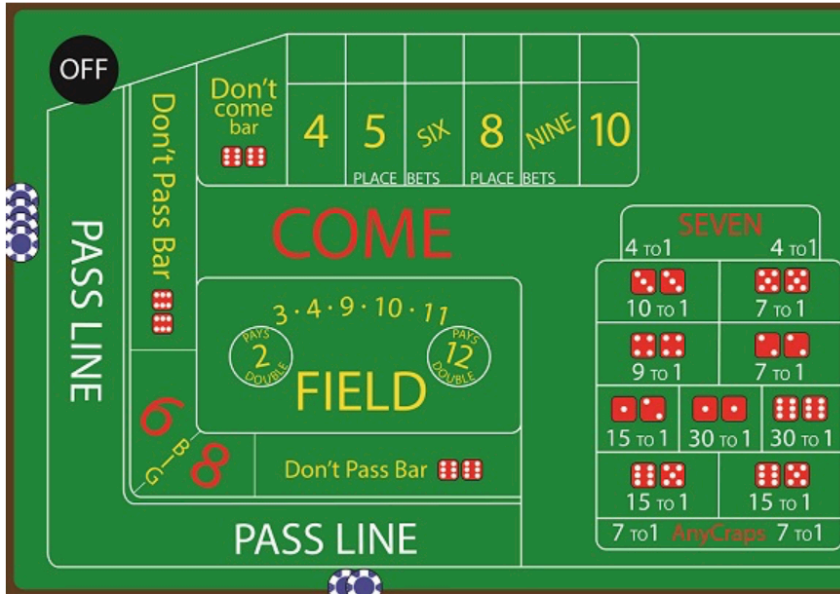
If the Shooter throws another Point Number (For example, a 5), the Players with bets in the Don't Come Bar will now move their bets to the Point Number that was rolled, and the Shooter will roll again.



On the next roll, if the Shooter rolls a 5, the Players with a Don't Come Bet will lose their Don't Come Bet, but the Don't Pass bets will be unaffected, and the Shooter will continue to roll.



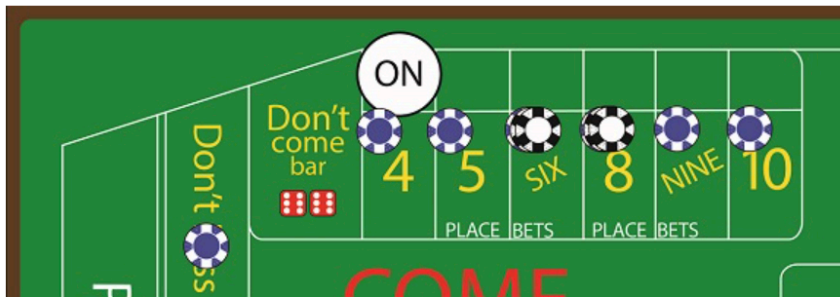
On the next roll, if the Shooter rolls a 7, all Players with a Don't Pass and/or Don't Come bet will win their bets with a 1-to-1 payout, and a new game will begin.



The Bet - Place Bets

A Place Bet is a bet that a Point Number (4, 5, 6, 8, 9, or 10) will be thrown before a 7. They can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The Odds on the Place Bet are:

9-to-5 for 4 and 10

7-to-5 for 5 and 9

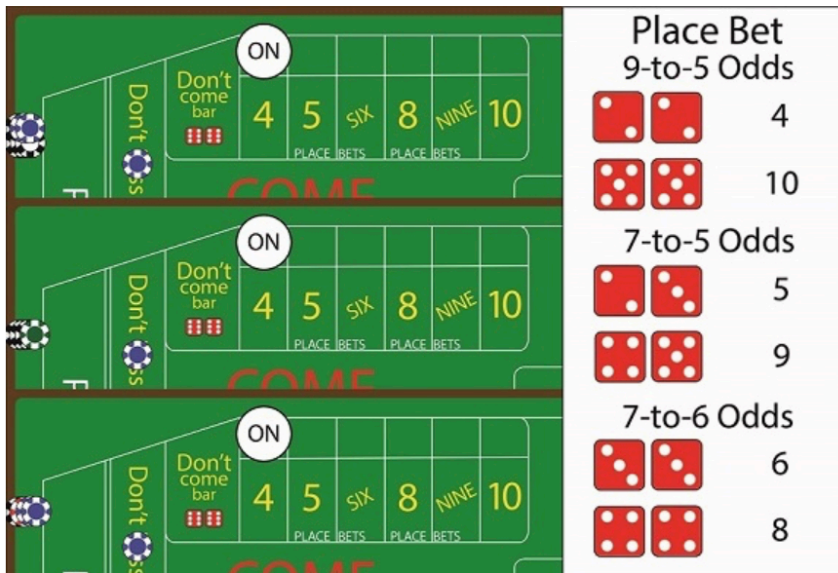
7-to-6 for 6 and 8

Because of the odds, Place Bets for 6 and 8 must be made in intervals of \$6 and Place Bets for 4, 5, 9, and 10 must be made in intervals of \$5.

In the Image below, the Top Image shows Player winning a Place Bet on 4 or 10 with 9-to-5 Odds. (They bet \$10 and won \$18 for \$28 total)

The Middle Image shows the Player winning a Place Bet on 5 or 9 with 7-to-5 Odds. (They bet \$10 and won \$14 for \$24 total)

The Bottom Image shows the Player winning a Place Bet on 6 or 8 with 7-to-6 Odds. (They bet \$12 and won \$14 for \$26 total)

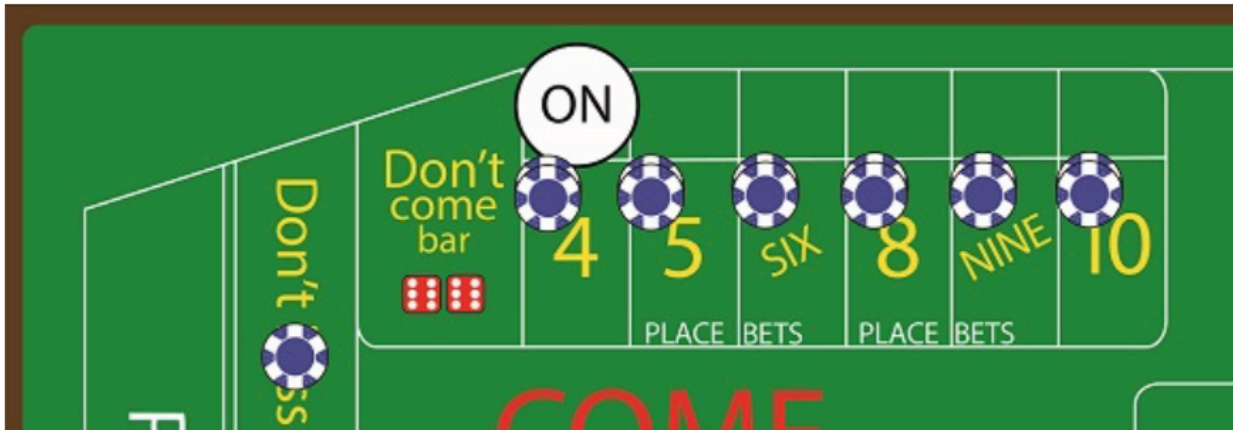


The Bet - Buy Bets

A Buy Bet is played in the same way as a Place Bet, but, in exchange for a 5% commission, a Buy Bet is paid at true or correct odds.

A Buy Bet is a bet that a Point Number (4, 5, 6, 8, 9, or 10) will be thrown before a 7. They can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The Odds on the Buy Bets are:

2-to-1 for 4 or 10

3-to-2 for 5 or 9

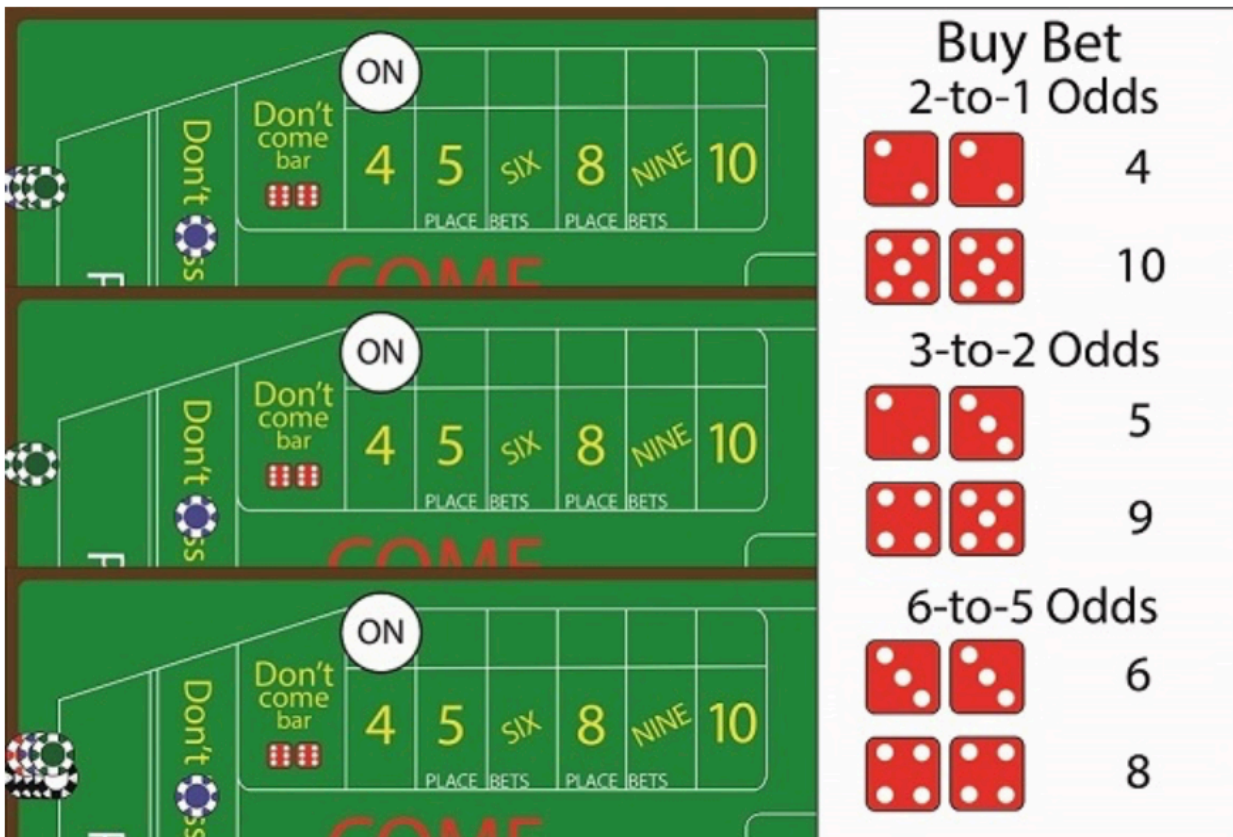
6-to-5 for 6 or 8

The minimum bet for a Buy Bet is \$20, and the commission or "Vigorish" is charged only when the Point Number is thrown.

In the Image below, the Top Image shows Player winning a Buy Bet on 4 or 10 with 2-to-1 Odds. (They bet \$20 and won \$40 for \$60 total)

The Middle Image shows the Player winning a Buy Bet on 5 or 9 with 3-to-2 Odds. (They bet \$20 and won \$30 for \$50 total)

The Bottom Image shows the Player winning a Buy Bet on 6 or 8 with 6-to-5 Odds. (They bet \$20 and won \$24 for \$44 total)



The Bet - Lay Bets

A Lay Bet is a bet that a 7 will be rolled before a Point Number (4, 5, 6, 8, 9, or 10). Lay Bets are paid at true or correct odds in exchange for a 5% commission of the amount to be won. Lay Bets can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The True Odds on the Lay Bets are:

1-to-2 for 4 or 10

2-to-3 for 5 or 9

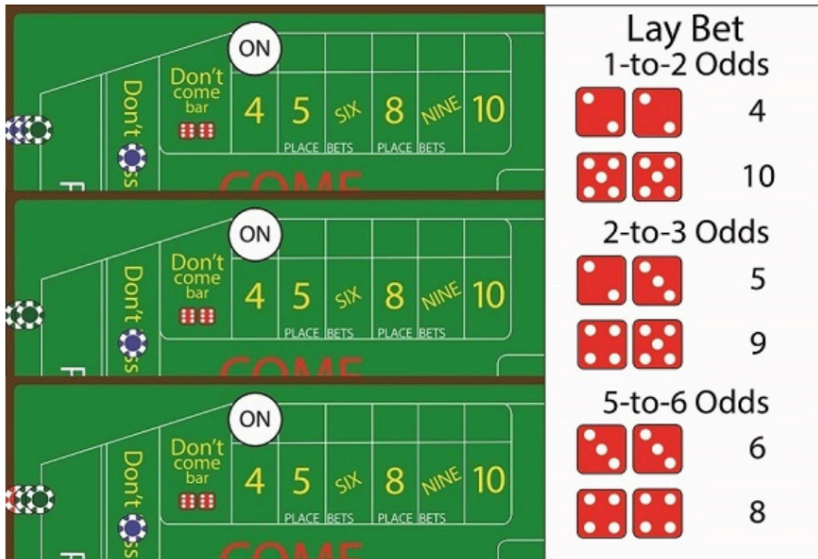
5-to-6 for 6 or 8

The minimum bet for a Lay Bet is \$20, and the commission is charged only on winning bets.

In the Image below, the Top Image shows Player winning a Lay Bet on 4 or 10 with 1-to-2 Odds. (They bet \$30 and won \$15 for \$45 total)

The Middle Image shows the Player winning a Lay Bet on 5 or 9 with 2-to-3 Odds. (They bet \$30 and won \$20 for \$50 total)

The Bottom Image shows the Player winning a Lay Bet on 6 or 8 with 5-to-6 Odds. (They bet \$30 and won \$25 for \$55 total)



The Bet - Field Bets

A Field Bet is a single roll bet that a 2, 3, 4, 9, 10, 11, or 12 will be thrown on the next roll of the dice. Field Bets can be made at any time during Play.

The Player places their own Field Bets by placing their chips on the number they want to be on in the Field.



The Odds on Field Bets are:

1-to-1 for 3, 4, 9, 10, or 11

2-to-1 for 2 or 12

The Bet - Hard Way Bets

A Hard Way Bet is a bet that a pair of 2s, 3s, 4s, or 5s will be thrown before a 7 or another combination of that number is rolled. Hard Way Bets can be made or taken down at any time, but do not work on the Come-Out Roll unless specified by the Player.



For a Hard Four, the Player wins if the Shooter rolls 2s but loses if the Shooter rolls a 7 or a 1 and 3.

For a Hard Six, the Player wins if the Shooter rolls 3s but loses if the Shooter rolls a 7, 1 and 5, or 2 and 4.

For a Hard Eight, the Player wins if the Shooter rolls 4s but loses if the Shooter rolls a 7, 2 and 6, or 3 and 5.

For a Hard Ten, the Player wins if the Shooter rolls 5s but loses if the Shooter rolls a 7 or a 3 and 6.

The Dealer must set these bets for the Players and places the chips on the Hard Way Bet they want. (In the Image below, the Player placed a bet on the Hard 10)



The Odds for Hard Way Bets are:

7-to-1 for Hard Fours and Hard Tens

9-to-1 for Hard Sixes and Hard Eights

The Bet - Fire Bets

A Fire Bet is a bet that the Shooter will establish and make at least 4 individual Points.

The Odds for Fire Bets are:

40-to-1 for 4 Individual Points

200-to-1 for 5 Individual Points

500-to-1 for 6 Individual Points

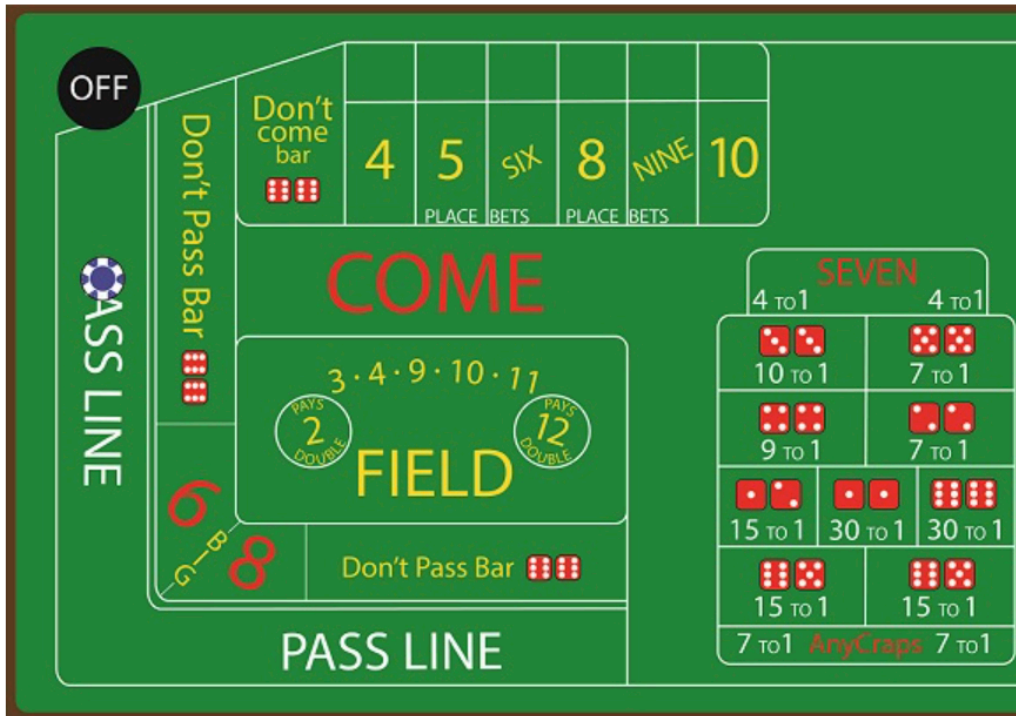
Craps No More

For an interesting twist on the exciting game of Craps, try Craps No More! The key differences between Craps and Craps No More are that there are no Don't Pass or Don't Come Bets, and 2, 3, 11, and 12 become Points on the Come-Out Roll!

To read about the [Table](#), the [People](#), the [Dice Terminology](#), and the [Basic Rules and Etiquette](#), click [HERE!](#)

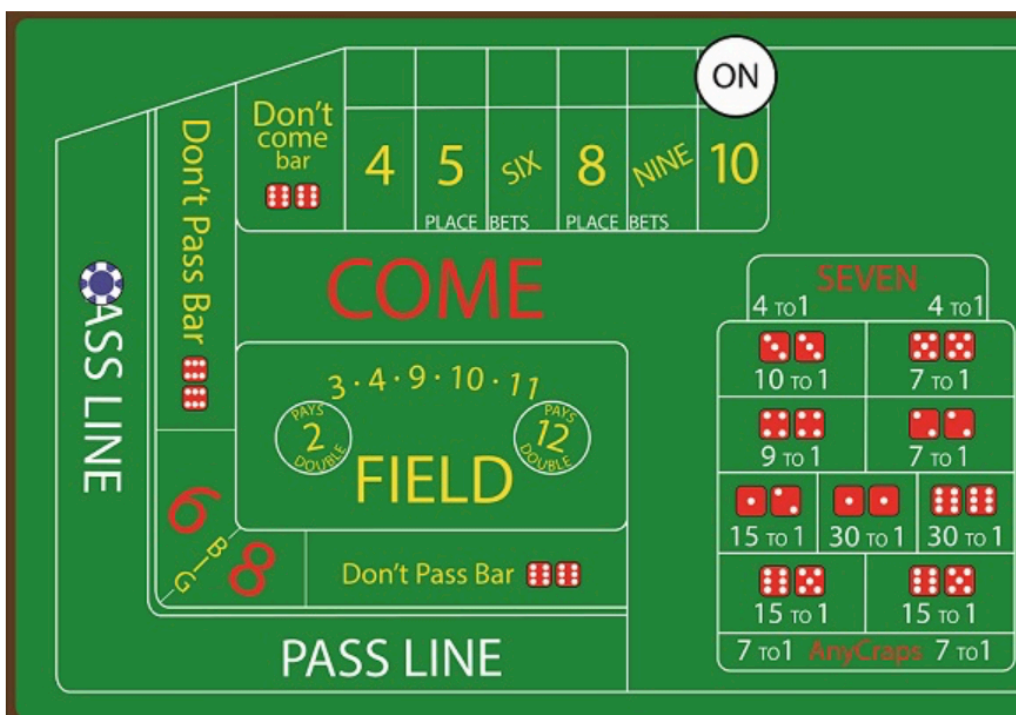
The Bet - Pass Bets and Come Bets

Players begin by placing their bets on the Pass Line if they want to bet with the Shooter.

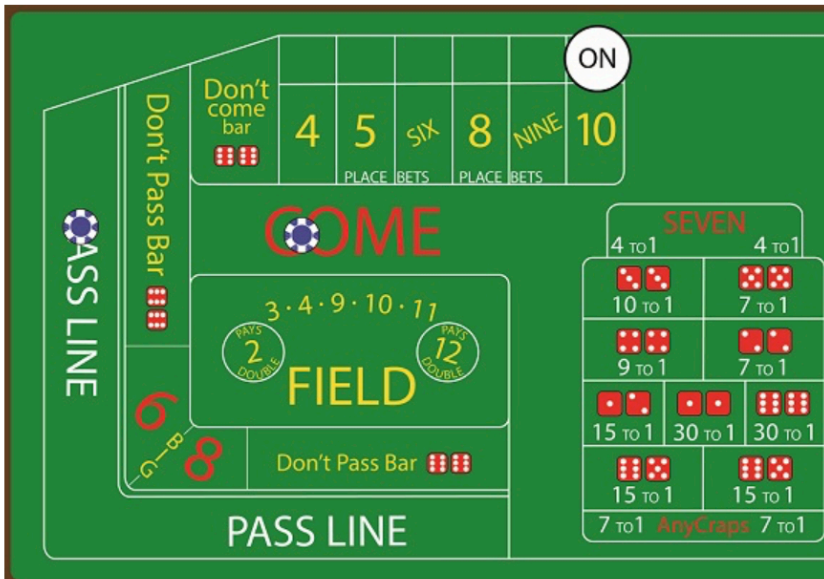


If the Shooter rolls a 7 it is called a "Natural" and the Shooter and all those who placed bets on the Pass Line immediately win.

If the Shooter rolls a 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 on the Come-Out roll, it is called a "Point" and the Dealer moves the White Puck to the number that was rolled. (In the image below, the number was a 10)

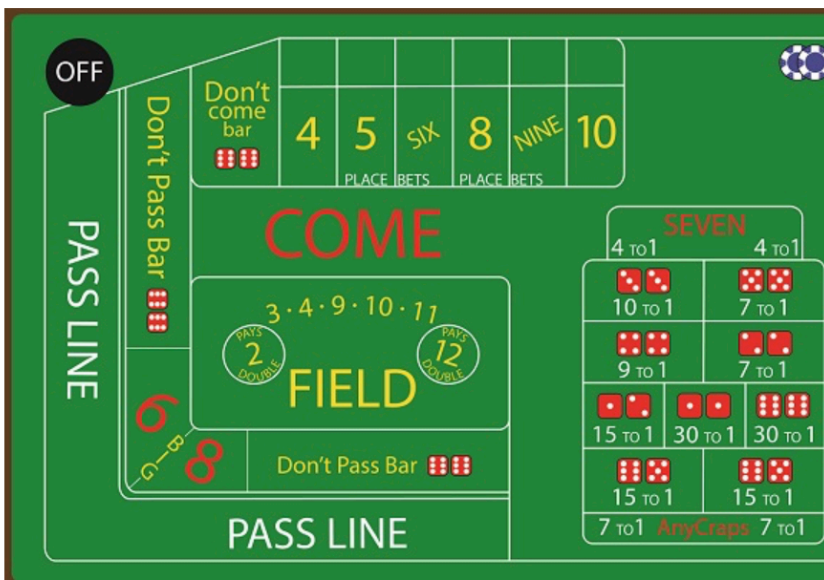


After the Come-Out Roll, Players are allowed to place Come Bets in the Come section that follow the same rules as Pass Line Bets.

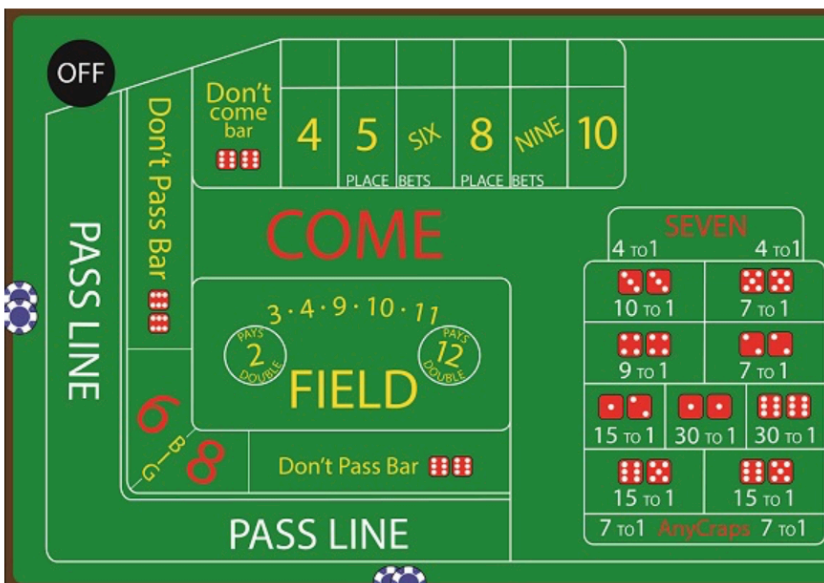


In order to win, the Shooter must repeat the Point Number that they originally threw before throwing a 7.

If the Shooter throws a 7 before they throw their original number (10 in this example), all those with bets on the Pass Line lose their bets and a new game begins.



If the Shooter throws their original number (10 in this example) before they throw a 7, all those with bets on the Pass Line win their bets with 1-to-1 payout and a new game begins.

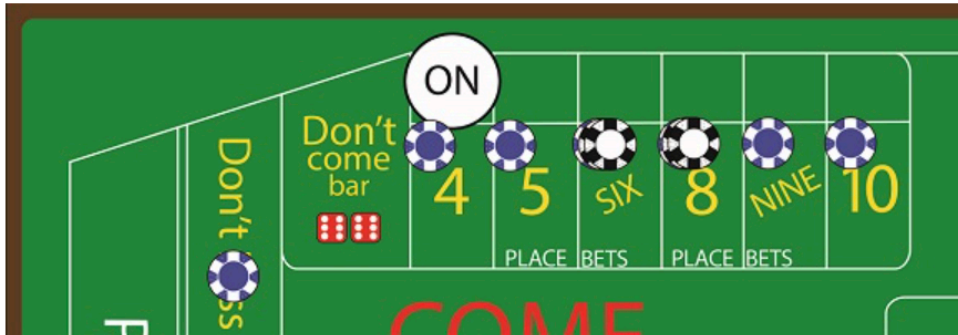


The Bet - Place Bets

A Place Bet is a bet that a Point Number (2, 3, 4, 5, 6, 8, 9, 10, 11, or 12) will be thrown before a 7.

They can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The Odds on the Place Bet are:

11-to-2 for 2 and 12

11-to-4 for 3 and 11

9-to-5 for 4 and 10

7-to-5 for 5 and 9

7-to-6 for 6 and 8

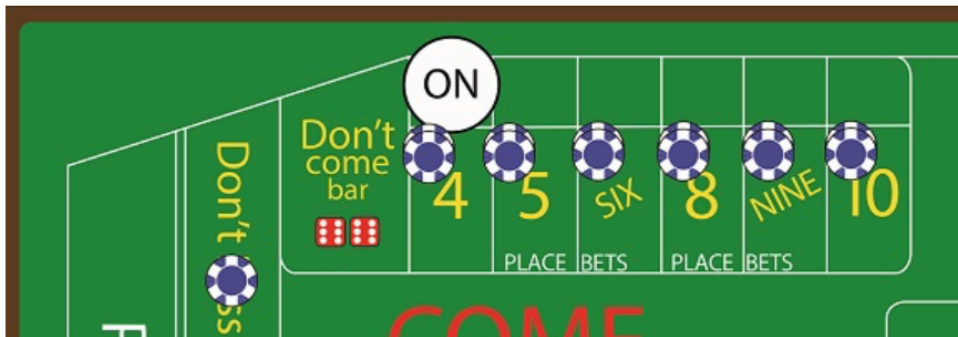
Place Bet					
11-to-2 Odds		11-to-4 Odds			
	2		3		
	12		11		
9-to-5 Odds		7-to-5 Odds		7-to-6 Odds	
	4		5		6
	10		9		8

The Bet - Buy Bets

A Buy Bet is played in the same way as a Place Bet, but, in exchange for a 5% commission, a Buy Bet is paid at true or correct odds.

A Buy Bet is a bet that a Point Number (2, 3, 4, 5, 6, 8, 9, 10, 11, or 12) will be thrown before a 7. They can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The Odds on the Buy Bets are:

6-to-1 for 2 or 12

3-to-1 for 3 or 11

2-to-1 for 4 or 10

3-to-2 for 5 or 9

6-to-5 for 6 or 8

The minimum bet for a Buy Bet is \$20, and the commission or "Vigorish" is charged only when the Point Number is thrown.

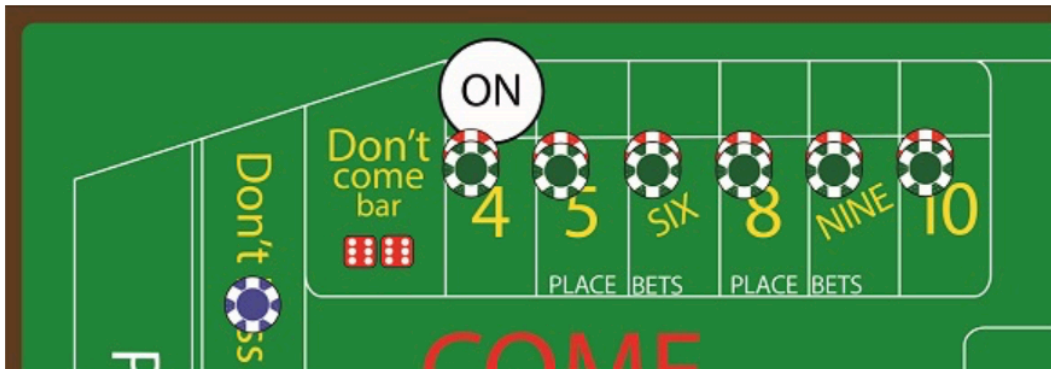
Buy Bet

6-to-1 Odds		3-to-1 Odds			
	2		3		
	12		11		
2-to-1 Odds		3-to-2 Odds		6-to-5 Odds	
	4		5		6
	10		9		8

The Bet - Lay Bets

A Lay Bet is a bet that a 7 will be rolled before a Point Number (2, 3, 4, 5, 6, 8, 9, 10, 11, or 12). Lay Bets are paid at true or correct odds in exchange for a 5% commission of the amount to be won. Lay Bets can be made or taken down at any time except for on the Come-Out Roll.

The Dealer must set these bets for the Players, and places their chips on the Point Number they want.



The True Odds on the Lay Bets are:

- 1-to-6 for 2 or 12
- 1-to-3 for 3 or 11
- 1-to-2 for 4 or 10
- 2-to-3 for 5 or 9
- 5-to-6 for 6 or 8

The minimum bet for a Lay Bet is \$20, and the commission is charged only on winning bets.

Lay Bet

1-to-6 Odds		1-to-3 Odds			
	2		3		
	12		11		
1-to-2 Odds		2-to-3 Odds		5-to-6 Odds	
	4		5		6
	10		9		8

The Bet - Field Bets

A Field Bet is a single roll bet that a 2, 3, 4, 9, 10, 11, or 12 will be thrown on the next roll of the dice. Field Bets can be made at any time during Play. The Player places their own Field Bets by placing their chips on the number they want to be on in the Field.



The Odds on Field Bets are:

1-to-1 for 3, 4, 9, 10, or 11
2-to-1 for 2 or 12

The Bet - Hard Way Bets

A Hard Way Bet is a bet that a pair of 2s, 3s, 4s, or 5s will be thrown before a 7 or another combination of that number is rolled. Hard Way Bets can be made or taken down at any time, but do not work on the Come-Out Roll unless specified by the Player.



For a Hard Four, the Player wins if the Shooter rolls 2s but loses if the Shooter rolls a 7 or a 1 and 3.
For a Hard Six, the Player wins if the Shooter rolls 3s but loses if the Shooter rolls a 7, 1 and 5, or 2 and 4.
For a Hard Eight, the Player wins if the Shooter rolls 4s but loses if the Shooter rolls a 7, 2 and 6, or 3 and 5.
For a Hard Ten, the Player wins if the Shooter rolls 5s but loses if the Shooter rolls a 7 or a 3 and 6.

The Dealer must set these bets for the Players and places the chips on the Hard Way Bet they want. (In the Image below, the Player placed a bet on the Hard 10)



The Odds for Hard Way Bets are:

7-to-1 for Hard Fours and Hard Tens
9-to-1 for Hard Sixes and Hard Eights