

# CATFISH BEND CASINOS, L.C.

## RULES OF THE GAME

### CRAPS

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## **DEFINITIONS**

The following words and terms, when used in this manual, shall have the following meanings unless the content clearly indicates otherwise:

ACES	Betting that the next roll will be the total sum of 2.
ANY CRAPS	A bet that the next roll will be 2, 3, or 12.
ANY SEVEN	A bet that the next roll will be 7.
BOX	The inside center of the layout with no markings between the Base Dealers and in front of the bank.
BOX NUMBER	A betting space on the layout (closest to the Dealer) where each of the possible point number (4, 5, 6, 8, 9 and 10) appear within or box. Players may bet each or all of these numbers at any time (Place bets, Buy bets, lay bets).
BOXPERSON	The Supervisor responsible for bank.
BUTTON	A small round chip used to keep track of Buy bets, Lay bets, Off and On Place bets, or Hardways
BUY BET	Giving the house a 5% commission in order to be paid correct odds for a Place bet. Works like Pass Line bets in that the point must appear before the 7 to be a winner.
CALL BET	A bet that is called without checks or money. The law prohibits such bets.
COME-OUT POINT	A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come-Out roll.
COME-OUT ROLL	The first roll of the dice in a betting round and determines the point for Pass bet and Don't Pass Line bets.
CONTRACT BET	A bet which may not be removed or reduced once a point has been established. Pass Line and Come bets are contract bets.
CRAPS	Throwing a 2, 3 or 12.
CRAPS CREW	Dealers assigned to a single Craps game.
DICE BOWL	The container on the game which holds dice which are not in play but which are available for use.
EASY WAY	A dice roll of 4, 6, 8, or 10 in any way but the hardway.
FIELD BET	Placed on the space marked "field", a bet that 2, 3, 4, 9, 10, 11 or 12 will be the next roll.

FLAT BET	The original Pass, Come, Don't Pass or Don't Come bet to which any odds bet may be attached. It is paid even money.
FRONT LINE	Another name for the Pass Line.
HARD WAY	Betting on a roll of 4, 6, 8 or 10 thrown as pairs (2-2, 3-3, 4-4 or 5-5) before the same number is rolled easy or before a 7 is rolled.
HI-LO	A bet that the next roll of the dice will be a 2 or 12.
HORN BET	Allows the player to bet simultaneously that one of four different numbers (2,3,11 or 12) will appear on the next roll. The player's wager is split among the four numbers and a winning number pays off at the same odds as a normal center or proposition bet.
HORN HIGH BET	Bet amount is split into five parts. Two units on the high side and one unit on each of the other three numbers.
INSIDE	The area of the layout closest to the Stickperson or the proposition area in the center.
LAY BETS	Betting that a point number will not be rolled before a 7 is thrown. Exactly the opposite of Buy bets. Player must pay 5% commission on winnings.
LAYOUT	A felt table covering with diagram designating spaces for different bets. The players place their money on the spaces to signify the bets they are making.
LINE BET	Bet on the Pass Line or Don't Pass Line.
MARKER PUCK	Small round chip used to mark the point. Puck is black on the side where the word "off" is written and white on the side where the word "on" is written.
MIRRORS	In front of the Boxperson which Boxperson uses to check the number on the dice that he/she cannot see, and check all payments on the layout.
MISS OUT	To fail to make the point (throw a "7" before the established point).
NATURAL	"7" or "11" when thrown on a Come-Out roll (first roll of the dice). Also 2, 3 and 12 are naturals.
ODDS	Separate bets that can be made along with the Pass Line, Don't Pass Line, Come and Don't Come bets.
ONE ROLL BET	A bet which is decided on the next roll of the dice (only one roll action).
OUTSIDE	The part of the layout closest to the players or at the end of the table.

OVERLAY	This bet is made on the Don't Pass when there is an existing Don't Pass bet with maximum odds. A player may then overlay the point. This is the same as Laying behind the point on the Don't Pass Line. (Lay Bet).
PARLAY	Let it ride; to leave the original bet and the winnings of that bet on the table and wager them again.
POINT	The number that is established on the Come-Out roll. Only place numbers (4,5,6,8,9,10) can become the point. The shooter will attempt to repeat throwing the point before throwing a 7 in order to win that round of betting.
PRESS THE BET	To increase a wager after winning a bet for the same amount as the original bet. (Double the bet)
PROPOSITION BET	The center bets; one-roll bets. Also includes the hard ways, even though they are not a one-roll bet.
RAIL	The grooved area along the top of the craps table perimeter where players keep their chips.
RIGHT BETTOR	The player who bets the dice to Pass or win. A player who bets the shooter will make the Point.
ROLL	The throw of the dice by the shooter.
SECOND BASE	The Dealer to the right of the Box person.
SEVEN-OUT	When the shooter throws a 7 after a point has been established and before repeating the point number.
SEVEN-WINNER	When the shooter throws a 7 on the Come-Out Roll.
SHOOTER	The player who throws the dice.
STICK	A Crap stick used by the Stickperson to push the dice around the table to the player.
STICK PERSON	The Dealer responsible for the control of the dice. Calls out the dice rolls and returns the dice to the shooter. Also responsible for the placing and paying the proposition bets.
THIRD BASE	The Dealer to the left of the Box person.
THREE WAY CRAPS	A bet made in units of 3 with one unit on 2, one unit on 3, and one unit on 12.
TOKE	Tip given to the Dealer.
TOTAL	The sum of the numbers shown on the high or uppermost sides of the two dice on any given roll.

- VIGORISH (JUICE) 5% commission paid to the house by the player on certain winning bets such as Buy bets or Lay bets.
- WORKING Meaning certain bets will be at risk on the next dice roll.
- WRONG BETTOR The player who bets the dice to lose. Betting the shooter will not make the point and instead he will 7 Out.

## **DICE INSPECTION**

A set of five dice conforming to regulations shall be present at the Craps table during gaming at Craps

Prior to dice being used on a gaming table, or whenever deemed necessary by the Supervisor, the following inspections shall be made by the Supervisor before the dice can be put into play:

1. Visually inspect for obvious flaws, defects or missing spots on all six sides.
2. Measure with the micrometer to ensure square and to insure each die is within tolerance of .7500 - .7575 inches.
3. Using a scribe, each die is marked at the discretion of the Shift Manager or designee. After completing the above-mentioned inspections, a Supervisor shall transfer a set of five dice directly to game or locked up until a game is opened.
4. All five dice used will have identical serial numbers.
5. The Supervisor will prepare a new set for play. If a game is in progress while switching the dice, the Supervisor will wait until the end of a roll to switch sets. When the old set of dice is off the game, the Supervisor, using a canceling device, will cancel each die on the number four. The supervisor will then sign the dice out on the foil and then wrap the dice in the foil and tape the ends up.
6. The dice will be brought in and inspected by the Supervisor, if:
  1. The Stickperson loses site of the dice.
  2. The shooter passes the dice to another player.
  3. There is any question that the dice have been damaged, switched or altered.

## **GENERAL RULES**

The first player to accept the dice shall become the shooter. The shooter shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice bowl, which shall be placed immediately in front of the Stickperson.

The player must handle the dice with one hand only when throwing and the dice must hit the wall on the opposite end of the table.

The first roll of the dice in a betting round is called the Come Out roll.

In order to shoot the dice a player MUST have a Pass or Don't Pass bet.

## **WAGERS**

The player is to handle his/her own money. Stacking the player's money or determining the amount of the player's next bet shall not be allowed unless the player requests assistance. If a player requests assistance, the Dealer must pay all bets before assisting the player.

All wagers shall be made by placing gaming checks on the appropriate areas of the layout. Checks tossed by a player may be caught in the air so as not to disturb bets on the layout.

Wagers must be made before the dice are thrown. "Call bets" or the calling out of bets between the time the dice leave the shooter's hand and the time the dice come to rest, not accompanied by the placement of gaming checks, are not allowed.

The following are the definitions and permissible wagers at the game of Craps:

1. "Pass bet" - a wager placed on the Pass Line of the layout immediately prior to the Come-Out roll.
  - a. The "Pass bet" shall win, if on the Come-Out roll:
    1. A total of 7 or 11 is thrown, or
    2. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7.
  - b. The "Pass bet" shall lose, if on the Come-Out roll:
    1. A total of 2, 3 or 12 is thrown, or
    2. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently rolled before that total is thrown again.
  - c. The "Pass bet" is a contract bet and cannot be removed or decreased after the point number has been established. It can be increased any time before the roll of the dice.
2. "Don't Pass bet" - a wager placed on the Don't Pass Line of the layout immediately prior to the Come-Out roll.
  - a. The "Don't Pass bet" shall win if on the Come-Out roll:
    1. A total of 2 or 3 is thrown, or
    2. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently rolled before that total is again thrown.

- b. The "Don't Pass bet" shall lose if on the Come-Out roll:
    - 1. A total of 7 or 11 is thrown, or
    - 2. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7.
  - c. The "Don't Pass bet" will be a push if a 12 is thrown on the Come-Out roll.
  - d. The "Don't Pass bet" can be removed or decreased after the point has been established and before the next roll of the dice. It cannot be increased at any time.
3. "Come bet" - a wager placed on the Come Line of the layout at any time after the Come-Out roll.
- a. The "Come bet" shall win if on the roll immediately following placement of such bet:
    - 1. A total of 7 or 11 is thrown, or
    - 2. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7.
  - b. The "Come bet" shall lose if on the roll immediately following placement of such bet:
    - 1. A total of 2, 3, or 12 is thrown, or
    - 2. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently rolled before that total is thrown again.
4. "Don't Come bet" - a wager placed on the "Don't Come" area of the layout at any time after the Come-Out roll.
- a. The "Don't Come bet" shall win if on the roll immediately following placement of such bet:
    - 1. A total of 2 or 3 is thrown, or
    - 2. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently rolled before that total is again thrown.
  - b. The "Don't Come bet" shall lose if on the roll immediately following placement of such bet:
    - 1. A total of 7 or 11 is thrown, or
    - 2. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7.
  - c. The "Don't Come bet" will be a push if a total of 12 is thrown on the roll following placement of such bet.
  - d. The "Don't Come bet" can be removed or decreased at any time.
5. "Odds Bets" Additional wagers made with regard to the corresponding Pass or Come bet. Odds bets can be made at any time after a point number has been established for the corresponding bet.
- a. An Odds wager may be made for less than the table minimum, provided it is a proper amount.
  - b. The Odds bet will win or lose with the corresponding flat bet.
  - c. "Taking Odds" – Placing an Odds wager on the Pass or Come bet. There are no Pass Odds on the Come Out roll and the Come Odds are not working on the Come Out roll.
    - A. Whenever a player makes a Pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come-Out roll, he/she shall have the right to make an additional wager in support of the Pass bet. The Pass Odds bet is positioned directly behind the corresponding Pass bet. If, the Pass bet wins, the Pass bet shall be paid at odds of 1 to 1 and the Pass Odds bet shall be paid at the following odds:
      - 2 to 1 - if the Come-Out point was 4 or 10
      - 3 to 2 - if the Come-Out point was 5 or 9
      - 6 to 5 - if the Come-Out point was 6 or 8
    - B. Whenever a player makes a Come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he/she shall have the right to make an

additional wager in support of the Come bet. The Come Odds bet is place on top of the corresponding Come bets and offset. If the Come bet wins, the Come bet shall be paid at odds of 1 to 1 and the Come Odds bet shall be paid at the following odds:

2 to 1 - if the Come point was 4 or 10

3 to 2 - if the Come point was 5 or 9

6 to 5 - if the Come point was 6 or 8

- d. "Laying Odds" – Placing an Odds wager on the Don't Pass or the Don't Come bet. There are no Don't Pass Odds on the Come Out roll and the Don't Come Odds are working on the Come Out roll. The maximum Don't Odds are the amount that can be won from an Odds bet on the Pass bet.

- A. Whenever a player makes a Don't Come bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he/she shall have the right to make an additional wager in support of the Don't Come bet. The Don't Come Odds are positioned next to the Don't Come bet behind the number, on the side away from the box and either "heeled off" or bridged. If the Don't Come bet wins, the Don't Come bet shall be paid at odds of 1 to 1 and the Don't Come Odds bet shall be paid at the following odds:

1 to 2 - if the Don't Come point was 4 or 10

2 to 3 - if the Don't Come point was 5 or 9

5 to 6 - if the Don't Come point was 6 or 8

- B. Whenever a player makes a Don't Pass bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come-Out roll he/she shall have the right to make an additional wager in support of the Don't Pass bet. The Don't Pass Odds are positioned next to the Don't Pass bet on the Base Dealer's side and either "heeled off" or bridged. If the Don't Pass bet wins, the Don't Pass bet shall be paid at the odds of 1 to 1 and the Don't Pass Odds bet shall be paid at the following odds:

1 to 2 - if the Come point was 4 or 10

2 to 3 - if the Come point was 5 or 9

5 to 6 - if the Come point was 6 or 8

6. "Place bet" - a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which will win if the number on which the wager was placed is thrown before a 7 and will lose if a 7 is thrown before such number. All Place bets shall be "off" on any Come-Out roll unless called "on" by the player and confirmed by the Dealer through placement of an "on" marker button on top of such player's wager. The Place bet may be increased, decreased, taken down or called "off" at any time before the next roll of the dice. Place bets are positioned on the top and bottom of the Come bet box according to where the player is positioned on the table.
7. "Buy bet" is "in lieu of a "Place bet to win" on 4, 5, 6, 8, 9 or 10. A player will have the option of receiving true odds on these bets, in return for the player paying to the casino, at the time of making the bet, 5 percent of the amount wagered.
8. "Field bet" - a one roll wager which may be made at any time, and shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 are thrown on the roll immediately following placement of such bets and shall lose if a total of 5, 6, 7, 8 is thrown on such a roll.
9. "Lay bet" is "in lieu of a "Place bet to lose" on 4, 5, 6, 8, 9 or 10. A player will be offered true odds on these bets in return for the player paying to the casino, at the time of making the bet, 5 percent of the amount the player could win on such bet. A lay bet shall win if 7 is thrown



before the number on which the wager was placed and shall lose if the number is thrown on which the wager was placed before a 7 is thrown. Lay bets are working on the "Come-Out roll".

10. "Proposition Bets"

- a. "Any seven" - a one roll wager which may be made at any time, and shall win if a total of 7 is thrown on the roll immediately following placement of such a bet and shall lose if any other total is thrown.
- b. "Any Craps" - a one roll wager which may be made at any time and shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- c. "Craps two" (also called "aces" or "low") - a one roll wager which may be made at any time and shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- d. "Craps three" (also called "ace-deuce") - a one roll wager which may be made at any time and shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- e. "Craps twelve" (also called "high" or "boxcars") - a one roll wager which may be made at any time and shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- f. "Eleven" - a one roll wager which may be made at any time and shall win if a total of 11 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- g. "Hardways" - 4, 6, 8 or 10 will win their respective odds if they are thrown in pairs (i.e., Hard Four is 2 and 2). The bet will lose if the number is thrown "easy" (i.e., easy Four is 3 and 1) or a 7 out is thrown. Hardways work on the Come-Out roll unless called off by the player."
- h. "Horn bet" - a one roll wager which may be made at any time and shall win if any one of the totals 2, 3, 11 or 12 are thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- i. "Hop Bets" – a one roll wager which may be made at any time and will win if any of the following combinations is thrown on the roll immediately following placement of such bet and shall lose if any other combination is thrown:  
2-2, 3-3, 4-4, or 5-5 **pays** 30 to 1  
3-1, 3-2, 4-1, 4-2, 5-1, 4-3, 5-2, 6-1, 5-3, 6-2, 5-4, 6-3, or 6-4 **pays** 15 to 1

## **DEALER RESPONSIBILITIES**

The Crap Crew will consist of one Stickperson and one or two Base Dealers. The Stickperson's position is located at the center on the outer side of the table. The Base Dealer's position is located on the inner side at either end of the table.

## **DUTIES OF THE STICKPERSON**

The Stickperson carries the primary responsibility for the conduct and pace of the game. Control of the dice shall be the responsibility of the Stickperson who shall retain all dice, except those in active play, in the dice bowl. The dice, not in play, will be kept level in the dice bowl with the bowl against the mirror.

At the beginning of play the Stickperson shall offer the set of dice to the first player to the left of the box position. If such player rejects the dice, the Stickperson shall offer the dice to each of the other players, in turn, clockwise around the table until one of the players accepts the dice.

1. The Stickperson shall always keep his/her eyes on the dice! The only time this is not true is when the dice are in the box.
2. The Stickperson will send out the dice to the shooter. The dice will not be sent out with "craps" showing on the Come-Out roll or with a 7 showing on subsequent rolls.
3. The Stickperson will verify the shooter has a Line bet on the Come-Out roll before the dice are sent out. On the Come-Out roll the Stickperson will announce "Coming Out".
4. When the shooter is betting on the Don't side, Stickperson will announce "shooting from the Don't."
5. The stickperson is responsible for ensuring that the dice are rolled properly and shall determine whether or not any given throw of the dice is legitimate according to procedures.
6. The Stickperson is responsible for calling each roll of the dice, **LOUDLY AND CLEARLY**. The dice shall be completely stopped before they are called. **NEVER MOVE THE DICE BEFORE THEY HAVE BEEN CALLED**. The Base Dealer or Supervisor shall call dice that can't be seen by the Stickperson. Stick person should say "Call It", loudly.
7. After every roll, bring the dice to the center of the table and square them off so the Supervisor can see opposite sides of the dice in the mirror. When bringing the dice in, they shall be brought around the outside of the layout, not through the money.
8. The Stickperson has the right of way on the table. The Stickperson will retrieve the dice before Base Dealers pay or take bets.
9. The Stickperson is responsible for seeing that both Base Dealers mark the correct point.
10. It is the responsibility of the Stickperson to set up the proposition bets on the layout. Do not set up proposition bets after the dice have been sent out.

11. The Stickperson shall repeat all proposition bets loudly and clearly. The Stickperson shall repeat all proposition bets even if the Base Dealers have booked the bet.
12. Proposition bets should be placed on the layout in relation to the player's position at the table. Every effort should be made to ensure proper placement before the dice come to rest.
13. The Stickperson is responsible for all Hardway bets that are "off" on any roll and shall mark such bets with an "off" button. One "off" or "on" button for the Hardways for a player will signify that all his/her Hardways are "off" or "on". The Stickperson will announce "All Hardways are working unless called off" on the Come-Out roll.
14. The Stickperson is responsible for taking down all losing proposition bets. Before removing the losing proposition bets, the Stickperson will watch and check the Dealer payoffs on the opposite end from the shooter.
15. For all winning proposition bets, the Stickperson will call out the amount of the payoff, what the bet was for and whom it is to be paid to.
16. When the Base Dealers are finished with their work from the last roll, the Stickperson will return the dice directly to the shooter and announce that the dice are out. If the shooter wants to make more bets, bring the dice back to the center.
17. If the shooter requests a new pair of dice, the stickperson will retrieve the pair in use and offer the dice remaining in the bowl to the shooter to choose two.
18. If the shooter passes the dice when he/she has a point, the Stickperson should ask the next player in rotation with a Line bet to finish out the point then shoot his/her own hand. Offer a complete set of dice to the new shooter.
19. If a die is shot off the table, announce "No Roll One Down Outside" or "One Down Inside," and be sure a Supervisor has knowledge that a die is down. The Supervisor will inspect any die brought back to the table after being down. The Stickperson will dump the bowl and offer new dice to the player unless the shooter wishes to play the same dice.
20. The Stickperson sets the pace of the game. A new or slow player will be politely encouraged to play at a normal rate. On crowded games, all patrons who are not playing will be politely asked to step back from the rail.
21. Handling of the Craps Stick:
  - a. The stick may not be used to move the dice bowl, pucks or any other object except the dice. It must not be used to remove wagers from the layout.
  - b. If the Stickperson can't reach one or both of the dice, he/she should request that the Base Dealer move the die to an open area of the dice table.
  - c. When the stick is not in use it should be held in a vertical position at the side of the Stickperson.
  - d. When using the stick to indicate a player for any reason, the stick should be pointed at the layout in front of the player. The stick should never be pointed directly at the player.
  - e. The Stickperson must wait until the dice stop rolling, call the number, and then lower the stick to retrieve the dice.

## **DUTIES OF THE BASE DEALER**

1. The Base Dealer is responsible for taking, paying and booking all bets on their respective ends of the layout.
2. The Base Dealer makes any chip or cash changes needed by the customers, as well as booking and paying proposition bets on their respective ends of the table.
3. The Base Dealer is also responsible for marking the point number with the "puck" and removing the puck from the previous point number prior to each new Come-Out roll
4. When the shooter has the dice, both the Base Dealer on that end and the Stickperson should watch the player's hand. When the dice are rolling to the Base Dealer's end, he/she will read the total on the dice and confirm the Stickperson's call.
5. The Base Dealer on the same end as the shooter should not "hawk" the dice. The Base Dealer must keep his/her eyes on the layout in front of him/her. An exception is when there is only one Base Dealer on a game or when loud conditions require the Base Dealer to glance at the dice to verify the number called.
6. It is the Base Dealer's responsibility to be aware of the amounts bet and to whom they belong. Be particularly aware of bets made on the Don't Come and Don't Pass Line. These are the most vulnerable points on the layout for past-posters and pressers.
7. The Base Dealer should repeat each bet he/she places for the player so both the player and the Supervisor can hear and understand the bet.
8. The Base Dealer will use the hand closest to the box when taking out or putting checks into the bankroll. Only take out or put in a full stack.
9. The Base Dealer is responsible for visually checking all Odds taken on Pass and Don't Pass Line bets for the proper amount.
10. At any time it becomes necessary for a Base Dealer to move a die, the Base Dealer will:
  - a. Never move a die before the total has been called and the players have had a chance to see the result clearly.
  - b. With the palm of the hand open and facing upward, grasp the die between the index and middle fingers.
  - c. Move the die to the box position, placing the die so the number rolled is up.
  - d. If the die is hidden behind a working stack, call the die and then move the stack before moving the die as described above.

## **DUTIES OF THE BOXPERSON**

A Boxperson is not required on a Crap game. A Supervisor will determine when a Boxperson is needed. The Boxperson is the official in charge of the Crap table. The duties of a Boxperson include:

1. Verify that the correct number was called on the dice.
2. After the number is called, the Boxperson will verify the payouts on the opposite end of the table that the dice landed on.
3. The Boxperson will verify all buy-ins on the game, drop money in the drop box and keep track of the total.
4. The Boxperson will also control the pace of the game.
5. The Boxperson will handle any discrepancies on the game.
6. The Boxperson must know the number on the dice on the game. These should be examined periodically to check for the number, defects or damage.

## **SHOOTING THE DICE**

1. The shooter will be required to throw the dice so that they bounce off the retaining wall. The shooter chooses two dice from a group of five. Usually keeps these dice but may ask for new dice at any time.
2. The faces, which are uppermost when the two dice come to rest, determine the number thrown.
3. When the shooter throws a 7 or 11, all bets are settled
4. When the shooter throws a 2, 3, or 12, all bets are settled.
5. If the shooter's first number is 4, 5, 6, 8, 9 or 10 the bets are left in play. The number becomes the point and the shooter continues until he shoots the same number again or he rolls a seven and a new shooter is up. The dice remains with the shooter until he Sevens-Out, unless he voluntarily passes the dice.
6. The Supervisor may rule that a shooter pass the dice if the player unreasonably delays the game, repeatedly makes invalid rolls or violate any other rules of the game.
7. When a die goes off the table, only the shooter may request "same dice".
8. The dice must roll down the table. Players may not slide or spin the dice.

9. Both dice should bounce off the opposite end of the table. Both dice must roll at least one-half the length of the table to be called unless an obvious intent to roll the dice properly has been made.
10. Players may not switch the dice from hand to hand, or take them from view of the Stickperson. The shooter must pick the dice up and shoot them with the same hand.
11. If a die is cocked the call will be made by visually determining the “natural fall” of the die. The “natural fall” is the direction the die would continue to fall if the obstruction were removed. If a player questions a call, a Supervisor will make the final decision.

## **PROBLEM SOLUTIONS**

### **INVALID ROLL OF THE DICE**

1. On all invalid rolls the Supervisor’s decision is final.
2. A roll of the dice shall be invalid whenever either or both of the dice go off the table.
3. The Stickperson shall have the authority to invalidate a roll of the dice by calling "no roll" for any of the following reasons:
  - a. If the wrong player picks up the dice and shoots them.
  - b. If the dice do not leave the shooter's hand simultaneously.
  - c. Either or both of the dice come to rest on the checks in the Craps bank.
  - d. Either or both of the dice come to rest in the dice bowl in front of the stickperson.
  - e. Either or both of the dice come to rest on one of the rails surrounding the table.
  - f. If only one die or more than two dice are thrown.
  - g. If the dice do not tumble in the throw.
  - h. If the shooter does not have a Pass or Don’t Pass bet.
  - i. If either die is resting against any object which causes any uncertainty as to which face is upward.
  - j. If either die rolls outside the playing surface.
  - k. If one or both dice hits a player or the travel of the dice has been stopped or altered intentionally.
  - l. If a player picks up one of the dice before either die has stopped rolling.
  - m. If the dice do not consistently hit the far wall, a Supervisor will warn the player and then have the option of calling a no-roll.
4. Should it be necessary to call a “no roll” or otherwise stop the dice, every effort should be made to grab or hit at least one die so that the players never see a total for that roll.
5. The Supervisor shall have the authority to overrule the Stickperson if, in his/her judgment, an error has been made by the Stickperson.

6. When a player bets below the minimum and it was not noticed before the dice Come Out, the Dealer will inform the Supervisor, pay the amount actually wagered and inform the player of the table limits.
7. If a large bet is placed and there is time before the dice are rolled, the Dealer will verify the amount. If, after the dice are rolled, a bet is found to be over the table maximum, the following will apply:
  - a. If the bet wins - Break it down and pay up to the table maximum.
  - b. If the bet loses – Bring it into the Come area and cut it down. Return the overage to the player.

## **MONEY AND COLOR CHANGE**

Casino change procedures as set out in the All Games manual will be followed with the following exceptions:

1. When making change the following procedures shall be followed:
  - a. Place currency or checks to be changed in the center of the table next to the paddle in front of the box.
  - b. After the Supervisor calls out the amount, place change on Come, then the Base Dealer places the change on the apron in front of the player verbalizing the amount. **NEVER HAND CHANGE TO A PLAYER!**
  - c. Book a bet or make change verbally, but don't go out and get in the way of the dice roll. Wait until the dice go by, then pick up the money and place in front of the box.
2. When a player requests a color change, call out "color coming in" and wait until the Supervisor gives permission to bring the money in. At that time, clear hands, bring all money to the center of the table. The Supervisor shall cut it down and inform the Dealer the amount of the color change. Then the Dealer shall cut out the appropriate change in higher value checks on the Come. The Supervisor will verify the amount and the Dealer will then place the checks off the layout in front of the player.

## PAYOUT ODDS

### WAGER

### PAYOUT ODDS

Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 or 10	9 to 5
Place Bet 5 or 9	7 to 5
Place Bet 6 or 8	7 to 6
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	
Wining number 3, 4, 9, 10 or 11	1 to 1
Winning number 2 or 12	2 to 1
Any Seven	4 to 1
Any Crap	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
Eleven	15 to 1

## PAYOFFS

### **PROPOSITION BETS**

1. The Base Dealers shall count out and deliver all payoffs for their respective ends of the table.
2. Payoffs shall be made only after the Base Dealer has completed all other work on his/her end of the layout and the Stickperson has removed all losing proposition wagers from the betting portion of the layout.
3. All proposition bets shall be paid from the Base Dealer around to the Stickperson, in order. Stickperson will start on the opposite end of the shooter.
4. When making a payoff, the Stickperson must announce the amount, as well as the type of the bet for which the payoff is being made and to which player (indicate with stick).
5. The Stickperson should monitor the accuracy of the payoffs as they are made.



6. Payoffs for winning proposition bets shall not be paid to the player until told to do so by the Stickperson or Supervisor. The payoffs for winning proposition bets shall be cut out in front of the Base Dealer in the Come area of the layout, and placed on the apron in front of the player, not in a betting area.
7. If a player has a combination of winning and losing proposition bets, the Stickperson will deduct the losing bets from the amount won and keep all the players bets up. Only if the player indicates that he/she would like the bets down, will the Stickperson take down these bets.

### **MAX BETS – 10X ODDS**

It is the responsibility of each Dealer and Supervisor to know the minimum and maximum allowable bets.

- |   |  |
|---|--|
| 1. Pass Line:   | \$500.00 Maximum   |
| a. Odds Pass Line   | 4 and 10 10 x flat bet<br>5 and 9 10 x flat bet<br>6 and 8 10 x flat bet |
| 2. Don't Pass Line:   | \$500.00 Maximum   |
| Don't Come Line   | \$500.00 Maximum   |
| b. Odds Don't Pass; Don't Come  | 4 and 10 20 x flat bet<br>5 and 9 15 x flat bet<br>6 and 8 12 x flat bet |
| 3. Place Bets:  | 4 and 10 \$500.00 Max.<br>5 and 9 \$500.00 Max.<br>6 and 8 \$600.00 Max. |
| 4. Buy Bets:  | \$500.00 Maximum on all numbers 5% Vig. on low end                       |
| 5. Field:   | \$500.00 Maximum   |
| 6. Big 6 and 8:   | \$500.00 Maximum   |
| 7. Hardways: ALL  | \$200.00 Maximum   |
| 8. Any 7:   | \$400.00 Maximum   |
| 9. Prop Bets: 2, 3, 11, 12  | \$100.00 low side \$50.00 high side                                      |
| 10. Horn High bets allowed providing that a Maximum of \$100.00 low and \$50.00 on the high side. |  |

## COME BETS

If the payoff requires two or more different denomination checks, cut the payoff out on the Come, pick it up with outside hand, bring Come bet out to player's position with inside hand and pay with outside hand. It is permissible to take the payoff and the Come bet directly to the player's position if the payoff is placed in a readable manner. Don't squeeze the odds together when taking Come bets out to be paid. Come bets should be paid on the Come in front of the player, but not handed off to the player like Place bets, unless the player requires assistance, and all other work is done.

## DON'TCOME AND LAY BETS

Losing Place bets should be pushed clear before paying Don't Come and Lays. All Don't Come bets are paid in order from Base Dealer to Stickperson. Pay behind the numbers starting with the player closer to the Base Dealer. Pay all his/her bets starting at the inside. Pay where they lay. Pick up all these bets and hand off to player and go to the next player and do same. Tap Don't Come when handing off payoff. Lay odds are placed first on Don't Pass closest to Base Dealer, then flat bet. So as to pay Lay Odds first then flat bet. Lay bets should be paid one player at a time from Base Dealer to Stickperson; paying all of his bets at once announcing what each payoff is as you pay it. Once all bets have been paid, stack all bets in Don't Come and hand them to the winning player.

## LAY BETS

"Lay Bets" in lieu of Place bets to lose on 4, 5, 6, 8, 9 and 10, a player shall receive true odds on these bets in return for the player paying to the casino at the time of making the bet, 5% of the amount the player could win on such bet. Lay bets may be wagered on 4, 5, 6, 8, 9 or 10 at any time.

A lay bet against a number shall win if Seven rolls before the number rolls.

A lay bet against a number shall lose if the number rolls before a Seven.

A player may take down his/her lay bet at any time before the number or Seven is rolled. If a player does this, the amount of the vigorish (juice) shall also be returned. Lay bets will be working at all times. If a player calls off his lay bet it is handed off including the vig. (No "off" buttons are used).

Lay bets shall be paid at the following odds:

<u>BETS ON</u>	<u>ODDS</u>
4 or 10	1 to 2
5 or 9	2 to 3
6 or 8	5 to 6

The 5% the player pays is good only until the bet is won or lost. Then he/she would have to pay an additional 5% if he wishes to bet again.

Lay bets are working on the Come-Out roll.

If the payoff for the lay odds equals the flat bet, player may bridge the bet. (Odds and flat must be same color.)

Booking lay bets: Announce the amount, the number, the position of the player, vig, and change if any.

Lay Bets are paid from Base to Stick.

## **PLACE BETS**

Pay Place bets from the Stickperson to the Base Dealer on the Come and hand off to the player with outside hand. Heel payoffs away from the box.

"Place Bets" - a wager which may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 and shall win if the number on which wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number.

The payout odds on Place bets shall be as follows:

<u>PLACE BET</u>	<u>ODDS</u>
on 4 or 10	9 to 5
on 5 or 9	7 to 5
on 6 or 8	7 to 6

All Place bets shall be inactive on any Come-Out roll unless called "on" by the player and confirmed by the Dealer through placement of an "on" button on top of such bet.

One "on" button on the bet closest to the box will verify all of the player's Buy and Place bets are working.

Booking Place bets: Announce the amount, position of player, the number bet and change if any.

### PLACE BETS ACROSS, OUTSIDE AND INSIDE

These particular bets can be bet anytime. A player will say Inside, Outside or Across, depending on the point.

<u>INSIDE</u>	-	5, 6, 8 and 9 except the point.
<u>OUTSIDE</u>	-	4, 5, 9 and 10 except the point.
<u>ACROSS</u>	-	all the numbers except the point.

These bets are usually bet after the Come-Out roll and kept up to win or lose. These bets can be taken down at anytime. They can be called "off" for one roll or a number of rolls at anytime. These bets can be pressed or taken down at anytime.

## **BUY BETS**

"Buy Bets" in lieu of Place bets to win on 4, 5, 6, 8, 9 and 10 a player will have the option of RECEIVING true odds on these bets in return for the player paying to the casino, at the time of making the bet, 5% of the amount wagered. Buy bets may be wagered on 4, 5, 6, 8, 9 or 10 at anytime.

All Buy bets shall win if the number bet rolls before a Seven rolls. A buy bet shall lose if a Seven rolls before the number bet.

A player may take down his/her Buy bet at any time before a Seven or the number rolls. If he/she does, the amount of vigorish will also be returned. Players may call off Buy bets one roll or a number of rolls. An "off" button is placed on top of wager.

Buy bets to win shall be paid at the following odds:

<u>BET</u>	<u>ODDS</u>
4 or 10 to win	2 to 1
5 or 9 to win	3 to 2
6 or 8 to win	6 to 5

All Buy bets should be paid on the Come letters and handed off in front of the player in the same order as Place bets.

Buy bets shall automatically be off on the Come-Out roll unless the player requests them on; at which time the Dealer shall mark the bet with an "on" button.

One "on" or "off" button on the Buy bet nearer to the box will verify that all the players' Buy bet are "on" or "off".

The 5% that the player pays is good only until the bet is won or lost. Then he would have to pay an additional 5% if he wishes to bet again.

When Buy bet hits cut out payoff on Come letters, hand off with outside hand and ask the player to drop you the vig.

Booking Buy bets: Announce the amount, the number, position of player, plus the vig. and change if any.

Place Bets and Buy Bets are paid from the Stick to the Base.

## **TAKING AND PAYING**

1. Take-Pay-Place: Take losing wagers-Pay winning wagers-Place new bets.  
Three exceptions to the Take-Pay-Place rule;
  - a. Place bets shall be paid after Come and Don't Come bets have been positioned.
  - b. Don't Come bets shall be placed before Come bets are paid.
  - c. On a Seven-Out the losing bets in the Come boxes shall not be picked up until after all winning Come and Don't bets have been paid. Also the Don't Come is taken first on a Seven-Out then the Pass Line and Field.
2. When taking or paying bets the Dealer must begin with the bet farthest to the outside of the layout and work toward the inside, taking and paying each bet in sequence.
3. Pass and Don't Pass bets will be paid from the Base toward Stickperson. Pay Odds first then the flat bet for each individual wager. The Odds and the flat bet should be paid separately,

unless totaled. Always be aware of the spacing on the Line Odds. It is the responsibility of the Stickperson and Base Dealer to see that the Line Odds are spaced appropriately.

4. Don't Come bets are paid from the Stickperson to the Base Dealer.
5. Never toss checks to the players!
6. Cut all checks with the inside hand and hand off with the outside hand. Never reach into the bank with the outside hand.
7. Do not place change or payoffs in the player's hand or in the rail. Place checks on the apron, not in a betting area.
8. All change, Place bets, Buy bets and proposition bets are to be cut on the COME area, with each color hitting the Come separately. The largest denomination check should be cut out closest to the Boxperson. Before stacking up and placing checks in front of the player, Dealer should raise inside hand slightly so the Supervisor can verify the amount of checks.

## **TOKES**

If a player throws in a toke and does not specify a bet, the toke must be dropped in the toke box.

All tokes wagers must be announced when the wager is made so the Supervisor is aware of the wagers.

## **RELIEVING DEALERS**

### **STICKPERSON**

Before tapping the Stickperson the incoming Dealer should check both ends of the table and find out who is shooting the dice.

The outgoing Stickperson must identify the shooter for the incoming Dealer and relay any other pertinent information.

The Stickperson may only be relieved while the dice are in the box position and after the Stickperson has taken down all losing proposition bets and paid all winning proposition bets.

The incoming Dealer will set up any new proposition bets.

### **BASE DEALER**

The outgoing Dealer will inform the incoming Dealer which players have the Don't bets and any other pertinent information.

The Base Dealer may only be relieved while the dice are in the box position and after the Base Dealer has completed all work from the previous roll.

## **BOXPERSON**

The dice must be in the center of the table and all transaction must be completed. The incoming Boxperson will give the Stickperson the OK to move the dice when ready.

The outgoing Boxperson will inform the incoming Boxperson of any pertinent information on the game.

## **DEAD GAMES**

When a game goes dead, all house money must be returned to the bank area.

The stick should be laid across the proposition area with the dice bowl set on top of the stick. All the dice must be in the dice bowl.

## **CRAPS SHOOTOUT BONUS**

The "Craps Shootout" bonus is an award that can be won by any shooter who establishes and then shoots all 6 'points' (4, 5, 6, 8, 9, 10) in any order, during their turn at the roll before shooting a "Seven-Out" or passing the dice. A 'turn' is a player's opportunity, in due rotation, to roll the dice, commencing with the first roll and continuing until the player chooses to pass the dice or the player rolls a Seven-Out. A 'hand' is the succession of rolls from the first come out roll of a turn continuing until a Seven-Out is rolled.

1. To be eligible for the "Craps Shootout" bonus, a player shooting the dice must place a Pass Line or Don't Pass Line wager.
2. The Floorperson or Dealer will keep track of the 'points' as the shooter makes them by marking the 'points' using special buttons.
3. When all 6 'points' have been made, a Table Games Supervisor will be notified. The Table Games Supervisor will verify all 6 'points' have been made.
4. When the "Craps Shootout" bonus is hit, play will be stopped and a Table Games Supervisor will inspect the dice. If any irregularities are found indicating the dice have been tampered with, an investigation will be instigated and the "Craps Shootout" for that roll and player will be declared void.
5. Once the dice inspection is completed the game will immediately resume.
6. The "Craps Shootout" bonus will initially start at \$100.
7. If the "Craps Shootout" bonus is not hit by 8:59 A.M., it will increase by \$100 at 9:00 A.M. each day.
8. This increase will continue until the bonus is hit or it reaches \$1,500 at which point the "Craps Shootout" bonus will be capped.
9. When the "Craps Shootout" bonus is hit, it will once again start at \$100.
10. Eligible players at the time the "Craps Shootout" bonus is hit will receive a "Share the Wealth" bonus dependent upon the amount of the "Craps Shootout" bonus. An eligible player is one who has any bet placed at the time the "Craps Shootout" bonus is hit. The shooter of the dice winning the "Craps Shootout" bonus will not be eligible to receive a "Share the Wealth" bonus.
  - a. If the "Craps Shootout" bonus is \$100-\$700 at the time it is awarded, the "Share the Wealth" bonus will be \$10 per eligible player.
  - b. If the "Craps Shootout" bonus is \$800-\$1400 at the time it is awarded, the "Share the Wealth" bonus will be \$20 per eligible player.
  - c. If the "Craps Shootout" bonus is \$1500 at the time it is awarded, the "Share the Wealth" bonus will be \$30 per eligible player.
11. Winners of both the "Craps Shootout" and the "Share the Wealth" bonuses will be paid from the Craps table bank.
12. The "Craps Shootout" bonus will become void if the shooter passes during their turn at the roll. The shooter to whom the roll is passed must complete the hand. Play for the "Craps Shootout" bonus will begin again after a Seven-Out.
13. The current amount of the "Craps Shootout" bonus will be posted near the Craps table at all times.

14. A log will be kept to record the daily amount of the “Craps Shootout” bonus, the dates and the amounts when the “Craps Shootout” and “Share the Wealth” bonuses are hit, the number of players winning the “Share the Wealth” bonuses and the signature and license number of the supervisor paying the winnings.

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IRGC Approval

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Date