

# CRAPS

**Craps** is a fast and exciting game. Nothing compares with the enjoyment of a busy craps table. You need to have patience in order to learn and play Craps but you will find it is well worth your while.

## HOW TO PLAY

The basic principle is to bet on or against the total of the two **dice** thrown by the **shooter**. The shooter is the player who throws the dice. Each player will have the chance to **shoot**.

The game of Craps can look complicated at first, but it is actually quite simple. It is the variety of bets that sometimes makes the game seem difficult. However the bets can be broken down into separate parts to make the game easier.

The variety of bets you can make on Craps are listed in this brochure and they are explained to you. Read about them, then check the diagram in this brochure and when you are comfortable, see if you can find the bets on the table.

Ideally you should make your bets before the dice are thrown, however bets may be accepted up until the dice come to rest.

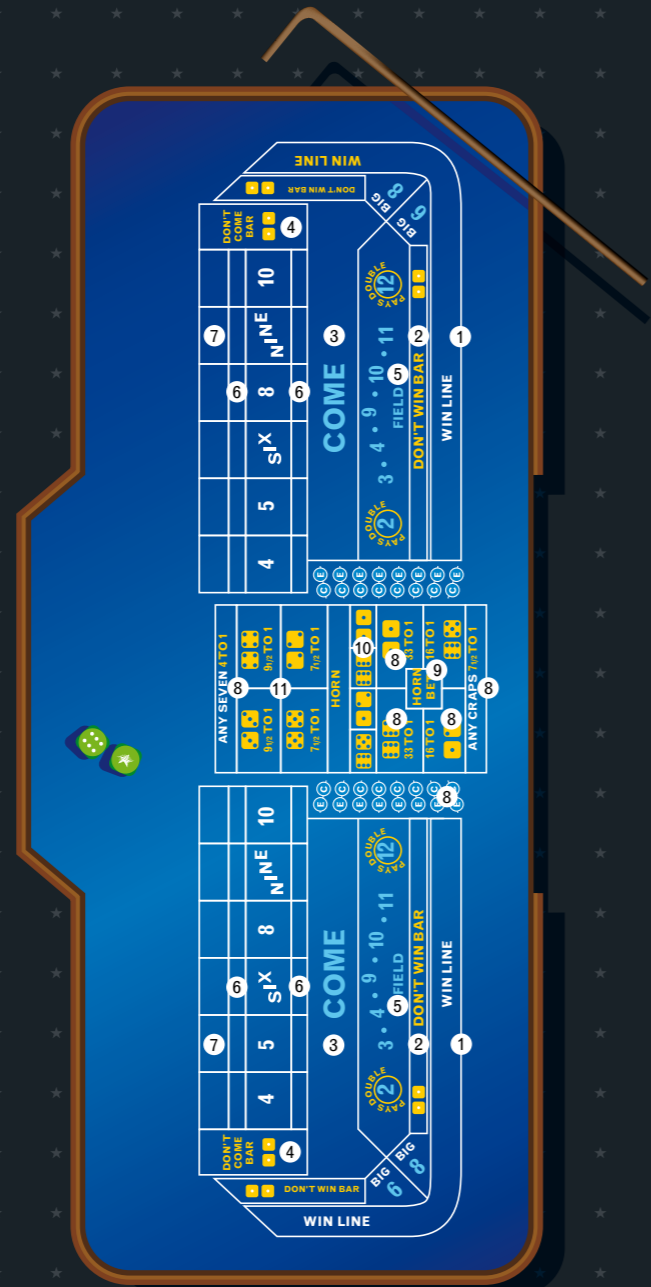
### Win line bets

**Win Line (1)** bets can be made only before the first roll of the dice, the **Come Out roll**. You win on a **Natural** i.e. 7 or 11 and lose on Craps i.e. 2, 3, or 12. Any other number becomes the **Point** and the shooter must throw the Point again before a 7 to win.

If a 7 rolls before the Point you lose. If the Point is rolled first then you win even money. After the Point is established, the shooter continues to roll the dice until a 7 is rolled. A Win Line bet cannot be reduced, increased or removed after the Point is established

### Don't win line bets

**Don't Win Line (2)** bets are the reverse of Win Line bets. They must be made before the Come Out roll. You lose on a Natural i.e. 7 or 11 on a Come Out roll, and win on Craps 3 or 12. Should a 2 come up, it is a **stand-off** (nobody wins). Any other number rolled becomes the **Point**. You win if the shooter throws a 7 before rolling the Point and you lose if the Point is rolled before a 7. Don't Win Line bets may be reduced or removed at any time, however, the bet may not be increased or replaced after such removal or reduction until a new Come Out roll.



See table games staff for further information on how to play.

### Come bets

**Come (3)** bets are very similar to Win Line bets, however they can only be made after the shooter has established the Point. On the roll immediately following placement of the bet, you win on 7 or 11 and lose on Craps 2, 3 or 12. Any other number that rolls establishes your Come Point, which must be rolled again before a 7 in order to win. If a 7 rolls before the Come Point, you lose. A Come bet cannot be reduced or removed after the Come Point is established with respect to that bet.

Come bets are always active until they either win or lose.

### Don't Come bets

**Don't Come (4)** bets are similar to Don't Win Line bets, however they can only be made after the shooter has established a Point. On a roll immediately following placement of the bet, you lose on 7 or 11 and win on Craps 12 or 3, with Craps 2 being a stand-off. Any other number that rolls establishes your Don't Come Point. You win if a 7 is rolled before the Don't Come Point and you lose if the Point is rolled before a 7. Don't Come bets may be removed or reduced at any time, but may not be increased or replaced after such removal or reduction until a new Come Out roll.

Don't Come bets are always active until they either win, lose or are withdrawn.

### Supplemental bets (odds)

You can make a bet in addition to your original Win/Don't Win, Come/Don't Come bets at any time after a Point is established. These bets are known as **Odds** and may be taken with any Win Line bet or Come bet in an amount up to double the amount of your original bet. You may also lay odds on any Don't Win or Don't Come bet to win up to double your original bet. The bet will be in units determined by the odds for that Point.

Odds on Come bets are **off** (not working) i.e. They cannot win or lose on the Come Out roll unless you designate that the bet is **on** (working).

### Field bets

**A Field (5)** bet is a one-roll bet and can be made on any roll when the dice are in the centre of the table. A Field bet wins if the numbers 2, 3, 4, 9, 10, 11 or 12 are rolled on the very next roll. All winning bets pay even money on numbers 3, 4, 9, 10 and 11 and 2 to 1 on the numbers 2 and 12. If any other number is rolled, the bet loses.

### Place bets - to win

**Place Bets to Win (6)**, can be made on any of the Point numbers 4, 5, 6, 8, 9 and 10. A Place bet wins if the number you bet on is rolled and loses if a 7 is rolled. Place bets may be increased, decreased or removed at any time before the next roll of the dice. On the Come Out roll, place bets are 'off' unless you designate that the bet is 'on' (working).

### Place bets - to lose

**Place Bets to Lose (7)**, is the opposite of Place Bets to Win and can be made on any of the Point numbers 4, 5, 6, 8, 9 and 10. A Place Bet to Lose will win if the 7 is rolled before the Point number you bet on. Place Bets to Lose may be increased, decreased or removed at any time before the next roll of the dice.

### Proposition bets

**Proposition (8)** bets are one-roll bets that can be bet on any roll of the dice. You win if your number is rolled. You lose if any other number is rolled. Winning bets placed on Any Craps i.e. 2, 3 and 12 pay 7.5 to 1.

Winning bets placed on 2 or 12 individually pay 33 to 1. Winning bets on 3 or 11 individually pay 16 to 1 and winning bets on Any 7 pay 4 to 1. With Proposition bets (also known as Crap bets), if you have any winning and losing bet/s in the same roll, when the payout is calculated, the dealer will replace your losing bets for the next roll unless you say otherwise.

### Horn bets

**A Horn (9)** bet is a one-roll combination bet that consists of the four numbers 2, 3, 11 and 12. You win if any of these numbers are rolled. If any other number is rolled, you lose. Horn bets are accepted in even dollar units divisible by four with equal amounts bet on each of the four numbers. The odds are paid accordingly as if the numbers were bet individually.

### Horn high bets

**A Horn High (10)** bet is a one-roll bet that consists of the same numbers as the Horn bet i.e. 2, 3, 11 and 12. The difference between the Horn bet and the Horn High bet is that the Horn High bet is made in dollar units divisible by five instead of four. The player nominates which number they want the extra unit on. The Horn High bet has equal units on three of the numbers with double the amount on the nominated fourth number. Any of the numbers can be called the High. For example 'Horn High 12.' You will win if any of the four numbers are rolled on the next roll and lose if any other number is rolled.

### Hardways

**Hardways (11)** are defined as even Point numbers. The numbers that can be a Point that are rolled with a double.

As an example, Hardway 8 is two 4's on the dice; Hardway 6 is two 3's, etc. A Hard 4 would win, if the total of the dice add up to four but they must be 2 and 2. It would lose if the dice showed 3 and 1 or any combination of the total 7. Hardway bets can be made on any one individually or as many of them as you like. The bet can be made at any time, however, all Hardway bets are off on the Come Out roll unless you ask for them on.

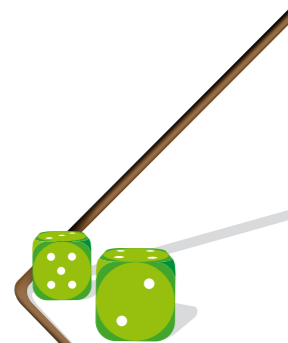


### Buy bets

Buy (6) bets are the same as Place Bets to Win with one exception; a 5% commission is charged on the amount you bet to receive true odds. The commission is collected when the bet is made. Any Buy bet that has been removed will have the commission refunded. If a Buy bet wins and is left up, the commission must be collected again. Buy bets are indicated with a **Buy marker button** placed on them by the dealer.

### Lay bets

Lay (7) bets are the same as Place Bets to Lose with one exception; a 5% commission is charged on the amount you win to receive true odds. The commission is collected when the bet is made. Any Lay bet that has been removed will have the commission refunded. If a Lay bet wins and is left up, the commission must be collected again. Lay bets are indicated with a **Lay marker button** placed on them by the dealer.



BETS	PAYOUT ODDS
<b>Win Line</b>	1 TO 1
<b>Don't Win Line</b>	1 TO 1
<b>Come</b>	1 TO 1
<b>Don't Come</b>	1 TO 1
<b>Behind the Win Line</b>	
Come Out Point of 6 or 8	6 TO 5
Come Out Point of 5 or 9	3 TO 2
Come Out Point of 4 or 10	2 TO 1
<b>Behind the Don't Win Line</b>	
Come Out Point of 6 or 8	5 TO 6
Come Out Point of 5 or 9	2 TO 3
Come Out Point of 4 or 10	1 TO 2
<b>Behind the Come</b>	
Come Out Point of 6 or 8	6 TO 5
Come Out Point of 5 or 9	3 TO 2
Come Out Point of 4 or 10	2 TO 1
<b>Behind the Don't Come</b>	
Come Out Point of 6 or 8	5 TO 6
Come Out Point of 5 or 9	2 TO 3
Come Out Point of 4 or 10	1 TO 2
<b>Hardways</b>	
4	7.5 TO 1
6	9.5 TO 1
8	9.5 TO 1
10	7.5 TO 1
<b>Place Bets to Win</b>	
4	9 TO 5
5	7 TO 5
6	7 TO 6
8	7 TO 6
9	7 TO 5
10	9 TO 5

BETS	PAYOUT ODDS
<b>Place Bets to Lose</b>	
4	5 TO 11
5	5 TO 8
6	4 TO 5
8	4 TO 5
9	5 TO 8
10	5 TO 11
<b>Any Craps</b>	7.5 TO 1
<b>Craps 2</b>	33 TO 1
<b>Craps 3</b>	16 TO 1
<b>Craps 12</b>	33 TO 1
<b>Yo 11</b>	16 TO 1
<b>Any 7</b>	4 TO 1
<b>Field</b>	
3, 4, 9, 10 or 11	1 TO 1
2 or 12	2 TO 1
<b>Big 6</b>	1 TO 1
<b>Big 8</b>	1 TO 1
<b>Buy</b>	
4 to win	2 TO 1
5 to win	3 TO 2
6 to win	6 TO 5
8 to win	6 TO 5
9 to win	3 TO 2
10 to win	2 TO 1
<b>Lay</b>	
4 to lose	1 TO 2
5 to lose	2 TO 3
6 to lose	5 TO 6
8 to lose	5 TO 6
9 to lose	2 TO 3
10 to lose	1 TO 2

A Horn and/or Horn High shall be paid as if they were four separate wagers on 2, 3, 11 and 12.

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