

CRAPS

RULE BOOK

OBJECTIVE:

To successfully bet on whether the dice roll will result in a win or loss.

- Played with two (2) dice
- Use poker chips to place bets

RULES:

The player rolling the dice is called the **Shooter**.

The **Come Out** roll is the shooter's first roll.

Shooter wins if a **Natural** (7 or 11) is rolled.

Shooter loses if **Craps** (2, 3 or 12) is rolled.

Rolling any of the remaining numbers (4, 5, 6, 8, 9 or 10) is known as the **Point**. If the shooter establishes a point at the come out roll, they have to roll the same point and then a 7 to win the game. Rolling a seven prior to rolling the point would mean the shooter loses. The dice then go on to the next player. If you are the next shooter and you don't want to roll the dice you have the option to give the dice to the next player without rolling yourself.

BETS:

A Pass Line Bets

This bet is made on the shooter's Come Out roll only. Once Point is established, the original bet may not be removed or altered. Bet wins if Come Out roll is 7 or 11. Bet loses if Come Out roll is 2, 3 or 12. Point is established if Come Out roll is 4, 5, 6, 8, 9 or 10. Following the Come Out roll player wins if Point is rolled prior to rolling a 7. Player loses if a 7 is rolled prior to rolling the Point. Bet is removed after a win or a loss. Pays 1:1.

B Don't Pass Line Bets

This bet is made on the shooter's Come Out roll only. Once Point is established, the original bet may not be removed or altered. Bet wins if Come Out roll is 2 or 3. Bet loses if Come Out roll is 7 or 11. Bet ties if Come Out roll is a 12. Point is established if Come Out roll is 4, 5, 6, 8, 9 or 10. Following the Come Out roll player wins if a 7 is rolled prior to rolling the Point. Player loses if the Point is rolled prior to rolling a 7. Bet is removed after a win or a loss. Pays 1:1.

C Come Bets

This bet is available once the Point has been established. Rules are similar to the Pass Line Bet. Bet wins if shooter rolls a 7 or 11. Bet loses if shooter rolls a 2, 3 or 12. **Come Point** is established if the shooter rolls a 4, 5, 6, 8, 9 or 10 on a Come Out roll. Once Come Point is established, the original bet may not be removed or altered and the dealer moves the bet from the Come area to the corresponding box for that particular number. Bet wins if the Come Point is rolled prior to rolling a 7. Player loses if a 7 is rolled prior to rolling the Come Point. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed after a loss. Pays 1:1.

D Don't Come Bets

This bet is available once the Point has been established. Rules are similar to Don't Pass Bets. Bet wins if shooter rolls a 2 or 3. Bet loses if shooter rolls a 7 or 11. Bet ties if shooter rolls a 12. **Come Point** is established if shooter rolls a 4, 5, 6, 8, 9 or 10. Once Come Point is established, the original bet may not be removed or altered and the dealer moves the bet from the Come area to the corresponding box for that particular number. Bet wins if a 7 is rolled prior to rolling the Come Point. Bet loses if the Come Point is rolled prior to rolling a 7. Bet is removed after a win or a loss. Pays 1:1.

E Any Craps

Player bets on the outcome of the next roll. Bet wins if the shooter rolls a 2, 3 or 12. Bet loses if the shooter rolls any other number. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays 8:1

F Any 7

Player bets on the outcome of the next roll. Bet wins if the shooter rolls a 7. Bet loses if the shooter rolls any other number. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays 5:1.

G Eleven or Craps (E - C)

Player bets on the outcome of the next roll. Bet wins if the shooter rolls a 2, 3, 11 or 12. Bet loses if the shooter rolls any other number. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pay as follows: 7:1 on a 2, 3 or 12; 15:1 on 11.

H Hardway Bets

Bet is available at any time however it becomes active once the Point has been established. Bets are placed on the numbers 4, 6, 8 or 10. Bet wins if shooter rolls the selected number 'the hard way' (i.e. rolls a 4 via a pair of 2's, roll a 6 via a pair of 3's, roll an 8 via a pair of 4's, roll a 10 via a pair of 5's). Bet loses if the shooter rolls a 7 or rolls the number the easy way (i.e. rolls a 4 via a 3 and 1, rolls a 6 via a 4 and 2 or 5 and 1, rolls an 8 via a 5 and 3 or 6 and 2, rolls a 10 via a 6 and 4). Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays as follows: 8:1 on a 4 or 10 and 10:1 on a 6 or 8.

I Betting the Odds

After Don't Pass Bet: If a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out roll, the player can make an additional wager in an amount not more than double the amount of the original Don't Pass Bet. Bet wins if Don't Pass Bet wins. Bet loses if the Don't Pass Bet loses. Bet is removed after a win or a loss. Pays as follows: 1:2 on 4 or 10; 2:3 on 5 or 9; 5:6 on 6 or 8.

After Pass Line Bet: If a player makes a Pass Line Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out roll, the player can make an additional wager in an amount not more than double the amount of the original Pass Line Bet. Bet wins if the Pass Line Bet wins. Bet loses if the Pass Line Bet loses. Bet is removed after a win or a loss. Pays as follows: 2:1 on 4 or 10; 3:2 on 5 or 9; 6:5 on 6 or 8.

After Come Bet: If a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following the placing of such a bet, the player can make an additional wager in an amount not more than double the amount of the original Come Bet. Bet wins if the Come Bet wins. Bet loses if the Come Bet loses. Bet is removed after a win or a loss. Pays as follows: 2:1 on 4 or 10; 3:2 on 5 or 9; 6:5 on 6 or 8.

After Don't Come Bet: If a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following the placing of such a bet, the player can make an additional wager in an amount not more than double the amount of the original Don't Come Bet. Bet wins if the Don't Come Bet wins. Bet loses if the Don't Come Bet loses. Bet is removed after a win or a loss. Pays as follows: 1:2 on 4 or 0; 2:3 on 5 or 9; 5:6 on 6 or 8

Place Bets

Bet to Win: Bet is available at any time however it becomes active once the Point has been established. Bets are placed on the numbers 4, 5, 6, 8, 9 or 10 and the player tells the dealer they are betting to *win*. Players may have more than one place bet. This becomes the **Place Number**. Bet wins if shooter rolls the Place Number prior to rolling a 7. Bet loses if shooter rolls a 7 prior to rolling the Place Number. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays as follows: 9:5 on a 4 and 10; 7:5 on a 5 and 9; and 7:6 on the 6 and 8.

Bet to Lose: Same as *Bet to Win* except you tell the dealer you want to place the bet to *lose*. Bet wins if shooter rolls a 7 prior to rolling the Place Number. Bet loses if shooter rolls the Place Number prior to rolling a 7. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays as follows: 5:11 on a 4 and 10; 5:8 on a 5 and 9; and 4:5 on the 6 and 8.

Buy & Lay Bets

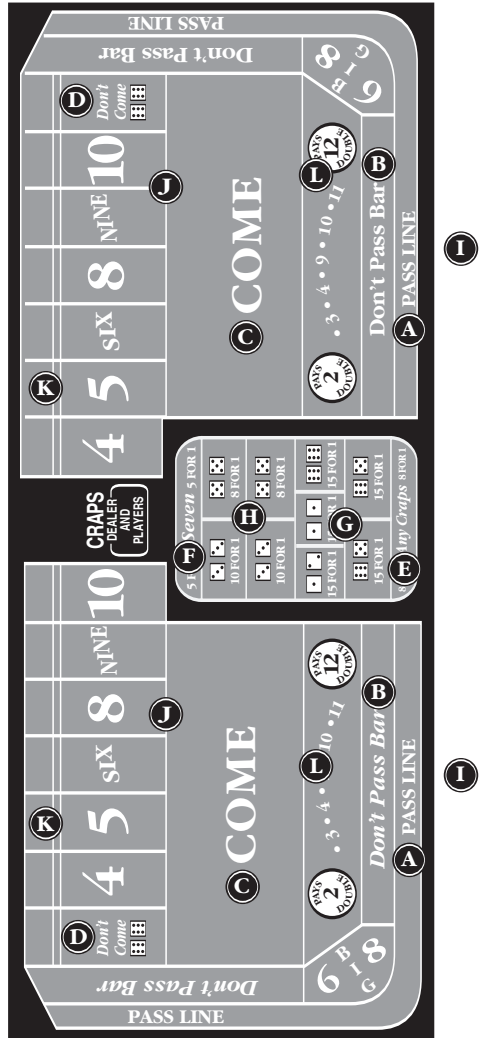
Lay Bet: Bet is available at any time however it becomes active once the Point has been established. Bets are placed on the numbers 4, 5, 6, 8, 9 or 10. Bet wins if the shooter rolls a 7. Bet loses if the shooter rolls any other number. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. 5% of the amount that could be won is charged.

Buy Bet: Same as Lay Bet except bet loses if shooter rolls a 7 prior to rolling the Point. Bet wins if shooter rolls the Point prior to rolling a 7. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. 5% is charged on the bet.

Field Bets

Player bets that any one of a group of numbers (2, 3, 4, 9, 10, 11, 12) will be rolled on the next roll. Bet loses if the shooter rolls a 5 or 6 or 7 or 8. Bet remains on the table following a win however the player may remove it from the table at any time. Bet is removed from the table following a loss. Pays as follows: 1:1 on a 3, 4, 9, 10 or 11; 2:1 on 2 or 12.

- A** Pass Line Bets
- B** Don't Pass Line Bets
- C** Come Bets
- D** Don't Come Bets
- E** Any Craps
- F** Any Seven
- G** Eleven or Craps
- H** Hardway Bets
- I** Betting the Odds
- J** Place Bets
- K** Buy & Lay Bets
- L** Field Bets



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