

CRAPS

The game of Craps begins with the come-out roll. The dice are offered to players in a clockwise direction around the table. The shooter selects a pair of dice and tosses them past the stick person to the other end of the game. An effort must be made to bounce both dice off 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 7 rolls. If 7 rolls before the point, the PASS LINE wager is a contract bet; it cannot be reduced or removed once the point is established, until it wins.
- ▶ **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 12 is a push (tie). 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 wager loses. DON'T PASS wagers, once the point is established, may be reduced or removed, but 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. COME bets work on the come-out roll; odds are off unless otherwise stated.
- ▶ **DON'T COME BETS:** DON'T COME rules are the same as DON'T PASS rules. The DON'T COME may be bet on 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, and the odds, 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 rolls. The payoff is: 7 to 6 on the 6 and 8, 7 to 5 on the 5 and 9, 9 to 5 on the 4, and 10. 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-out rolls, or the player specifies that they be taken down or off. PLACE BETS are off on the come-out roll unless otherwise stated.
- ▶ **FIELD BETS:** FIELD BETS are the one-roll bet that may be made at any time. 2 and 12 play double, 3, 4, 9, 10, 11 pay even money. Any other number loses. This wager is placed and removed by the player.
- ▶ **10X 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. COME and DON'T COME ODDS are set in place by the dealer at the request of the player. These wagers are paid according to the true odds of the dice.

| POINT OR NUMBER | COME AND PASS ODDS | DONT COME DON'T PASS LINE ODDS |
|-----------------|--------------------|--------------------------------|
| 4 and 10 pay | 2 to 1 | 1 to 2 |
| 5 and 9 Pay | 3 to 2 | 2 to 3 |
| 6 and 8 pay | 6 to 5 | 5 to 6 |

- ▶ **PROPOSITION BETS:** PROPOSITION BETS are located in the center of the Craps game and are booked by the stickperson. The following PROPOSITION BETS are one-roll bets:
- ▶ **HORN BET:** A HORN BET is a wager on 2, 3, 11, 12 (may be bet individually). 2 and 12 pay 30 to 1; 3 and 11 pay 15 to 1.
- ▶ **ANY CRAPS:** ANY CRAPS is a wager on 2, 3, and 12. The payoff is 7 to 1.
- ▶ **HARDAWAYS:** A HARDAWAY 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. HARDAWAYS may be bet at any time. They work on the come-out roll unless otherwise stated.



CINCINNATI

GAMBLING PROBLEM? CALL 1-800-589-9966
Must be 21 or older to gamble.

CRAPS

- ▶ **FIRE BET:** The player can only make a wager on this side bet, before the first come-out roll of a new shooter. Fire Bet Limits are \$1 - \$5 wagers. A Fire Bet cannot be taken down or "called off" once the shooter has established their initial point. This side bet shall be paid according to the number of INDIVIDUAL POINTS* the shooter successfully makes before "Sevening-Out".
*Note: The term INDIVIDUAL POINTS shall indicate when a point is successfully made from a pool of possible points (4, 5, 6, 8, 9 or 10) more than once. If a particular point is made more than once it shall neither advance nor subtract from the player's goal of reaching a Fire Bet payoff threshold. Thus, making a point more than once will only count as one INDIVIDUAL POINT made. Point do not have to be made in any specific order. Winning or losing on the come-out roll will not effect this side bet. Only "Sevening-Out" or successfully making all six INDIVIDUAL POINTS will terminate the bet. The payouts are as follows:

| | |
|------------------|----------|
| 3 Points | 6 to 1 |
| 4 Points | 29 to 1 |
| 5 Points | 149 to 1 |
| 6 or More Points | 299 to 1 |

- ▶ **CRAPS-ELEVEN:** Also known as "C and E Split", this is a one roll wager (the next roll of the dice after the patron places the wager) that any two dice combinations will total 11, 12, 3 or 2. If 11 rolls, the wager will be paid 7 to 1 and if 12, 3, or 2 is rolled, the wager will be paid 3 to 1. A winning wager remains in action unless the patron wishes to have the dealer remove it.
- ▶ **PUT BET:** A come bet wager that a patron may elect to have put directly on the number lieu of putting the wager in the "come" and then got to the number.
- ▶ **ANY 7:** A one roll wager (the next roll of the dice after the patron places the wager) that any two dice combinations will total 7. This wager will be paid at 4 to 1 odds.
- ▶ **11 IN ONE ROLL:** Also known as a "Yo", this one roll wager (the next roll of the dice after the patron places the wager) that any two dice combinations will total 11. This wager will be paid 15 to 1.
- ▶ **HORN HIGH BETS:** A Horn High Bet placed in the appropriate betting area which contains the words "Horn High Bet: and two dice with a total value of 2, 3, 11 or 12 that may be made at any time. A winning or losing Horn High Bet shall be determined as follows.
 1. A Horn High Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.
 2. A Horn High Bet shall lose if any total other than 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn High Bet.
 3. A Horn High Bet shall be paid as if it was four separate wagers on the 2, 3, 11 or 12, each of which equaling 20% of the Horn High Bet and a fifth wager on the 2,3,11 or 12, equaling 20% of the Horn High Bet.
- ▶ **WORLD BET:** A World Bet placed in the appropriate betting area which contains the words "World Bet" that may be made any time. A World Bet shall win if a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the World Bet. A World Bet shall lose if any total other than a 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the World Bet. A World Bet may be paid as if it was two separate wagers with four units wagered as a Horn Bet and one unit wagered as an Any Seven Bet.
- ▶ **HOP BETS:** A one roll wager (the next roll of the dice after the patron places the wager) that any two dice combinations will total 4, 5, 6, 7, 8, 9 or 10. If the hop bet is rolled "easy" (any combinations where the two dice rolled are not equal in value) will be paid 15 to 1. If the hop bet is rolled "hard" (any even number combinations where the two dice rolled are equal in value) will be paid 30 to 1. A winning wager remains in action unless the patron wishes to have the dealer remove it.
- ▶ **BUY BETS:** A wager made on the 4, 5, 6, 7, 8, 9 or 10 that when rolled is paid true odds. On the 4 and 10, odds are 2 to 1, on the 5 and 9, odds are 3 to 2, on the 6 and 8 odds are 6 to 5. A patron must pay a 5% vigorish on the amount wagered when a buy bet is made on 5, 6, 8, and 9. A patron must pay a 5% vigorish on the amount wagered on winning buy bets when made on the 4 and 10. Minimum amount for a buy bet is \$20.
- ▶ **LAY BETS:** A wager made that a seven will roll before the number wagered on is rolled. Lay bets can be made on the 4, 5, 6, 8, 9 and 10. Lay odds on the 4 and 10 are 1 to 2. Lay odds on the 5 and 9 are 2 to 3 and lay odds on the 6 and 8 are 5 to 6. When a lay bet is made, the patron must pay a 5% vigorish for every \$20 the wager would win.