



Craps

A) BETTING THE PASS LINE (With the Dice):

When the "shooter" rolls a 7 or 11 on the first throw (The come out roll) it is a "natural" and you win. On the other hand, if 2, 3, or 12 rolls, it is "craps," and you lose.

Any other number 4, 5, 6, 8, 9, or 10 becomes your "point." You win if the "point" repeats before a 7 rolls, and you lose if 7 shows before you make your "point."

Place these bets in the area marked "Pass Line" on the layout.

B) BETTING THE DON'T PASS LINE (Against the Dice):

This is the reverse of betting the "Pass Line." You lose on a "natural" 7 or 11, and win if a 2 or 3 rolls. 12 is a "stand-off," no one wins.

If 4, 5, 6, 8, 9, or 10 roll it becomes your "point" and you win if 7 rolls before you "point" is repeated. You lose if your "point" is made before a 7 rolls.

Place these bets in the area marked "Don't Pass Line" on the layout.

C) COME BETS:

The simplest explanation of "Come" bets is that you're betting with the dice, exactly as on the "Pass Line," except that "Come" bets are made any time after the "come-out" roll and a pass line bet has been established.

You win on "naturals" 7 or 11, and you lose on "craps" 2, 3 or 12. Any other number becomes the "come-point" and you win if your "come-point" is made before a 7 rolls.

You make these bets in the area marked "Come" on the layout.

D) DON'T COME BETS:

The reverse of betting the "Come"

You lose on a 7 or 11, and win on a 2 or 3, 12 is a "stand-off"

Here you win if 7 rolls before your "come-point" is repeated, and lose if the "come-point" is made before a 7 is rolled.

Place these bets in the area marked "Don't Come" on the layout

E) PROPOSITION BETS:

These are all one-roll bets that are decided on each roll of the dice.

Any seven pays 4 to 1

Any Craps (2, 3 or 12) pays 7 to 1

Either 2 or 12 pays 30 to 1

Either 3 or 11 pays 15 to 1

Horn bet: a 4-unit bet wagered on 2, 3, 11 and 12. 3 or 11 pays 3 times your bet. 2 or 12 pays 6.75 times your bet.

Horn-high bet: same as the horn bet with an additional amount bet on 2, 3, 11 or 12 as you designate.

The dealer places these bets for you.



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F) HARDWAYS:

There are four possible hardway bets.

“Hardway Four” (Two 2’s) and “Hardway Ten” (Two 5’s) which pay 7 to 1, and “Hardway Six” (Two 3’s) and “Hardway Eight” (Two 4’s) which pay 9 to 1.

If any other combination of the number or a 7 is rolled you lose.

The dealer places these bets for you.

G) BETTING THE ODDS:

You may take odds or lay odds in addition to your original bet (flat bet). The odds bet wins if your flat bet wins and loses if your flat bet loses. The odds on 4 and 10 are two to 1, on 5 and 9 the odds are three to two, and on 6 and 8 the odds are six to five.

The dealers will be happy to explain the odds bet to you.

H) PLACE BETS:

You may make a “Place Bet” any time on any or all of the following numbers: 4, 5, 6, 8, 9, or 10. If the number you have “placed” rolls before a 7 you win and are paid nine for five on the 4 and 10, seven for five on the 5 and 9, and seven for six placed on the 6 and 8.

The dealer will place these bets for you.

I) BUY AND LAY BETS:

Pay true dice odds and may be made any time on any or all of the following numbers:

4, 5, 6, 8, 9 or 10.

A buy bet wins if the number rolls before a 7.

A lay bet wins when 7 rolls before the number.

5% is charged on a buy bet and on the amount that could be won on a lay bet.

J) FIELD BET:

This is a one-roll bet that may be made on any roll. If 3, 4, 9, 10, or 11 rolls, you win even money. If 2 or 12 roll you win 2 to 1. If any other number rolls you lose.

This bet is placed in the area marked “Field” on the layout.

The dealers will be happy to explain all other types of bets available.