



**THE ELEGANT  
DICE SHOW—  
CRAPS RULES  
OF THE  
THUMB**



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Learn the rules involved in the casino game of Craps, the Method of Play, the Bets, Wagering, Dice Probability and Tips to have a enjoyable gaming experience.



## CRAPS GAME

Casino Craps, a dice game, is one of the most exciting casino games. It is common to hear loud noises of players at a [craps table](#). It is played on a purpose-built table and two dice are used. The dice are made after very strict standards and are routinely inspected for any damage. As a matter of course, the dice are replaced with new ones after about eight hours of use, and casinos have implemented rules in the way a player handles them.

- At first, the Shooter (one of the players) must bet at least the table minimum on either the Pass Line or the Don't Pass Line (sometimes called 'win' or 'right' bets and 'don't win' or 'wrong' bets). The shooter is presented with multiple dice (normally five) by the Stickman, and must choose two to roll with. The remaining dice are returned to the Stickman's Bowl and are not used.
- The shooter must handle the dice with one hand only when throwing and the dice must hit the walls on the opposite end of the table. In the event that one or both dice are thrown off the table, they must be inspected (usually by the stickman) before putting them back into play.
- The craps table can accommodate up to about 20 players, who each get a round of throws or at 'shooting' the dice. If you don't want to throw the dice, you can bet on the thrower. Several types of bets can be made on the table action. The casino crew consist of a Stickman, Boxman and two Dealers.

## ROUNDS OF GAME

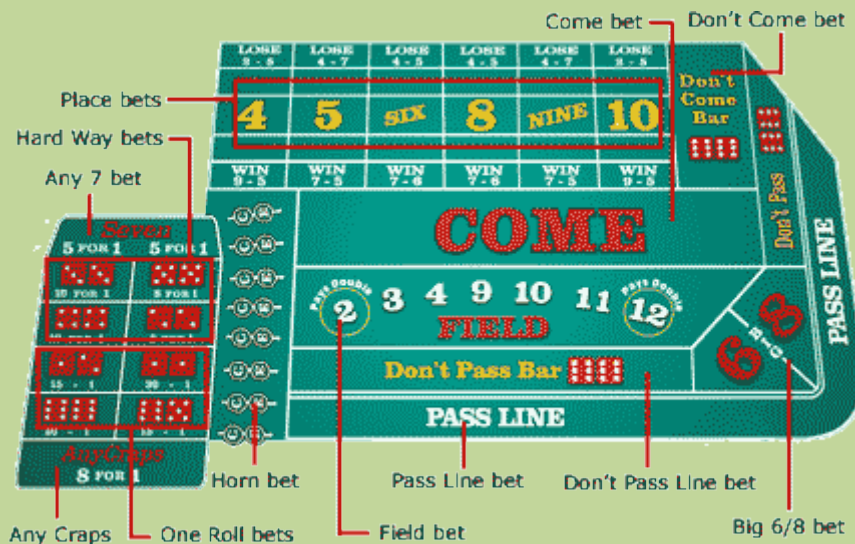
The game is played in rounds, with the right to roll the dice by each player moving clockwise around the craps table at the end of each round. A player may choose not to roll but can continue to bet.

Each round has two phases: Come Out and Point. To start a round, the shooter makes one or more Come Out rolls.

- A Come Out roll of 2, 3 or 12 (called Craps, the shooter is said to 'crap out') ends the round with players losing their Pass Line bets. A Come Out roll of 7 or 11 (a Natural) results in a win for Pass Line bets.
- The shooter continues to make Come Out rolls until he rolls 4, 5, 6, 8, 9, or 10, which number becomes the Point.
- The dealer then moves an On button to the point number signifying the second phase of the round. If the shooter rolls the point number, the result is a win for bets on the Pass Line. If the shooter rolls a seven (a Seven-out), the pass line loses and the round ends.
- The first roll of the dice in a betting round is the Come Out roll - a new game in Craps begins with the Come Out roll. A Come Out roll can be made only when the previous shooter fails to make a winning roll, that is, fails to make the Point or makes a Seven-out (rolls a seven).
- A new game then begins with a new shooter. If the current shooter does make his Point, the dice are returned to him and he then begins the new Come Out roll. This is a continuation of that shooter's roll, although technically, the Come Out roll identifies a new game about to begin.
- When the shooter fails to make his or her Point, the dice are then offered to the next player for a new Come Out roll and the game continues in the same manner. The new shooter will be the person directly next to the left of the previous shooter - so the game moves in a clockwise fashion around the craps table.

## BETTING RULES

The dice are rolled across the craps table layout. The layout is divided into three areas - two side areas separated by a centre one. Each side area is the mirror reflection of the other and contains the following: Pass and Don't Pass line bets, Come and Don't Come bets, Odds bet, Place bets and Field bets. The centre area is shared by both side areas and contains the Proposition bets.



Pass bets win when the come out roll is 7 or 11, while pass bets lose when the come out roll is 2, 3, or 12. Don't bets lose when the come out roll is 7 or 11, and don't bets win when the come out roll is 2 or 3. Don't bets tie when the come out roll is 12 (2 in some casinos; the 'Bar' roll on the layout indicates which roll is treated as a tie).

A player joining a game and wishing to play craps without being the shooter should approach the craps table and first check to see if the dealer's 'On' button is on any of the point numbers. If the point number is Off then the table is in the Come Out round. If the dealer's button is 'On', the table is in the Point round where most [casinos](#) will allow a Pass Line bet to be placed. All single or multi roll 'Proposition bets' may be placed in either of the two rounds.

Between dice rolls there is a period for the dealers to make payouts and collect the losing bets, after which players can place new bets. The stickman monitors the action at the table and decides when to give the shooter the dice, after which no more betting is allowed.

## BETS AT CRAPS

### Pass Line Bet

You win if the first roll is a natural (7, 11) and lose if it is craps (2, 3, 12). If a point is rolled (4, 5, 6, 8, 9, 10) it must be repeated before a 7 is thrown in order to win. If 7 is rolled before the point you lose.

- The fundamental bet in craps is the Pass Line Bet, which is a bet for the shooter to win their point number. A Pass Line Bet is won immediately if the Come Out roll is a 7 or 11.
- If the Come Out roll is 2, 3 or 12, the bet loses (known as 'crapping out').
- If the roll is any other value, it establishes a Point; if that point is rolled again before a seven, the bet wins.

- If, with a point established, a seven is rolled before the point is re-rolled, the bet loses ('seven out'). A Pass Line win pays even money.

### **Odds on Pass Line Bet**

After a point is rolled you can make this additional bet by taking odds. There are different payoffs for each point. A point of 4 or 10 will pay you 2:1; 5 or 9 pays 3:2; 6 or 8 pays 6:5. You only win if the point is rolled again before a 7.

### **Come Bet**

It has the same rules as the Pass Line Bet. The difference consists in the fact you can make this bet only after the point on the pass line has been determined. On a Come Out roll the Come Bet is placed on the pass line as they are an identical bet. After you place your bet the first dice roll will set the come point. You win if it is a natural (7, 11) and lose if it is craps (2, 3, 12). Other rolls will make you a winner if the come point is repeated before a 7 is rolled. If a 7 is rolled first you lose.

A Come Bet is played in two rounds and is played similar to a Pass Line Bet. The main difference is that a player making a Come Bet will bet on the first point number that 'comes' from the shooter's next roll, regardless of the table's round.

- If a 7 or 11 is rolled on the first round, it wins. If a 2, 3 or 12 is rolled, it loses. If instead the roll is 4, 5, 6, 8, 9, 10 then the Come Bet will be moved by the base dealer onto a Box representing the number the shooter threw. This number becomes the Come Bet point and the player is allowed to add odds to the bet.
- The dealer will place the odds on top of the Come Bet, but slightly off center in order to differentiate between the original bet and the odds.
- The second round wins if the shooter rolls the Come Bet before a seven. If the seven comes before the number (the Come Bet), the bet loses.
- On a Come Out roll for the pass line the Come Bet is in play, but traditionally the odds are not working unless the player indicates otherwise to the dealer.
- Because of the Come Bet, if the shooter makes their point, a player can find themselves in the situation where they have a Come Bet (possibly with odds on it) and the next roll is a Come Out roll. In this situation odds bets on the come wagers are presumed to be not working for the Come Out roll. That means that if the shooter rolls a 7 on the Come Out roll, any players with active Come Bets waiting for a 'come point' lose their initial wager but will have their odds money returned to them.
- If the 'come point' is rolled the odds do not win but the Come Bet does and the odds are returned. The player can tell the dealer that they want their odds working, such that if the shooter rolls a number that matches the 'come point', the odds bet will win along with the Come Bet, and if a seven is rolled both lose.

Odds on Come Bet are exactly the same thing as the Odds on Pass Line Bet except you take odds on the Come Bet not the Pass Line Bet.

### **Don't Pass Line Bet**

This is the reversed Pass Line bet. If the first roll of a dice is a natural (7, 11) you lose and if it is a 2 or a 3 you win. A dice roll of 12 means you have a tie or push with the casino. If the roll is a point (4, 5, 6, 8, 9, 10) a 7 must come out before that point is repeated to make you a winner. If the point is rolled again before the 7 you lose.

### **Don't Come Bet**

The reversed Come Bet. After the come point has been established you win if it is a 2 or 3 and lose for 7 or 11. 12 is a tie and other dice rolls will make you win only if a 7 appears before them on the following throws.

### **Place Bets**

This bet works only after the point has been determined. You can bet on a dice roll of 4, 5, 6, 8, 9 and 10. You win if the number you placed your bet on is rolled before a 7. Otherwise you lose. The Place Bets payoffs are different depending on the number you bet on. 4 or 10 will pay 9:5; 5 or 9 pays 7:5, and 6 or 8 pays 7:6. You can cancel this bet anytime you want to.

### **Field Bets**

These bets are for one dice roll only. If a 2, 3, 4, 9, 10, 11, 12 is rolled you win. A 5, 6, 7 and 8 make you lose. [Field Bets](#) have the following different payoffs: 2 pays double (2:1) while 12 pays 3:1. Other winning dice rolls pays even (1:1).

### **Big Six, Big Eight Bets**

Placed at any roll of dice these bets win if a 6 or 8 comes out before a 7 is rolled. Big Six and Big Eight are even bets and are paid at 1:1.

### **Proposition Bets**

These bets can be made at any time and, except for the hardways, they are all one roll bets:

- Any Craps: Wins if a 2, 3 or 12 is thrown. Payoff 8:1
- Any Seven: Wins if a 7 is rolled. Payoff 5:1
- Eleven: Wins if a 11 is thrown. Payoff 16:1
- Ace Duece: Wins if a 3 is rolled. Payoff 16:1
- Aces or Boxcars: Wins if a 2 or 12 is thrown. Payoff 30:1

## Horn Bet

It acts as the bets on 2, 3, 11 and 12 all at once. Wins if one of these numbers is rolled. Payoff is determined according to the number rolled. The other three bets are lost.

## Bet on Hardways

The bet on a hardway number wins if it's thrown hard (sum of pairs: 1-1, 3-3, 4-4...) before it's rolled easy and a 7 is thrown. Payoffs: Hard 4 and 10, 8:1; Hard 6 and 8, 10:1

Hard Bet	Winning Roll	Losing Rolls	Payout	House Advantage
Hard 4	2+2	7, easy 4 (3+1, 1+3)	7 to 1	11.11%
Hard 6	3+3	7, easy 6 (4+2, 2+4, 5+1, 1+5)	9 to 1	9.09%
Hard 8	4+4	7, easy 8 (5+3, 3+5, 6+2, 2+6)	9 to 1	9.09%
Hard 10	5+5	7, easy 10 (6+4, 4+6)	7 to 1	11.11%

## DICE PROBABILITY

Craps is based on the various probabilities that any given number will be thrown. With two dice there are 36 possible number combinations, called Permutations. Of the 36 ways, here is a breakdown of all the two-dice combinations to make your point:

- Number 2 - One Way - (1+1)
- Number 3 - Two Ways - (1+2, 2+1)
- Number 4 - Three Ways - (2+2, 3+1, 1+3)
- Number 5 - Four Ways - (1+4, 4+1, 2+3, 3+2)
- Number 6 - Five Ways - (3+3, 1+5, 5+1, 2+4, 4+2)
- Number 7 - Six Ways - (1+6, 6+1, 2+5, 5+2, 3+4, 4+3)
- Number 8 - Five Ways - (4+4, 2+6, 6+2, 3+5, 5+3)
- Number 9 - Four Ways - (3+6, 6+3, 4+5, 5+4)
- Number 10 - Three Ways - (5+5, 4+6, 6+4)
- Number 11 - Two Ways - (5+6, 6+5)
- Number 12 - One Way - (6+6)

## CRAPS TIPS

As a newbie if you have no clue where to start, start by placing a bet in the strip that is marked "Pass Line" and wait for the series of rolls to play out.



**FOLLOW THESE**





- When first approaching a table wait until the puck is turned to OFF and the dice are in the middle before placing money down and asking for change.
- When placing bets with your chips onto the layout make sure the dice are in the middle of the table. The stickmen will gather them up and pull them to the middle of the table after a throw. Then you place bets, then the stickmen pushes the dice to the shooter.
- When the dice have been passed to the shooter all chips you are not betting should be up off the felt and in your chip rail, and your hands (as a non-shooter) should be up to at least rail height also.
- The only places you can directly place bets yourself in the live environment are on: The Pass Line, The Don't Pass Line, The Come Box, The Don't Come Box, The Field, and The Big 6-8. All others, such as center proposition bets, and bets on the box numbers are placed by a dealer only. Put the chips down where a dealer can reach them and inform him/her where you want them to be put.
- The SIX and NINE are written in words on the box numbers to avoid any confusion from betting from both sides of the table (with an upside down 6 looking like a 9, and vice versa).
- The following bets are off on a Come out roll (ie when the puck says OFF): Odds bets on Come bets (but not the actual Come bet itself), Place Bets, and Buy Bets. So expect to get paid/not lose accordingly. For example if a 7 is rolled on a come out roll you will lose your established Come bet, but get given the odds back from it because the odds were off (not working).
- Check what [Odds](#) are offered before betting. These are usually clearly indicated on a sign both live and online.
- Remember that when taking the odds on the Don't Pass and Don't Come you are effectively laying the odds so you need to bet the amount that the house would normally pay in order to win the amount the player would normally pay. So if the Point is 4 or 10, you have to pay 2 units to win 1 unit profit. If the Point is 5 or 9 you have to pay 3 units to win 2 units profit. If the Point is 6 or 8 you have to pay 6 units to win 5 units profit.
- When presented with the dice (usually 5 in total) pick 2 of them in one hand, and always keep them in that hand over the table until you throw them.
- When you throw the dice make sure they hit the back wall and try to avoid any chips placed on the layout.
- Don't throw the dice too low to the surface or you may be accused of sliding. And don't throw them too high either – never above the head height of the dealers.
- Keep your chips in the rail above the playing surface, and keep you high denomination chips at the bottom pushed up tight against the end of your chip groove.

- 10 for 1 is the same as 9 to 1. What they are saying is that you will get a total of 10 chips back from a 1 chip bet (returning to you that 1 chip bet). Or that you are get 9 chips profit from a 1 chip bet (leaving that 1 chip on the layout).
- The Hardways are essentially considered bets for tourists, which pay poor odds, so never make these the basis of your strategy. They can be useful to hedge or enhance other bets though.
- Picking up/removing bets is possible for most of the layout but not the Pass and Come bets. You cannot pick these up as you had an odds advantage on the initial roll, so that needs to be redressed by letting the bet play out the full hand.
- It is not advised to pick up your Don't Pass and Don't Come bets early, as the considerable disadvantage of the bet comes from getting it established in the first place. So it would be like enduring a bad bet to then avoid enjoying the fruits of the good bet.
- Be sure to check which Doubles and Trebles are offered on the Field because these have a considered affect on the house edge. Paying triple on 12, as well as double on 2, is a table to look out for.
- Avoid making late bets as these may slow play down and annoy other players. When the dice are in the middle is the time for betting. When betting is considered finished then the dice get pushed by the stickman to the shooter.
- When you reach the end of your session and would like to leave, don't just walk off with all those \$5 chips and \$1 chips. Wait until the puck is off (ie after a 7 or a made point) and then place your chips down on the table and ask the dealer to cash you out or colour you up.