

Craps

Shoot the Dice

To begin play, one of the players with at least a minimum table bet will select two dice from a pot containing a total of five dice. The shooter will then roll the dice, and the values of each dice roll are added together.

Betting the Pass Line

When the roll is a 7 or 11 on the come-out roll, the player wins. If the roll is 2, 3, or 12, the player loses. Any other number (4, 5, 6, 8, 9, or 10) becomes the player's point. The player wins if the point repeats before a 7 is rolled, and the player's bet loses if a 7 shows before they make their point.

Betting the Don't Pass Line

This is the reverse of betting the Pass Line. The player loses on a natural 7 or 11 and wins if a 2 or 3 is rolled. 12 is a push. If a 4, 5, 6, 8, 9, or 10 rolls, it becomes the point, and the player wins if a 7 is rolled before the point is repeated. The player's bet loses if the point is rolled before a 7 shows.

Come Bets

Come bets act the same as a Pass Line bet after the come-out roll. The player wins on a 7 or 11, and the player's bet loses on craps 2, 3, or 12. Any other number becomes the come-point. The player wins if their come-point is made before a 7 is rolled. The player's bet loses if 7 shows before the come-point.

Don't Come Bets

The reverse of betting on the Come. The player loses on a 7 or 11 and wins on a 2 or 3. 12 is a push. The player wins if a 7 is rolled before their come-point is repeated, and loses if the come-point is rolled before a 7 is rolled.

Proposition Bet

One roll bets that allow a player to make a wager or combination of wagers on 2, 3, 12, 7, and/or 11. These bets can be made at any time and are one-roll bets (except the Hardways).

Hardways

There are four possible Hardway bets: Four, Six, Eight, Ten (two dice showing 2s, 3s, 4s, or 5s). These bets lose if the number is rolled easy or if a 7 is thrown.

Hop Bets

This bet is one-roll wager that the outcome will be an exact combination of numbers.

Place Bets

Players can make a Place bet any time on any or all of the following numbers: 4, 5, 6, 8, 9 or 10. If the number they place is rolled before a 7, they win. These bets lose if a 7 is thrown.

Field Bets

This is a one-roll bet that may be made on any roll. If a 3, 4, 9, 10, or 11 is rolled, the player wins even money. If a 2 or 12 is rolled, the player wins double. These bets lose if any other number is rolled.

WAGER	PAYOFF ODDS
Pass and Come Bet	1 to 1
Pass and Come Bet Odds 6 & 8	6 to 5
Pass and Come Bet Odds 5 & 9	3 to 2
Pass and Come Bet Odds 4 & 10	2 to 1
Don't Pass and Don't Come Bet	1 to 1
Don't Pass and Don't Come Lay 6 & 8	5 to 6
Don't Pass and Don't Come Lay 5 & 9	2 to 3
Don't Pass and Don't Come Lay 4 & 10	1 to 2
Place Bet 6 & 8	7 to 6
Place Bet 5 & 9	7 to 5
Place Bet 4 & 10	9 to 5
6 & 8 the Hardway	9 to 1
4 & 10 the Hardway	7 to 1

ONE-DECISION BETS	PAYOFF ODDS
Field Bet 3, 4, 9, 10, 11	1 to 1
Field Bet 2 & 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2 & 12	30 to 1
Craps 3	15 to 1
Craps 12	15 to 1
Eleven	15 to 1
Hop Bets	15 to 1
Hardway Hops Bets	30 to 1





Bonus Craps is regular craps, played on an existing craps table, but with three additional exciting proposition wagers. None of the existing features of the craps table are eliminated.

There are three different wagers available:

- **All Small**
- **All Tall**
- **Make 'em All**

The Play

Prior to the come-out roll, players may place an optional wager on one or more of the three Bonus Craps propositional wagers (i.e., "All Small," "All Tall," or "Make 'Em All"). Each Bonus Craps wager is independent and has no effect on the primary game of Craps or other wagers. All Bonus Craps wagers can be made on the come-out roll only.

As the shooter rolls numbers, for any number other than a 7, the boxman or dealer will place a Bonus Craps lammer on the number's circle indicating that that number was rolled. For example, if the shooter rolls a 6, a lammer is placed on the circle with the number 6 inside of it. If a number is repeated by the shooter, it has no effect on the wager. When the shooter rolls a 7, all bets lose and the lammers are collected by the dealer.

ALL SMALL

This is a side bet in which all of the "Small" numbers (2, 3, 4, 5, and 6) must be rolled before a 7. The bet loses whenever a 7 is rolled, including a 7 on the come-out roll. Bonus Craps wagers can only be made if the previous roll was a 7. If all of the Small numbers are rolled, the side bet will pay 30 to 1 and be taken down. Players may make this wager on the come-out roll only. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the "Small" numbers are lammered up, the dealer will pay the bettors and take their "Small" bets down.

ALL TALL

This is a side bet in which all the "Tall" numbers (8, 9, 10, 11, and 12) must be rolled before a 7. The bet loses whenever a 7 is rolled, including a 7 on the come-out roll. Bonus Craps wagers can only be made if the previous roll was a 7. If all of the Tall numbers are rolled, the side bet will pay 30 to 1 and be taken down. Players may make this wager on the come-out roll only. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the "Tall" numbers are lammered up, the dealer will pay the bettors and take their "Tall" bets down.

MAKE 'EM ALL

This bet must be made prior to the come-out roll. This is a side bet in which all of the numbers (2, 3, 4, 5, 6, 8, 9, 10, 11, and 12) must be rolled before any 7. This bet loses whenever a 7 is rolled. Bonus Craps wagers can only be made if the previous roll was a 7. After all of the numbers are lammered up, the dealer will pay the bet 150 to 1 and take the bet down.

SEE PAYTABLE FOR ODDS.

BET WITH YOUR HEAD, NOT OVER IT. IF YOU OR SOMEONE YOU KNOW HAS A GAMBLING PROBLEM AND WANTS TO HELP, CALL **1-800-NEXTSTEP**.