



# CRAPS

A fast paced game decided by a throw of the dice. Each wager is dependent upon the point value of the uppermost sides of the two dice thrown by the shooter.

## PASS LINE BET

You win on 7 or 11 and lose on 2, 3, or 12 on the come out roll (the first roll). If any other number rolls, it is your 'point.' If your point rolls before 7, you win. If 7 rolls before your point, you lose and the dice pass the next shooter. Pass line bets cannot be removed or reduced after the come out roll, but they may be placed or increased.

## DON'T PASS BETS

The opposite of the Pass Line -- you lose on 7 & 11 and win on 2 & 3. When 12 rolls it is a standoff. After a point is established you are betting a 7 will roll before the point does. Don't Pass bets cannot be placed or increased, but may be removed or decreased after a point is established.

## COME BETS

By placing a bet in the COME area you can increase the number of wagers you have on the layout. COME bets work the same way as Pass line bets, the difference being the number rolled after you place your bet in the COME area becomes your point for that bet.

## DON'T COME BETS

The reverse of the Come bets just as Don't Pass bets are to Pass Line Bets. The Don't Come bets work the way as Come bets only they go through the Don't Come area.

## PLACE BETS

May be made any time by betting on individual numbers (4,5,6,8,9,10). If your number rolls before a 7 rolls, you win. Should a 7 roll before your number(s) you lose.

## BUY BETS

Buy bets are like Place bets, but paying 5% commission on the bet, you receive 'true' odds. A Buy button denotes the bet.

## LAY BET

Similar to a Buy bet except you are betting on the 7 to roll. Commission is paid based on the amount you will win. Check the chart for payoff odds.



## ODDS BET

An additional wager in support of the Pass, Don't Pass, Come and Don't Come Bets up to 10 times the amount of the line bets may be made. Don't odds allow you to win up to 10 times your wager.

## BIG 6/BIG 8

Bets win if 6/8 rolls before a 7. Bet may be made any time. Pays even money.

## FIELD BET

A bet made on all the numbers 2, 3, 4, 9, 10, 11, 12 on any roll of the dice. All numbers pay even money except 2 and 12 pay double.

## HARDWAY BET

A bet made on the 4, 6, 8, or 10, wagering that the dice will roll as a pair totaling the number before it rolls as different numbers with the same total or 7.

## PAYOUTS

Pass Line	1 to 1
Don't Pass Line	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1

## PASS LINE & COME BET ODDS

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

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

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

## HARDWAYS

6 & 8	10 for 1
4 & 10	8 for 1

## PLACE BETS

6 & 8	7 for 6
5 & 9	7 for 5
4 & 10	9 for 5

## LAY BETS

6 & 8	lay 6 to win 5
5 & 9	lay 3 to win 2
4 & 10	lay 2 to win 1

## ONE ROLL BETS

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
Hop Bets 1-1, 2-2, 3-3, 4-4, 5-5, 6-6	30 to 1
Hop bets (2 unlike dice)	15 to 1

C & E, Horn and World Bets: Payout based on 2 craps, 3 craps, 12 craps, 7 & 11

If you or someone you know has a gambling problem, crisis counseling and referral services can be accessed by calling 1-800-GAMBLER (1-800-426-2537).