

Craps

Craps (or dice) can be one of the liveliest, and noisiest, games in the casino. Although the game can seem a little complicated for the novice, your croupier will be happy to explain the lucky and unlucky throws of the dice.

How to play Craps

The croupier (known as the "Stickman") will slide five dice to a player who becomes known as the "Shooter". The "Shooter" selects two dice and places a bet on the "Pass line" or "Don't pass line". Additional bets may also be made.

The "Shooter" then throws the two dice to the opposite end of the table. The dice must usually hit the wall of the table to be considered a legal roll. This is known as the "Come out roll" and if a:

*7 or 11 is thrown on the "Come out roll" then all bets on the "Pass line" win and those on the "Don't pass line" lose. The "Shooter" continues to throw the dice until a "Point" is made.

*2 or 3 (craps) is thrown on the "Come out roll" then all bets on the "Don't pass line" win and those on the "Pass Line" lose.

*12 (also craps) is thrown on the "Come out roll" then all bets on the "Pass Line" lose and those on the "Don't pass line" are void and do not win or lose.

*4, 5, 6, 8, 9 or 10 is thrown on the "Come out roll" then a "Point" has been established so the "Dealers" will place a puck with the word "ON" on the number thrown and the game progresses to another stage.

When a "Point" has been made the "Shooter" continues to throw the dice until the number thrown is the same as the "Point" (Make their point) or a 7 is thrown ("Seven Out"). If the "Shooter" has made their point by repeating throwing the same number before a 7 then bets on the "Pass line" win and those on "Don't pass line" lose and the Shooter then starts again.

If the "Shooter" fails to make their point by rolling a 7 before repeating his "Point" the bets on the "Don't pass line" win and those on "Pass line" lose. The dice are then passed to the next player, usually clockwise.

Betting Odds

Any bet on the "Pass line" or "Don't pass line" are paid at even odds (you win the same amount as your bet). You may only make this bet when on the "Come out roll" and once made you are not allowed to remove or increase the amount bet.

Any "Come" bets are only allowed to be made once a "Point" has been established.

On the next roll of the dice if a:

*7 or 11 is thrown you win.

*2, 3 or 12 is thrown you lose.

*4, 5, 6, 8, 9 or 10 is thrown you win if a 7 is thrown before that number is repeated or lose if the number is repeated before a 7.

Any "Don't Come" bets are only allowed to be made once a "Point" has been established. On the next roll of the dice if a:

*2 or 3 is thrown you win.

*12 is thrown the bet is void.

*7 or 11 is thrown you lose.

*4, 5, 6, 8, 9 or 10 is thrown you win if that number is repeated before a 7 is thrown or lose if the 7 is thrown before that number is repeated. Note that in this situation that the "dealer" will move your bet to the new appropriate position.

The "Field" bet is decided on the next roll of the dice. If a:

*5, 6, 7 or 8 is thrown you lose

*2 or 12 is thrown you win double the amount bet.

*3, 4, 9, 10 or 11 is thrown you win the same amount bet.

The "Big 6" bet wins the same amount bet if the "Shooter" throws a 6 before a 7. Note this is a sucker bet you're better off putting your money on the 6 Place Bet.

The "Big 8" bet wins the same amount bet if the "Shooter" throws an 8 before a 7.

Note this is a sucker bet you're better off putting your money on the 8 Place Bet.

"Place Bets" can be made on the individual numbers 4, 5, 6, 8, 9 or 10 and the bet wins if the number bet on is thrown before a 7. The bets are "Off" (do not count) for the "Come out roll" unless you notify the dealers that you want them "On". These bets can be increase, decreased or called "Off" at any time. The amount won varies according the individual number as follows:

*4 or 10 pays you 9 back for every 5 bet

*5 or 9 pays you 7 back for every 5 bet.

*6 or 8 pays you 7 back for every 6 bet.

"Odds bet - behind the pass line" bet may only be made once a point has been established and not allowed to exceed double the "Pass line" bet. This bet wins if the "Point" is made at the following payout rates:

*4 or 10 pays double your bet (2:1)

*5 or 9 pays 3 for every 2 bet (1.5:1)

*6 or 8 pays 6 for every 5 bet (1.2:1).

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"Odds bet - behind the don't pass line" may only be made once a point has been established and not allowed to exceed double the "Pass line" bet. This bet wins if the "Point" is not made at the following payout rates:

*4 or 10 pays half your bet. (1:0.5)

*5 or 9 pays 2 for every 3 bet. (1:0.66)

*6 or 8 pays 5 for every 6 bet (1:0.85)

"Proposition Bets" These bets are on the next roll of the dice ONLY. If the combination bet on is successful the bet is won and paid at the stated odds you can bet on 2, 11 or 12.

"Hardways" These bets are on double 2, 3, 4 or 5 being thrown before a 7 or the number being thrown soft so that if you bet on double 3 you lose if 7 gets thrown or 6 gets thrown with dice showing 1 and 5 or 2 and 4.

As you can see, the variety of odds and betting strategies are considerable, and this can prove a little tricky to master, especially in a short space of time. The croupier will therefore be on hand not only to run the game, but to assist the players in enjoying this fast paced game in full.

Please remember you & your guests do not have to be an expert at any of the games. Allow the croupiers to guide you & your guests through each game, to ensure you get the most fun out of any casino game played.