

# CRAPS

## ONE OF THE MOST POPULAR AND EXCITING GAMES IN CASINOS TODAY IS THE GAME OF CRAPS.

Payout odds are listed in the last section.

**Come Out Roll** - The first roll of the dice at the opening of the game in reference of the pass line and the don't pass line.

**Pass Line** - A pass line wager is placed prior to the come out roll. You win on 7 or 11 and lose on 2, 3 or 12 on the come out roll. If any other number rolls it becomes "the point." If the point rolls before a 7, you win. If you roll a 7 before "the point" you lose and the dice are passed to the next person. (Pass line bets cannot be removed after the point is established).

**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 7 or 11 and win on 2 and 3 on the come out roll. When 12 is rolled it is a push. Any other number becomes the point. You are betting that a 7 will be rolled before the point. (Don't pass bets cannot be placed or increased after the point is established, but may be removed or reduced).

**Come** - You can bet on the come bet anytime after the point is established. You win on a 7 or 11 and lose on a 2, 3 or 12 on the roll immediately following placement of the bet. If any other number rolls it becomes your point and must be rolled again before a 7 to win. (A come bet cannot be reduced or removed after a number is established for such bet).

**Don't Come** - A bet on this plays the game in reverse of the come bet. You lose on 7 or 11 and win on 2 and 3 on the roll immediately following the placement of the bet. If a 12 is rolled it is a push. If any other number is rolled it becomes your point and a 7 must be rolled before such number in order to win. (Don't come bets cannot be increased after it is moved but can be reduced or removed).

**Odds** - An additional wager in support of a pass line or come bet. Also an additional wager in support of the don't pass or don't come bet. These wagers may be made any time after the come out roll. Come odds are inactive on the come out roll unless called on by the player.

**Field** - If a 2, 3, 4, 9, 10 or 11 roll you win even money. If a 2 rolls you win double, and if a 12 rolls you win triple. The field is a one roll bet. These bets are self service and are always working unless picked up.

**Big 6&8** - The big 6 and 8 are even money bets paid whenever a 6 or 8 is rolled and lose when a 7 is rolled. These bets are self service and are always working unless picked up.

**Place Bets** - On a place bet you can bet on 4, 5, 6, 8, 9 or 10 at anytime. If your number rolls before a 7 you win. If a 7 rolls all place bets lose. All place bets are off on the come out roll unless called on by the player.

**Buy Bets** - Buy Bets are place bets that can be bought with a 5% commission, and you will receive true odds as shown on the chart. Buy bets are off on the come out roll unless called on by a player.

**Lay Bets** - You may lay a bet against the 4, 5, 6, 8, 9 or 10 at anytime. In order to do so you must pay a 5% commission based on what you would win.

**Hard Ways** - There are four hard way combinations. Hard four (two 2's), hard six (two 3's), hard eight (two 4's), and a hard ten (two 5's). You can bet the combination you want at any time. For instance when you bet the hard 6 (two 3's) you win if that combination hits before a 7 or an easy six (5 and 1 or 4 and 2). Hard Ways are off on the come out roll unless called on by the player.



# CRAPS (CONT'D.)

## PROPOSITION BETS

**Any Craps** One roll bet. A roll of 2, 3, or 12 wins the bet. Any other number loses.

**Crap 2** One-roll bet. If 2 rolls the bet wins, any other number loses.

**Crap 3** One-roll bet. If 3 rolls the bet wins, any other number loses.

**Crap 12** One-roll bet. If 12 rolls the bet wins, any other number loses.

**Under 7** One-roll bet. Wins if the number rolled is less than 7.  
Any other number loses. Pays even money.

**Over 7** One-roll bet. Wins if the number rolled is more than 7.  
Any other number loses. Pays even money.

**Eleven (Yo-Bet)** One-roll bet. If 11 rolls the bet wins, any other number loses.

**Horn** One-roll bet. If 2, 3, 11 or 12 rolls the bet wins, any other number loses. (A four unit bet.)

**Horn High** One-roll bet. Same as the horn bet except that one additional unit is wagered on the 2, 3, 11 or 12. (A five unit bet.)

**World Bet** One-roll bet. Same as the horn bet except that an additional unit is added and the 7 is wagered along with the 2, 3, 11 and 12. (A five unit bet.)

**Hop Bets** One-roll bets that may be bet at anytime on a specific combination of the dice, which wins only if the combination is thrown on the next roll and loses if any other combination is thrown.

**Craps and Eleven (C&E)** One-roll split bet that may be bet anytime.  
The bet wins if a 2, 3, 11 or 12 rolls, and loses if any other number is rolled.

## PROPOSITION PAYOUT ODDS

Any 7	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
Eleven	15 to 1
Horn (3 to 11)	3 to 1
Horn (2 to 12)	6.75 to 1
Hop Bets: 2 like dice	30 to 1
Hop Bets: 2 unlike dice	15 to 1
C & E (any crap)	3 to 1
C & E (11)	7 to 1



# CRAPS (CONT'D.)

## CRAPS PAYOUT ODDS

WAGER	PAYOUT	WAGER	PAYOUT
Pass Line	1 to 1	Buy Bet 6	6 to 5
Come Bet	1 to 1	Buy Bet 8	6 to 5
Place Bet 2	25 to 5	Buy Bet 9	3 to 2
Place Bet 3	13 to 5	Buy Bet 10	2 to 1
Place Bet 4	9 to 5	Buy Bet 11	3 to 1
Place Bet 5	7 to 5	Buy Bet 12	6 to 1
Place Bet 6	7 to 6	Lay Bet 2	1 to 6
Place Bet 8	7 to 5	Lay Bet 3	1 to 3
Place Bet 9	9 to 5	Lay Bet 4	1 to 2
Place Bet 10	13 to 5	Lay Bet 5	2 to 3
Buy Bet 4	2 to 1	Lay Bet 11	1 to 3

## 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

## DON'T PASS LINE AND DON'T COME ODDS

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

## HARDWAYS

Hard 4	7 to 1
Hard 6	9 to 1
Hard 8	9 to 1
Hard 10	7 to 1