CRAPS BETS
Come: 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 Point: A roll of 4, 5, 6, 8, 9 or 10 thrown on the Come Out roll.
Pass Line: A Pass Line wager is placed immediately prior to the Come Out Roll. You lose on 7 and win if 2, 3, 4, 5, 6, 9, 10 or 11. You win if any other combination is thrown, except for Hard Ways. Win if number rolls, it's your point. If your point rolls before 7, you win. If 7 rolls before your point, your Come Bet cannot be removed or replaced after the point is established. This bet pays even money.

Don’t Pass Bet: You win on any point roll if the point is rolled before a 7. You lose if 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. If 7 rolls before your point, you lose. If your point rolls before 7, your Don’t Pass Bet cannot be removed or replaced after a number is established for such bet.

Lay Bet: You win on the 7 and 11 and win on 2 and 3 on the roll immediately following placement of the bet. If 7 rolls before your point, you lose. If your point rolls before 7, your Lay Bet cannot be replaced after a number is established for such bet.

Buy Bets: If you place the Buy Bet prior to the Come Out Roll, you lose on 7 and win on 2, 3, 4, 5, 6, 8, 9, or 10. Buy Bets are exactly the same as Place Bets except by paying a 5% commission. Unless you request otherwise, your winning bet remains in place and is a self-service, one-roll wager.

Lay Bets: A Lay Bet is essentially the same as Buy Bet except that you pay 5% commission. Lay Bets on 4, 5, 6, 8, 9, or 10 are 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 Buy Bets cannot be increased, may be removed, or decreased after a point is established; however they may not be replaced or increased after such removal or decrease.

Odds: An additional wager in support of a Pass Line/Come Bet may be made. This bet is referred to as a Lay Bet. The Lay Bet for the Pass Line/Don’t Pass Bet may be placed or removed any time after the come out roll and the point is established. You may lay on the pass line, and the Odds are active on the come out roll unless called “off” by the caller. A Bettor makes this bet by adding a number of units of the same value as the come out roll to the bet. The Odds on the Pass Line/Come Bet for the point of 4 or 10 may be a maximum of 20 times your Pass Line/Com Bet and pay 2 to 1 on the point. On the point of 5 or 9, the Odds may be a maximum of 20 times your Pass Line/Com Bet and pay 3 to 2. On the point of 6 or 8, the Odds may be a maximum of 20 times your Pass Line/Com Bet and pay 6 to 5.

Field Bet: To Win On A Field Bet, you can bet 4, 5, 6, 8, 9 or 10 to win. Hop Bets are exactly the same as Place Bets except by paying a 5% commission. If any other combination is thrown, your point and your bet will be moved to that number. If your point rolls before 7, you lose. If your point rolls before 7, your Field Bet cannot be removed or replaced after a number is established for such bet.

**CRAPS**

**Any Craps: A roll of 2, 3 or 12 wins the bet. Any other number loses.**

**Any 7: A roll of 7 wins the bet. Any other number loses.**

**Crap 12: A roll of 12 wins the bet. Any other number loses.**

**Eleven: A roll of 11 wins the bet. Any other number loses.**

**Horn Bet: A roll of 2, 3, 11, or 12 wins the bet. Any other number loses.**

**Horn High: A roll of 5 and 1, or 2 and 4 (Horn High).**

**Horn Low: A roll of 7 and 10 (Horn Low).**

**Four: A roll of any four number combination (2, 3, 11, and 12).**

**Eight: A roll of any eight number combination (4, 5, 6, 8, and 12).**

**Scissors:** A roll of 2 and 3, or 5 and 8 (Scissors or Eight).**

**One-fourth (1/4) of the Horn Bet is bet on each of the individual numbers (2, 4, 6, 8, and 12). If the selected Horn Bet is rolled before a 7 and loses if 7 is rolled or the selected number rolls, the bet is lost.

When you place a bet on Horn Bet, you select one of the above numbers and you can win. If you bet the Horn Bet (2x4) you win on that roll before any other additional number that can win.**

**Proposition Bets:**

**Any Craps:** A roll of 2, 3 or 12 wins the bet. Any other number loses.

**Crap 4, 5, 6, 8, 9 or 10:** A roll of 2, 3 or 12 wins the bet. Any other number loses.

**Any 7:** A roll of 7 wins the bet. Any other number loses.

**Crap 12:** A roll of 12 wins the bet. Any other number loses.

**Eleven:** A roll of 11 wins the bet. Any other number loses.

**Horn Bet:** A roll of 2, 3, 11, or 12 wins the bet. Any other number loses.

**Horn High:** A roll of 5 and 1, or 2 and 4 wins the bet. Any other number loses.

**Horn Low:** A roll of 7 and 10 wins the bet. Any other number loses.

**Four:** A roll of any four number combination (2, 3, 11, and 12). Any other number loses.

**Eight:** A roll of any eight number combination (4, 5, 6, 8, and 12). Any other number loses.

**Scissors:** A roll of 2 and 3, or 5 and 8 wins the bet. Any other number loses.

**Any Craps:** A roll of 2, 3 or 12 wins the bet. Any other number loses.

**Any 7:** A roll of 7 wins the bet. Any other number loses.

**Crap 12:** A roll of 12 wins the bet. Any other number loses.

**Eleven:** A roll of 11 wins the bet. Any other number loses.

**Horn Bet:** A roll of 2, 3, 11, or 12 wins the bet. Any other number loses.

**Horn High:** A roll of 5 and 1, or 2 and 4 wins the bet. Any other number loses.

**Horn Low:** A roll of 7 and 10 wins the bet. Any other number loses.

**Four:** A roll of any four number combination (2, 3, 11, and 12). Any other number loses.

**Eight:** A roll of any eight number combination (4, 5, 6, 8, and 12). Any other number loses.

**Scissors:** A roll of 2 and 3, or 5 and 8 wins the bet. Any other number loses.

**Any Craps:** A roll of 2, 3 or 12 wins the bet. Any other number loses.