



Craps is a very exciting social game of chance that requires no skill or strategy to play. The objective of the game is to correctly predict the outcome of the roll of the two dice. Players place bets on what dice combination they think will appear each time the dice is rolled.

Rule of Shooting or Throwing the Dice:

To be eligible to throw the dice, a Player must have a wager on the Pass Line or the Don't Pass. Upon selection of the dice, the Player shall throw the two selected dice so that they leave their hand simultaneously and in a manner calculated to cause them to strike a wall at the opposite end of the table.

How to Play:

1. Players place their bets on the outcome of the roll before the shooter rolls the dice. Players can choose to bet with the shooter by making a Pass Line Bet or against the shooter by making a Don't Pass Line Bet.
2. The Come-Out Roll. The beginning of a game is called the Come-Out Roll. While on this, the puck is in the "off" position. Players who bet on the Pass Line wins if the outcome is 7 or 11. On the contrary, they lose if the outcome is 2, 3, or 12.
3. Establishing the point. If any other number (4, 5, 6, 8, 9, or 10) other than those five mentioned above is rolled, this becomes the "Point" and will be marked by the puck now on the "On" position.
4. Keep rolling. The Shooter continues to roll until he makes his "Point" or roll a 7. If the Shooter rolls the "Point," all Pass Line Bet wins and all Don't Pass Bet loses; if the Shooter rolls a 7, all Pass Line Bet loses and all Don't Pass Bet wins. The shooter keeps on rolling the dice until they roll a 7, or "seven out" after the point has been established, at which time the Shooter loses their turn and the dice moves to the next Player and the round begins again.

Types of Bets:

Pass Line Bet - Players are betting that on the Come-Out roll, the Shooter will roll a 7 or 11 (loses on 2, 3, and 12); or after the Point has been established, that the Shooter will roll the point before a 7.



Don't Pass Bet: Opposite of the Pass Line Bet. Players are betting that on the Come-Out Roll, the Shooter will roll a 2 or 3 (stand off on 12 and loses on 7 and 11); or after the Point has been established, that the Shooter will roll the 7 before the Point.

Come Bet: Players may bet on the Come Line once the Point has been established. Same rules apply as the Pass Line with the only difference is that the bet physically comes to the next number that is rolled instead of being marked with a puck. The Shooter then must roll the number again before a 7 for the Come Bet to win. If 7 is rolled before the number, the Come Bet loses. While the bet is still on the Come Line, Pass Line Bet rules on a Come-Out Roll applies.

Don't Come Bet: Opposite of the Come Bet. Players may bet on the Don't Come once the Point has been established. Same rules apply as the Don't Pass with the only difference is that the bet physically comes behind the next number that is rolled. The Shooter must then not roll the number again before a 7 for the Don't Come Bet to win. If the number is rolled before the 7, the Don't Come Bet loses. While the bet is still on the Don't Come area, Don't Pass Bet rules on a Come-Out Roll apply.

Field Bet: A self-service bet wherein if any of the numbers that are in the field box come out, Player wins. A field bet is a "One Roll Bet."

Place Bet: Wagers made on the point numbers (4, 5, 6, 8, 9, or 10) that are not contract bets. A Place Bet is "off" on the Come-Out Roll unless the Player indicates otherwise.

Proposition Bet: One roll bet. Also known as the Center Action wherein Players may place a bet straight up or in combinations that the next roll will be a 2, 3, 7, 11, or 12.



Payout Odds:

PAYOUT ODDS	Pass	1 to 1
	Come	1 to 1
	Don't Pass	1 to 1
	Don't Come	1 to 1
	Any Craps	8 to 1
	2 Craps	30 to 1
	12 Craps	30 to 1
	3 Craps	15 to 1
	11	15 to 1
	Any 7	4 to 1
	C & E if 2, 3, or 12	3 to 1
	C & E if 11	7 to 1
	PASS LINE ODDS	Point of 6 or 8
Point of 5 or 9		3 to 2
Point of 4 or 10		2 to 1
DON'T PASS ODDS	Point of 6 or 8	5 to 6
	Point of 5 or 9	2 to 3
	Point of 4 or 10	1 to 2
HARDWAYS	4, 10	8 to 1
	6, 8	10 to 1
FIELD	3, 4, 9, 10, or 11	1 to 1
	2 or 12	2 to 1
PLACE	Place 4, 10	9 to 5
	Place 5, 9	7 to 5
	Place 6, 8	7 to 6