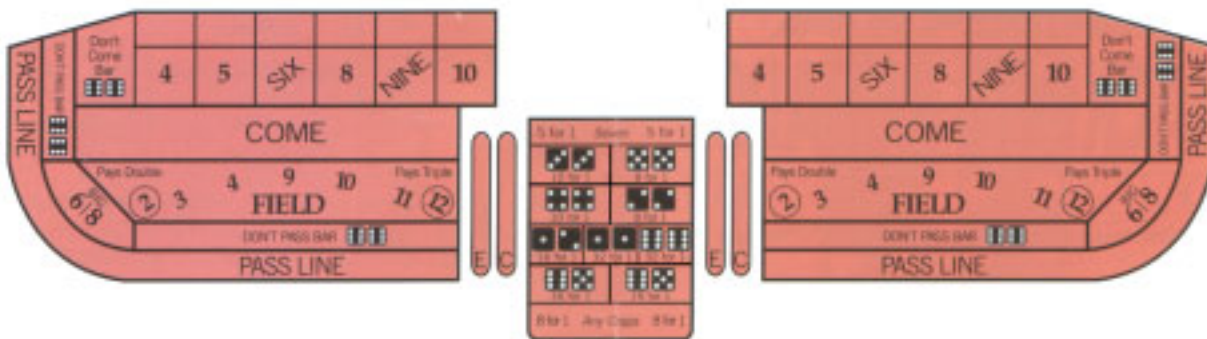


# CRAPS



## PASS LINE & COME ODDS

- 4 OR 10 PAY 2 TO 1
- 5 OR 9 PAY 3 TO 2
- 6 OR 8 PAY 6 TO 5

You can easily find a “dice” table. Just look in the direction of all the cheering. It would be hard to imagine a casino game with more excitement than craps. One of the big reasons craps is so exciting is because it offers so many ways to win. But don’t think you have to make all kinds of bets to have fun; you can enjoy the game even if you stay with the simplest bets. Here are the betting options available to you:

**PLACE BETS** You may make a “Place Bet” at any time on numbers four, five, six, eight, nine and ten. If the shooter rolls any of these numbers before a seven, you win the following payoffs: 9 to 5 on four and ten, 7 to 5 on five and nine, and 7 to 6 on six and eight. A “Place Bet” may be taken down (or called off) any time before the next roll.

**PASS LINE** An even money bet. On the “come out” roll (the first roll) you win on a natural seven or eleven, or lose on “craps” (two, three, or twelve). Any other number rolled is your “point,” and you must throw your point again before a seven to win.

## PLACE BET ODDS

- 4 OR 10 PAY 9 TO 5
- 5 OR 9 PAY 7 TO 5
- 6 OR 8 PAY 7 TO 6

**DON’T PASS LINE** Opposite of the Pass Line. You lose on natural seven or eleven on the first roll. You win on two or three (twelve is a tie). You lose after the first roll if the shooter makes his point. You win after the first roll if the shooter rolls a seven before making his point.

**FIELD BETS** A one-roll bet. You win even money on three, four, nine, ten and eleven. You win 2 to 1 on two. You win 3 to 1 on twelve. You lose on five, six, seven, or eight.

**COME BETS** Made any time after the first roll when a shooter has a point to make. You win on natural seven or eleven and lose on craps (two, three, or twelve). Any number that comes up is a “come point” and must be thrown before a seven is thrown.

**PROPOSITION BETS** One-roll bets. Two or twelve pays 32 for 1. “Any Craps” (two, three or twelve) pays 8 for 1. Three or eleven pays 16 for 1. Any 7 pays 5 for 1.

**DON’T COME BETS** Opposite of the come bet, except that a first roll of two or three wins, and twelve is a tie, and you lose on natural seven or eleven. Any other number thrown is the “come point” and you lose if the come point is made before a seven is thrown.

**HARDWAYS** You win if the number comes up exactly as displayed on the table (in pairs), lose if the number comes up any other way, or if a seven is thrown.

**ODDS** Once a point is made on the first roll or a come point on a succeeding roll, you may take the odds and win if the point or come points are made before a seven. Payoffs are: 2 to 1 on four and ten, 3 to 2 for five and nine, 6 to 5 on six and eight. “Don’t Pass” or “Don’t Come” bets are in reverse: you must lay the odds in order to win.

(IN PAIRS)	PAYOFF
HARD 4.....	8 FOR 1
HARD 6.....	10 FOR 1
HARD 8.....	10 FOR 1
HARD 10.....	8 FOR 1