

CRAPS

When you hear cheers of celebration and feel energy radiating throughout the casino, it's usually coming from the craps table. These fast-action tables can be intimidating to the beginner, but it's easy to learn. A craps table has three dealers: the dealer controlling the dice and standing on the outside of the game is the Stickperson, while player payoffs are made by the two dealers on the inside of the game and the supervisor carefully observes the payoffs and play. Listen to the Stickperson; they call the game. To play, one player – the shooter – throws a pair of dice. All wagers must be placed before the shooter throws. The types of wagers are as follows:

Pass Line

The most common wager made in craps. This is an even money bet. Place chips on the Pass Line. On the first roll (come-out roll), a Natural (seven or 11) wins. Craps, (two, three or 12) loses. Any other number rolled is called the point, and the shooter must roll the point again before a seven is rolled in order to win the Pass Line wager. On the next come-out roll, the same shooter keeps the dice until failing to make the point by rolling a seven. When the shooter "sevens out" the dice move to the next shooter.

Don't Pass Line

You're betting against the shooter's established point. Opposite of the Pass Line, this bet wins on two or three (12 is a tie), and loses on a natural seven or 11 on the first roll. A Don't Pass wager wins after the first roll if the shooter rolls a seven before making his point; however, this bet loses if the shooter makes his point.

Taking Odds

Once a point is made on the first roll or come point on a succeeding roll, an additional wager may be made on the point by "taking the odds." Like the coinciding pass line wager, it wins if the point or come point is made before a seven. Wagering odds on the Don't Pass or Don't Come bets is in reverse of the Pass Line and Come bets. Instead of taking odds, you may "lay" \$20 in order to win \$10 that the shooter will roll a seven before the established point of 4.

**Note: Come bet odds do not automatically have "Action" on the come out roll unless otherwise requested.*

ODDS

The payoffs for taking odds are:

POINT	ODDS	WAGER	WIN	TOTAL PAYOFF
4 or 10	2 to 1	\$10	\$20	\$30
5 or 9	3 to 2	\$10	\$15	\$25
6 or 8	6 to 5	\$10	\$12	\$22

Come Bets

The bet that makes the game more exciting. This bet is the same as the Pass Line wager except it can only be made when a point is already established. Just like the Pass Line, on the first roll, seven or 11 wins and craps (two, three or 12) loses. Any other number is a "come point" and must be thrown before a seven is thrown.

Don't Come Bets

The opposite of the come bet, except that a first roll of two or three wins, 12 is a tie and seven or 11 loses. Any other number thrown is the "don't come point." You win if a seven is rolled before the don't come point. You lose if the don't come point is made before a seven is thrown.

Place Bets

Any time after the point is established, you may "Place" one or more wagers directly on 4, 5, 6, 8, 9 or 10. This is a wager that the shooter will roll the number you wagered on before a seven. The payoffs for Place Bets are as follows:

POINT	ODDS	WAGER	WIN
4 or 10	9 to 5	\$10	\$18
5 or 9	7 to 5	\$10	\$14
6 or 8	7 to 6	\$12	\$14

On winning place bets, the dealer will pay your winnings and leave your original bet in action.

**Note: Place bets do not automatically have "Action" on the come out roll unless otherwise requested.*

Field Bets

A single roll wager with many numbers working for you. A one-roll bet that wins if the shooter rolls 2, 3, 4, 9, 10, 11, or 12 and loses if the shooter rolls any other number. The winning payoff is at even money except for a 2 or 12, which pays 2 to 1.

Proposition Bets

One-roll bet with high payoffs. Two and twelve pay 30 to 1. Any craps (two, three or 12) pays 7 to 1. Three and eleven pay 15 to 1.

Hops Bets

One-roll bet which pays 30 to 1, if hard 4, 6, 8 or 10 is rolled, 15 to 1 if the 4, 5, 6, 7, 8, 9 or 10 is rolled in any other manner than pairs.

Hardways

Available on 4, 6, 8 or 10. A hardway bet wins when the shooter rolls the number wagered on as a pair: hard 4 is two 2's, hard 6 is two 3's, hard 8 is two 4's, hard 10 is two 5's. Hardway bets lose if the number comes up any other way, or if a seven is thrown before the specified hardway.

**Note: Hardways do not automatically have "Action" on the come out roll unless otherwise requested.*