

# CRAPS

## CRAPS BETS

**Come Out Roll:** The first roll of the dice at the opening of the game or the next roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet.

**Come Out Point:** A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out roll.

**Pass Line:** A Pass Line wager is placed immediately prior to the Come Out roll. You win on 7 and 11 and lose on 2, 3, or 12 on the Come Out roll. If any other number rolls, it's your point. If your point rolls before 7, you win. If 7 rolls before your point, you lose and the dice move to the next shooter. Pass Line Bets cannot be reduced or removed after the point is established. This bet pays even money.

**Don't Pass Line:** A bet on this line plays the game in reverse of the Pass Line. You lose on 7 and 11 and win on 2 and 3 on the Come Out roll. When 12 is rolled, it's a Standoff. When 4, 5, 6, 8, 9 or 10 rolls, it is the point. You are betting that 7 will be rolled before the point. This bet must be placed before the Come Out roll, but may be removed or decreased after a point is established; however it may not be replaced or increased after such removal or reduction. This bet pays even money.

**Come:** You can bet on Come at any time after the Come Out roll. You can try for a new point at any time. You win on 7 and 11 and lose on 2, 3, or 12 on the roll immediately following placement of the bet. If any other number rolls, it's your point and your bet will be moved to that number. If your point rolls before 7, you win. If 7 rolls before your point, you lose. A Come Bet cannot be reduced or removed after a number is established for such bet.

**Don't Come:** A bet on this plays the game in reverse of the Come Line. You lose on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. When 12 is rolled, it is a Standoff.

When 4, 5, 6, 8, 9 or 10 rolls, it is your point. You are betting that 7 will be rolled before the point. When a point is established, the bet will be placed behind that number. This bet pays even money. Don't Come Bets cannot be increased, but may be removed, or decreased after a point is established; however they may not be replaced or increased after such removal or reduction.

**Odds:** An additional wager in support of a Pass Line/Come Bet may be made. This bet is known as Odds bet. The Odds bet for the Pass Line/Come Bet may be placed or removed any time after the Come Out roll and the point is established. Come Bet Odds are inactive on the Come Out roll unless called "on" by the player. Odds on the Pass Line/Come Bet for the point of 4 or 10 may be a maximum of 20 times your Pass Line/Come Bet and pay 2 to 1. On the point of 5 and 9 the Odds may be a maximum of 20 times your Pass Line/Come Bet and pay 3 to 2. On the point of 6 and 8 the Odds may be a maximum of 20 times the Pass Line/ Come Bet and pay 6 to 5.

**Lays:** An additional wager in support of the Don't Pass Line/ Don't Come Bet may be made. This bet is referred to as a Lay Bet. The Lay Bet for the Don't Pass Line/ Don't Come Bet may be placed or removed any time after the Come Out roll and the point is established. Lay Bets always work. Lay Bets on the 4 and 10 allow you to win a maximum of 20 times your original wager on the Don't Pass Line/ Don't Come Bets and you have to lay 2 to win 1. Lay Bets on the 5 and 9 allow the player to win a maximum of 20 times the original wager on the Don't Pass Line/Don't Come Bets and you have to lay 3 to win 2. Lay Bets on 6 and 8 allow you to win a maximum of 20 times your original wager on the Don't Pass Line/ Don't Come Bets and you have to lay 6 to win 5.

**Place Bets:** To Win On a Place Bet, you can bet on 4, 5, 6, 8, 9 and 10 at any time. If your number rolls before 7, you win. If 7 rolls before your number, you lose. Place Bets are inactive on the Come Out roll unless called "on" by the player.

**Buy Bets:** Buy Bets are exactly the same as Place Bets except by paying a 5% commission on the Buy Bet, you receive the true odds. Buy Bets are inactive on the Come Out roll unless called "on" by the player. A Buy button denotes this bet.

**Lay Bet:** You may Lay a bet against 4, 5, 6, 8, 9 or 10 at any time. In order to do so, you must pay a 5% commission based on what you could win. Lay Bets always work. A Lay button denotes this bet.

**Hop Bets or Proposition Bets:** These are one-roll bets, except for Hard Ways. The dealer will place all Proposition Bets in the center of the Craps table. The dealer will take or pay all Proposition Bets on the next roll of the dice – again except for Hard Ways. Unless you request otherwise, your winning bet remains in action.

**Any 7:** You can bet Any 7 on any roll of the dice. When 7 rolls, you win and are paid 4 to 1; if any other number rolls, you lose. This is a one-roll bet.

**Any Craps:** You can bet on any roll of the dice. If 2, 3 or 12 rolls, you win and are paid 7 to 1. If any other number is rolled, you lose. This is a one-roll bet.

**Hard Ways:** There are four Hard Ways combinations. Hard Four (two 2s), Hard Six (two 3s), Hard Eight (two 4s), and Hard 10 (two 5s). For instance, if you wanted to place a bet on Hard Four, your bet would appear as shown.

You can bet the combination you want at any time. Hard Way wagers win if the selected Hard Way is rolled before a 7 and lose if a 7 is rolled or the selected number is rolled in any other way prior to the selected Hard Way being rolled. For instance, if you bet the Hard Six (two 3s) you win when that rolls before 7 or any Easy Six (5 and 1, or 2 and 4). Hard Ways are active on the Come Out roll unless called "off" by the player.

**Horn Bet:** Here you bet on a combination of four numbers: 2, 3, 11 and 12 (Horn). If any of these numbers are rolled, you win; if any other number is rolled, you lose. One-fourth (1/4) of the Horn Bet is bet on each of the individual numbers (2, 3, 11 and 12). If any of these numbers roll, you win and are paid at the odds as listed on the layout for the number rolled. If any other number is rolled, you lose. This is a one-roll bet.

**Horn High Bets:** There are four Horn High combinations, Horn High 2 (Aces), Horn High 3 (Ace, Deuce), Horn High 11 (5, 6), and Horn High 12 (2 Sixes). If 2, 3, 11 or 12 rolls, you win, if any other number is rolled, you lose. This is a one-roll bet. How this differs from a Horn Bet is that one-fifth (1/5) of the Horn High is bet on each of the individual Horn numbers (2, 3, 11, 12), with an additional one-fifth (1/5) of the bet on the designated Horn High number (for example, Horn High 11: two-fifths (2/5) of the bet on 11, one-fifth (1/5) on 2, one-fifth (1/5) on 3, one-fifth (1/5) on 12).

**Field Bet:** The Field contains the numbers 2, 3, 4, 9, 10, 11, and 12. All numbers pay even money, except 2 and 12 pay double. The Field Bet may be made at any time and is a self-service, one-roll wager.

### Proposition Bets:

- Any Craps One-roll bet. A roll of 2, 3 or 12 wins the bet. Any other number loses
- Crap 2 One-roll bet. If 2 rolls, the bet wins. Any other number loses.
- Crap 3 One-roll bet. If 3 rolls, the bet wins. Any other number loses.
- Crap 12 One-roll bet. If 12 rolls, the bet wins. Any other number loses.
- Any 7 One-roll bet. If 7 rolls, the bet wins. Any other number loses.
- Eleven One-roll bet. If 11 rolls, the bet wins. Any other number loses.
- Horn One-roll bet. If 2, 3, 11 or 12 rolls, the bet wins; any other number loses. (A four-unit bet).
- Horn High One-roll bet. Same as Horn Bet except that one additional unit is wagered on either 2, 3, 11 or 12 (This is a five-unit bet).
- World Bet One-roll bet. Same as Horn Bet except that a unit is added and the 7 is wagered along with the 2, 3, 11 and 12 (A five-unit bet).
- Hop Bets One-roll bets that may be bet at any time on a specific combination of the dice, which wins only if the combination is thrown on the next roll and loses if any other combination is thrown. Players can make Hop Bets at any time.
- Craps and Eleven One-roll split bet that may be bet anytime. The bet wins if a 2, 3, 11 or 12 rolls, and loses if any other number is rolled.

### Proposition Payout Odds

Hop Bets: 1-1, 2-2, 3-3, 4-4, 5-5, 6-6: 30 to 1

Hop Bets 2 Unlike Dice (Non-Pairs): 15 to 1

C&E (Any Crap): 3 to 1

C&E (11): 7 to 1

\*Rules and Regulations subject to change without notice.

BOOMTOWN CASINO

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