

CRAPS

Craps is a game where the players bet on the outcome of the dice thrown landing on numbers between 2-12. The player throwing the dice is called the shooter. Other players may place their chips (between \$1 and \$10) on the table's layout and win or lose according to the numbers thrown by the shooter and the outcome of the dice.

Pass Line/Don't Pass Bets:

These are the most commonly played bets on the table. The shooter (player with the control of the dice) makes an initial roll known as the come-out roll. If a 7 or 11 is rolled, the pass line wins and the don't pass line bets lose. The opposite is true if a 2, 3, or 12 are rolled. The pass line bets lose and the don't pass line bets win. Any other number rolled becomes the point number. Once a point number is established, the shooter needs to hit that number (4, 5, 6, 8, 9, 10) before a 7. No other number (2, 3, 11, 12) affects the game once a point is established.

Payout Summary (Pass Line) Odds 1:1

Payouts: \$5 wins \$5, \$10 wins \$10

Point	Odds	Payout
4	2:1	\$5 wins \$10, etc.
5	3:2	\$6 wins \$9, etc.
6	6:5	\$5 wins \$6, etc.
8	6:5	\$5 wins \$6, etc.
9	3:2	\$6 wins \$9, etc.
10	2:1	\$5 wins \$10, etc.

Payout Summary (Don't Pass Line) Odds 1:1

Payouts: \$5 wins \$5, \$10 wins \$10

Point	Odds	Payout
4	1:2	\$10 wins \$5, etc.
5	2:3	\$9 wins \$6, etc.
6	5:6	\$6 wins \$5, etc.
8	5:6	\$6 wins \$5, etc.
9	2:3	\$9 wins \$6, etc.
10	1:2	\$10 wins \$5, etc.

Payout Summary (Place Bets – Minimum \$5)

Box #	Odds	Payout
4	9:5	\$5 wins \$9, etc.
5	7:5	\$5 wins \$7, etc.
6	7:6	\$6 wins \$7, etc.
8	7:6	\$6 wins \$7, etc.
9	7:5	\$5 wins \$7, etc.
10	9:5	\$5 wins \$9, etc.

Exhibit A

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Taking Odds:

Once a point number is established (4, 5, 6, 8, 9, 10) and the game starts, you can place an odds bet behind your pass line bet. The house pays true odds on this bet, so if the point is 10 and you place the odds bet, you will be paid 2:1. The maximum bet on the table is \$10.

Come Bet:

This bet is similar to the pass line bet except it is placed after the point it is established. Procedures and payouts are all the same as above.

Proposition Box:

All bets pay as followed:

Hardway Bets

Hard Six: 9 to 1

Hard Eight: 9 to 1

Hard Four: 7 to 1

Hard Ten: 7 to 1

One-Roll Bets

Any Seven: 4 to 1

2 or 12: 30 to 1

3 or 11: 15 to 1

Field Bets (one-roll)

3, 4, 9, 10, 11: 1 to 1

2 or 12: 2 to 1

New Shooter:

The shooter continues to roll the dice until they "sevens out", that is, rolls a seven after a point number has been established. The roll then passes to the player on that person's left. When a new shooter receives the dice, they are given all five dice. The shooter chooses 2 dice and the remaining 3 are taken away.

Procedures:

1. The shooter throws the dice. This initial throw is known as the "come out" throw.

Exhibit A

CRAPS

2. If they throw a total of 7 or 11, he immediately wins. This is known as a “natural”.
3. If they throw a total of 2, 3, or 12, they immediately lose. This is known as “craps”.
4. Any other total thrown is known as the player’s “point” and he continues to throw the dice until they either throw their point again or throws a 7.
5. If they throw their point first they win. This is known as “making the point”. If they throw as 7 first, they lose. This is known as a “seven out”.
6. If the shooter throws a winning combination, the dice are said to pass. If the shooter throws a losing combination the dice are said to miss.
7. If you place your chips on the pass line betting space before the come out roll, you win with a 7 or 11 on the come out throw or if the shooter makes his point.
8. Once a natural, craps, a seven, or the point is thrown, a new round is played, as before, beginning with a new come out throw.
9. If the shooter sevens out the dice, pass to the next player who becomes the new shooter.

Equipment Used:

- Stick of five (5) dice
- Craps Stick
- Dice Boat