

CRAPLESS CRAPS

The game of CRAPLESS 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 die and tosses them past the stick person 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 the PASS LINE to be eligible to shoot.

PASS LINE: On the come-out roll: 7 wins; any other number will be the point.

To win, the point must be repeated before a 7 is rolled. If 7 rolls before the point is rolled, 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.

COME BETS: COME bets are similar to 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 the box that corresponds to the number that was rolled. COME bets work on the come-out roll; odds are off unless otherwise stated.

PLACE BETS: PLACE BETS are a wager that a specified number (2, 3, 4, 5, 6, 8, 9, 10, 11, 12) 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, 11 to 4 on the 3 and 11, 11 to 2 on the 2 and 12. To make a PLACE BET: Tell the dealer which number, or numbers, is/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.

*Numbers 2, 3, 11 and 12 will be treated as a BUY wager when wagering \$20 and above per each number.

FIELD BETS: FIELD BETS are a one-roll bet that may be made at any time. Two and 12 pay double, 3, 4, 9, 10, 11 pay even money. Any other number loses. This wager is placed and removed by the player.

ODDS: This wager is made as an addition to the PASS or COME bets. PASS LINE ODDS are set directly behind the original PASS LINE bet by the player. 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
2 and 12 pay	6 to 1
3 and 11 pay	3 to 1
4 and 10 pay	2 to 1
5 AND 9	3 to 2
6 and 8	6 to 5

• You may bet odds on your original wager, based on the posted table limits.

PROPOSITION BETS: PROPOSITION BETS are located in the center of the Crapless Craps game and are booked by the dealer. PROPOSITION BETS are not placed or removed by the player.

HARDWAYS: 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 any time. Hardway bets are not working on the come-out roll unless otherwise stated. The following PROPOSITION BETS are one-roll bets:

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 and 11 pay 15 to 1.

WORLD BET: A WORLD BET is a wager on a HORN BET (2, 3, 11, 12) and on ANY SEVEN (7). A WORLD BET wager must be made in units of 5, in which four units of the wager are made on the HORN BET and one unit of the wager is made on ANY SEVEN. ANY SEVEN pays 4 to 1. HORN BET payoffs are detailed above.

CRAPLESS 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-\$25 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. Points do not have to be 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:

Individual Unique Points Made	Payout/Odds
3 Points	9 to 1
4 Points	29 to 1
5 Points	149 to 1
6 or More Points	299 to 1

ELEVEN/E: ELEVEN rolls pays 15 to 1.

CRAPS/11 SPLIT: ANY CRAPS rolls: pays 3 times the bet. ELEVEN rolls: pays 7 times the bet.

HOP BETS: A hop bet is a wager that attempts to exactly predict the next roll of the dice. Any number that is not a pair will pay 15 to 1. Any number that is a pair will pay 30 to 1, otherwise called **HARDWAY HOP BET**. Any number combination can be **HOPPED** on any roll.

PUT BET: A come bet wager that a patron may elect to have put directly on the number in lieu of putting the wager in the “come” and then go 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. A winning wager remains in action unless the patron wishes to have the dealer remove it.

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.

BUY BETS: A wager made on the 2, 3, 4, 5, 6, 8, 9, 10, 11, or 12 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. Odds for 2 and 12 are 6 to 1 and 3 and 11 are 3 to 1. A patron must pay a 5% vigorish on the amount wagered when a buy bet is made on the 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.



CINCINNATI

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