

CRAPS

LET THE GOOD TIMES ROLL!

The most exciting table in the casino is also one of the easiest to learn. While more advanced betting gets complicated, if you watch experienced people play for a few minutes you'll be able to pick up the basics quickly. Here are some tips to get you started.

One "shooter" throws the dice while all other players bet with or against the dice. On the shooter's first throw, or "come-out roll", wagers are placed on the "pass" line for those betting with and the "don't-pass" line for those betting against. If the shooter throws a 7 or 11 on the first throw, pass-line bets win. If the dice come up 2, 3, or 12, pass-line bets lose and don't-pass wagers win (12 is a standoff). Combinations of 4, 5, 6, 8, 9, or 10 are "points". If a shooter re-rolls a point before rolling a 7, the pass-line wins and a new roll with the same shooter begins.

On subsequent rolls from the same shooter, players may make a "come" bet, and the rules are identical to "come-out-roll" play.

A player can make a "proposition" bet, such as a "hard-way" bet, with the "stick man" anytime during play.

Many players enjoy "field bets", a one-roll wager that pays even money. Dice that come up 2 or 12 pay double on field bets.

One-Roll Bets

Verbal Bet	Number Rolled	Pays
Any 7	7	4 to 1
Any Craps	2, 3, or 12	7 to 1
Craps 2	2	30 to 1
Craps 3	3	15 to 1
Craps 12	12	30 to 1
Eleven	11	15 to 1
Horn	3 or 11	3 to 1
	2 or 12	6 ^{3/4} to 1
C & E	Any Craps	3 to 1
C & E	11	7 to 1

