

CRAPS

RULES AND REGULATIONS



PROPOSITION BETS:

Proposition Bets are located in the center of the Craps game and are booked (acknowledged) by the Stickperson. The following Proposition Bets are one-roll bets (meaning they either win or lose on the next roll) that may be made at anytime.

HORN BET:

A Horn Bet is a wager on 2, 3, 11 and 12 (may be bet individually). 2 and 12 pay 30 to 1; 3 (also called Ace-Deuce) and 11 (also called a Yo) pay 15 to 1. This bet is made in \$4.00 increments. If a Horn is bet and any of the numbers above rolls, then the bet wins, if any other number rolls it loses.

HORN HIGH BET:

Same as a Horn Bet with one extra unit wagered on which ever of the four components you wish, 2, 3, 11, 12. Odds are still the same as a Horn, only difference is that whichever component the bet is high on will WIN more. This bet is made in \$5.00 increments.

ANY CRAPS:

Any Craps is a wager that includes 2, 3 and 12. The payoff is 7 to 1.

CRAPS/11 SPLIT (C&E):

Combination bet on the Any Craps and 11 (Yo). Craps (2, 3, 12) rolls, it pays 3 times the total bet. 11 (Yo) rolls, it pays 7 times the total bet. Half of the bet is on the Any Crap and half of the bet is on the 11 (Yo). This bet should be made in even increments.

HOP BETS:

Hop bets are one roll bets that the dice will land exactly how the player calls for them to. (Example: Easy 6 on the Hop, 5-1) This bet will win if the dice land with a 5 and a 1 showing. It would lose should any other combination of the dice. A winning wager on the Hard ways on the Hop will pay 30 to 1, a winning wager on an Easy way Hop will pay 15 to 1. There are various other combination bets that may be made. Our dealers and supervisors will be glad to assist you in any way they can; to better understand and grasp the various bets available.

FIRE BET:

Fire bet is a side wager that can be made in conjunction with Craps that must be made before the shooter establishes their first point on the shooter's first come out roll and is based on how many individual points are made.

- 4 - Individual Points: 24 to 1
- 5 - Individual Points: 249 to 1
- 6 - Individual Points: 999 to 1

BONUS CRAPS:

Bonus Craps offers three separate side wagers that can be made in conjunction with the operation of a usual craps game. All Small (Small numbers (2, 3, 4, 5 and 6) must be rolled before a 7) Pays 34 to 1

All Tall (Tall numbers (8, 9, 10, 11 and 12) must be rolled before a 7) Pays 34 to 1

Make 'Em All ("Make 'Em All" consists of all of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 being rolled before any 7) Pays 175 to 1

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The game of Craps begins with a come-out roll. The dice are offered to the players in a clockwise direction around the table. The shooter selects a pair of dice and tosses them past the Stickperson to the other end of the game. An effort must be made to bounce both dice off of the wall at the end of the table. A player must bet either the Pass Line or the Don't Pass Line to be eligible to shoot.

PASS LINE:

On the come-out-roll: 7 or 11 wins; 2, 3 or 12 (craps) loses. Any other number will be the point. To win, the point must be repeated before a 7 rolls. If the 7 rolls before the point is repeated, the Pass Line loses and the dice are offered to the next shooter. A Pass Line wager is a "contract" bet; it cannot be reduced or removed once the point is established, until it wins or loses.

DON'T PASS LINE:

The Don't Pass Line is the opposite of the Pass Line. On the come-out roll: 7 or 11 loses; 2 or 3 wins and the 12 is a BAR or "Push", which is another way of saying standoff, meaning it neither wins nor loses. Any other number becomes the point. If a 7 rolls before the point, the Don't Pass wins. If the point is repeated, prior to a 7, the Don't Pass wager loses. Don't Pass wagers, once the point is established, may be reduced or removed, however they may not be placed or increased.

COME BETS:

Come Bets are similar to the Pass Line bets. They may be made on any roll subsequent to the come-out roll. The COME rules are the same as the Pass Line rules. The only difference is that the dealer moves the wager to a box that corresponds to the number that was rolled. The flat, or original Come bet, work on the come-out roll; odds are off unless stated otherwise.

DON'T COME BETS:

Don't Come rules are the same as Don't Pass rules. The Don't Come may be bet any roll subsequent to the come-out roll. The dealer moves the wager to a corresponding box behind the number rolled. Don't Come bets work on the come-out roll; Odds (Lays) also work on the come-out roll unless otherwise stated.

PLACE BETS:

Place Bets are a wager that a specified number (4, 5, 6, 8, 9, 10) will roll before a 7 out rolls. Place Bets have their own set of odds that they are paid at.

NUMBERS	ODDS	EXAMPLE	PROPER BETS UNITS
4 & 10	9 to 5	\$5 wins \$9	Bets made in units of \$5
5 & 9	7 to 5	\$5 wins \$7	Bets made in units of \$5
6 & 8	7 to 6	\$6 wins \$7	Bets made in units of \$6

To make a Place Bet: Tell the dealer which number or numbers, are desired, and how much is to be wagered. Set the bet on the apron in front of you and the dealer will place it in the appropriate spot. Place Bets stay up until a 7 rolls out or the player specifies that they be taken down or off. Place Bets are off on the Come Out roll unless otherwise stated. Place Bets must be made in proper units. A 7 on the Come Out roll does not affect place bets.

BUY/LAY BETS:

For a 5% vigorish or commission one may elect to buy or lay a number and be paid at true odds. The vigorish or commission for buy bets is based on the amount of the wager, for lay bets the vigorish or commission is based on the amount that can be won. The true odds are the same payout odds as if the wager was an odds wager in support of the Pass/Come for Buy Bets, or Don't Pass/Don't Come for Lay Bets associated with that number. The vigorish or commission is paid on winning bets when the wager is paid.

FIELD BETS:

Field Bets are a ONE roll bet that may be made at any time. 2 & 12 pay double, 3, 4, 9, 10, 11 pay even money. Any other number loses. The wager is placed and removed by the player.

ODDS:

This wager is made as an addition to the Pass or Don't Pass, Come or Don't Come bets. Pass Line Odds are set directly behind the original Pass Line bet by the player. Don't Pass Line Odds are placed directly beside the original Don't Pass Line bet by the player. Come and Don't Come Odds are set in place by the dealer at the request of the player, simply set the cheques on the layout and inform the dealer that they are for Come or Don't Come Odds. Odds are paid according to the true odds of the dice (true odds of way that number can roll vs. numbers of way to roll a 7).

POINT/ NUMBER	DON'T PASS/COME	ODDS PASS/COME ODDS
4 & 10	1 to 2 (Every \$2 bet wins \$1)	2 to 1 (Every \$1 bet wins \$2)
5 & 9	2 to 3 (Every \$3 bet wins \$2)	3 to 2 (Every \$2 bet wins \$3)
6 & 8	5 to 6 (Every \$6 bet wins \$5)	6 to 5 (Every \$5 bet wins \$6)

There are 6 ways to roll a 7. There are 5 ways to roll a 6 or 8. There are 4 ways to roll a 5 or 9. There are 3 ways to roll a 4 or 10.

HARDWAY BET:

A Hardway bet is a wager that a number will roll the Hardway (as a pair) before it rolls Easy (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. Hardways may be bet at anytime. Hardway Bets are OFF, meaning they are not in action, on the come-out roll unless specified otherwise. Simply throw the cheques to the Stickperson and inform them which hardway bets you would like.