



Craps is a game of camaraderie with players all betting on the dice rolls of a single player. Tables can become very loud and full of excitement as the 'shooter' is rolling hot. Since everyone benefits from a lucky shooter, superstition also plays a big part of the game. While the ins-and-outs of the game can be complex, craps can actually be a very easy game to play.

Terminology

Shooter: The player throwing the dice.

Point: The number the shooter set on his or her come out roll.

Natural: 7 or 11 rolled on two dice.

Craps: 2, 3 or 12 rolled on two dice.

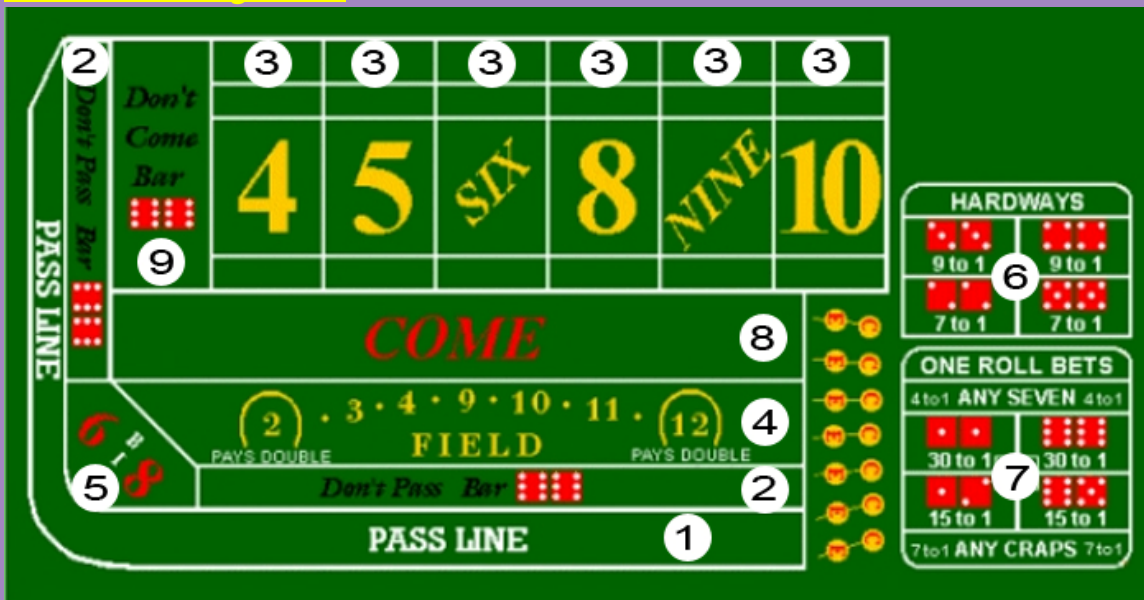
Big Red: Used in place of the number 7, which is considered bad luck to say at a craps table.

Aces: used to describe 2 on a proposition bet.

Boxcars or Midnight: Used to describe 12 on a proposition bet.



Table Layout



| | Bet Name |
|---|-------------------------------------|
| 1 | Pass Line |
| 2 | Don't Pass Line |
| 3 | Place Bets |
| 4 | Field |
| 5 | Big Six or Big Eight |
| 6 | Proposition Bets - Hardways |
| 7 | Proposition Bets - One Roll Bets |
| 8 | Come |
| 9 | Don't Come |

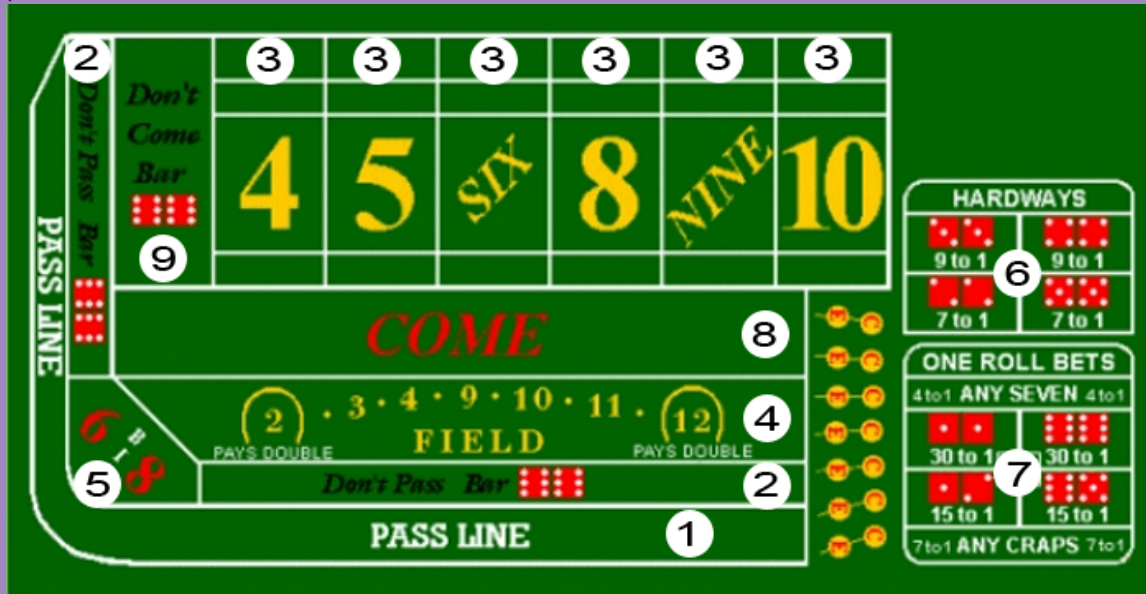
Playing the Game

A single round of play in craps is divided into two parts: the come out roll and all other rolls after that.

1. At the start of a game, all players may make a pass line or don't pass line bet. The person throwing the dice (the shooter) must make one of these bets.
 - Other bets are also permitted, and will be described in later sections
2. Come Out Roll: The shooter will then throw the dice. They are permitted to use only one hand and the dice must hit the back wall. If the dice leave the table, the roll will be taken again. The result varies depending on the dice roll:
 - 2, 3, 13: All pass line bets lose and all don't pass line bets win.
 - 7 or 11: all pass line bets win and all don't pass line bets lose.
 - 4, 5, 6, 8, 9 or 10: The point is established and play continues to the next section.
3. All other rolls: The shooter will continue to throw the dice. There are two outcomes depending on the dice roll:
 - If the player rolls the point (established on the come out roll) then all pass line bets win and all don't pass line bets lose. The current player will remain the shooter.
 - If the player sevens out then all pass line bets lose and all don't pass line bets win. The dice move clockwise to the next shooter.
4. At this point the round is over and a new round will begin, starting once again with pass/don't pass line bets and a come out roll.

Bets and Payouts

There are many other bets that can be made during a craps game and at different points.



- Pass Line Bets (1)
 - These bets can only be made before the come out roll
 - On the come out roll:
 - 7 or 11: The pass line bet wins (1:1)
 - 2, 3 or 12: The pass line bets loses
 - 4, 5, 6, 8, 9 or 10: A point is established, with no effect on the pass line bet
 - If a point is established:
 - The point: The pass line bet wins (1:1)
 - 7: The pass line bet loses
- Odds Bets
 - Odds are placed in addition to your pass line and can be placed behind the original pass line bet
 - Odds are paid out on winning pass line bets (the point is re-rolled) and lost on losing ones (a dice roll of 7)
 - Odds are paid out in addition to pass line bets and the exact payouts depend on the value of the established point:
 - 4 or 10 pay at 2:1
 - 5 or 9 pay at 3:2

- 6 or 8 pay at 6:5
- Don't Pass Line Bets (2)
 - These bets can only be made before the come out roll
 - On the come out roll:
 - 7 or 11: The don't pass line bet loses
 - 2, 3 or 12: The don't pass line bets wins (1:1)
 - 4, 5, 6, 8, 9 or 10: A point is established, with no effect on the don't pass line bet
 - If a point is established:
 - The point: The pass line bet loses
 - 7: The don't pass line bet wins (1:1)
- Place Bets (3)
 - These bets only work after a point has be established.
 - You can make as many place bets as you wish and they can be removed at any time.
 - Place bets win on dice rolls matching the indicated number and payout depending on that number:
 - 4 or 10 pay at 9:5
 - 5 or 9 pay at 7:5
 - 6 or 8 pay at 7:6
 - Place bets remain on the table until a shooter sevens out. If the point is rolled the bets remain on the table, but are considered "off" and won't be "on" again until a new point is established.
- Field Bets (4)
 - This bet are for one dice roll only
 - This bet can be placed at any time
 - The amount won depends on the number rolled:
 - 3, 4, 9, 10, 11 pay at 1:1
 - 2 or 12 pay at 2:1
 - All other rolls lose
- Big 6 (5)
 - This bet can be placed at any time
 - The player wins if a 6 is rolled before a 7 and is paid at 1:1
 - The bet is lost if a 7 is rolled before a 6
- Big 8 (5)
 - This bet can be placed at any time



- The player wins if a 8 is rolled before a 7 and is paid at 1:1
- The bet is lost if a 7 is rolled before an 8
- Proposition Bets – Hardways (6)
 - These bets can be placed at any time.
 - A player can bet on as many hardways as they wish.
 - These numbers must be rolled 'hard' before the same number is rolled 'soft' or a seven is rolled.
 - Hard: The number is rolled as a sum of pairs.
 - Soft: Any other combination of numbers that is not a sum of pairs.
 - Example:
 - Hard 8 – 4 and 4
 - Soft 8 – 6 and 2 or 5 and 3
 - Payouts vary for each bet
 - Hard 6 and hard 8 pays at 10:1
 - Hard 4 and hard 10 pays at 8:1
 - The bet is lost if the number is rolled soft or a seven is rolled before it is rolled hard.
- Proposition Bets – One Roll Bets (7)
 - These bets are for one dice roll only.
 - These bets can be placed at any time.
 - A player can bet on as many of these as they wish.
 - A player wins on if the number they have bet (2, 3, 11 or 12) on shows up on the next dice roll
 - Payouts vary for each bet:
 - 2 (also called aces) and 12 (also called boxcars) pays at 30:1
 - 3 (also called ace deuce) and 11 (also called yo) pays at 15:1
 - Any seven pays at 5:1
 - Any craps (wins on 2, 3 or 12) pays at 8:1
- Come Bets
 - These bets can only be placed after the come out roll
 - These bets work like a pass line bet, except that the player would be making their own come out roll for that single bet.
 - On the first roll after the come bet:
 - 7 or 11 wins (1:1)
 - 2, 3 or 12 loses



- Any other bet becomes the point for that bet
- After a point has been established, the bet is moved to the place bets (to mark the point for this bet), but is paid out in the same manner as a pass line bet (wins on the point, loses on a seven).
- Odds can also be played on come bets at the same payouts for pass line bets.
- Don't Come Bets
 - These bets can only be placed after the come out roll.
 - These bets work like a don't pass line bet, except that the player would be making their own come out roll for that single bet.
 - On the first roll after the come bet:
 - 7 or 11 loses
 - 2, 3 or 12 wins (1:1)
 - Any other bet becomes the point for that bet
 - After a point has been established, the bet is moved to the place bets (to mark the point for this bet), but is paid out in the same manner as a don't pass line bet (wins on 7, loses on the point).