

HOUSE RULES

1. All wagers shall be made by placing chips on the appropriate areas of the layout.
2. Each player shall be responsible for the correct positioning of his wager on the layout, regardless of whether he is assisted by the Dealer. The player shall be responsible for ensuring that the instructions he gives to the Dealer regarding the placement of a wager are correctly carried out.
3. Wagers shall be made before the dice are thrown. However, a wager may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided that the wager(s) were verbally confirmed by a Dealer and Boxperson.
4. A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager with the following exceptions:
 - A. A Pass Line Bet or Come Bet are contract bets and shall not be removed or reduced after a come out point is established with respect to such bet; or
 - B. If a Don't Come Bet or a Don't Pass Bet is removed or reduced, it shall not be replaced or increased after the removal or reduction.
5. All Buy and Place to win bets, Come Odds, and Hardways shall be inactive on any come out roll unless called "on" by the player and confirmed by the Dealer through placement on an "on" marker button on the top of each player's wager. All other wagers shall be considered "on".
6. Pit Supervision decisions are final.
7. The use of any counting or strategy device is prohibited.



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LET'S Roll!



CRAPS



Prescott, Arizona



A HIGH-ENERGY, RAPID-FIRE DICE GAME!

Craps is an exciting, fast-action game that often creates bursts of cheer throughout the casino. Although the game may look difficult, this guide will help any player understand the different bets that can be made on the craps table.

HOW TO PLAY

One player, the “shooter,” throws the dice. All wagers must be placed before the shooter has the dice. You don’t have to roll the dice to win at this game. The dice are passed around the table and you may continue to bet while other players roll. The types of wagers that can be made are:

Pass line - An even money bet. Bet \$5, get paid \$5. You win if the first roll (come out roll) is a “natural” 7 or 11, and lose if the roll is “craps” 2, 3 or 12. Any other number rolled is the point, which can be distinguished by the placement of the puck on the point number. That point must be thrown again before a 7 to win.

Don’t pass line - The opposite of the pass line. If the first roll of the dice is a “natural” 7 or 11, you lose; if it is a 2 or 3, you win; and if it is a 12, you push (tie). If the first roll is a point, a 7 must be rolled before that point is repeated in order to win.

Odds - Once a point is established on the first roll or a “come” point on a succeeding roll you may take odds. If the point is 6 or 8 you may take 5X Odds, if the point is 5 or 9 you may take 4X Odds, and if the point is 4 or 10 you may take 3X Odds. You will win if the “point” or “come” points are made before a 7 rolls. Payoffs are: 6 to 5 on the 6 or 8, 3 to 2 on the 5 or 9, and 2 to 1 on the 4 or 10. “Don’t Pass” or “Don’t Come” odds are in reverse: you must lay the odds and if a 7 rolls before the number you win.

Come bets - An even money bet with the same rules as a pass line bet. Come bets can be made any time after the first roll when a shooter has a point to make. You win on “natural” 7 or 11 and lose on “craps” 2, 3 or 12. Any number that comes up is a “come point” and must be rolled again before a 7 is thrown in order to win.

Don’t come bets - Opposite of come bets except that a first roll of 2 or 3 wins and a 12 is a push; you lose on 7 or 11. When any other number is thrown, your bet goes against that number. You win if a 7 is thrown before the point you’re against is repeated.

Place bets - After a point has been established, you can then make a place bet in the following manner. If you feel that there will be a 4, 5, 6, 8, 9 or 10 rolled, you may place a bet on any or all of those numbers. In turn, the dealer will take your bet and put it on the number that you want to place. Place bets pay different odds depending on the number.

- 4 and 10 pay 9 to 5 (Bet \$5, get paid \$9)
- 5 and 9 pay 7 to 5 (Bet \$5, get paid \$7)
- 6 and 8 pay 7 to 6 (Bet \$6, get paid \$7)

You have the option to call off a place bet anytime you want.

Field bets - The field bet is a one roll wager. When a 3, 4, 9, 10 or 11 is rolled, you are paid even money. If the roll is a 2 or 12, you get paid double.

Proposition bets - Can be made on any roll of the dice. You make this bet by throwing your bet to the stickperson (dealer who is calling all numbers and controlling the dice with the stick) in the center of the table.

Proposition bets are as follows:

- Any craps - 2, 3 or 12 pay 7 to 1 - Any 7 pays 4 to 1
- Ace deuce (3) - pays 15 to 1
- 11 pays 15 to 1
- 12 pays 30 to 1
- 2 pays 30 to 1
- Hop bets - Made on any given combination on the next roll

Hardways - Wagers are made on a given pair being rolled before, with, a 7 or an “easy” combination of that number, i.e. hard 4 (2 & 2), hard 6 (3 & 3), hard 8 (4 & 4) and hard 10 (5 & 5). The only way you can lose is if the number is rolled any other way than with 2 matching numbers (a pair) or if a 7 is rolled.

Hardways are paid as follows:

- 4 and 10 pay 7 to 1
- 6 and 8 pay 9 to 1

