



Craps is one of the most exciting casino games in the world. If you're ever in a Vegas casino and can hear cheering and shouting, it's most likely coming from a craps table. Fast, fun and with a dizzying array of bets, it's simply the coolest game in town.

### **Let's jump straight in:**

For many people the craps table seems unapproachable because there's a lot happening very quickly and it all seems so complicated. With such a wide range of betting options, it can be confusing as to where someone would even begin to learn how to play. So why not start at the beginning with the basics on betting and a closer look at the tables, this will also give you the feel for shooting the dice and an understanding of what you want to be shoot for.

### **The Come Out Roll - establishing the Point:**

1. The person who is rolling the dice is called the Shooter.
2. When you become the Shooter, you must first place a bet on the '**Pass Line**' (this is called a **Pass Line Bet**).
3. The first time you shoot is called the "**Come Out**" roll. You're looking for the total of the two dice - roll a 7 or an 11 and you're an instant winner! (Be warned, the numbers 2, 3 and 12 are the Craps. If you roll any of these you lose instantly.)
4. If any other number (4, 5, 6, 8, 9 or 10) comes up on your first roll, then that number becomes the **Point**. Your ultimate goal is to keep shooting until your **Point** shows up again. If it does, you win even money and you get to shoot for a new point. The cycle starts all over again and will continue until you roll a Craps. At that point, the dice are passed to the next shooter. If the roll is neither a 7 nor the Point, then the shooter keeps rolling until one or the other shows up.
5. During a round, you can place a variety of other bets as seen on the table. While it looks complicated, the concept at the heart of craps is pretty simple. So stick with us and you'll be able to shoot dice with the best of them.

### **Getting deeper in the game:**

Once the point has been determined by the **Come Out** roll, the dealer places an '**ON**' button above the **Point** number on the table.

### **How to Bet:**

We've put together all the craps bets you can make, along with diagrams so you can see exactly where you'll need to place your chips:

### **Pass Line Bets:**

This is an even money shot; it pays out instantly if a 7 or 11 is rolled. It loses instantly if a 2, 3 or 12 comes up. But if any other number is rolled (and then becomes the **Point**), your **Pass Line Bet** stays in play and will win if the **Point** is rolled before a 7. But if the shooter rolls a 7 before the **Point** then the bet is lost. (See Example below)



### Don't Pass Line Bets:

A **Don't Pass Line Bet** is the opposite of a **Pass Line Bet** and can be placed by putting your bet on the **Don't Pass Bar** before the **Come Out** roll. In a **Don't Pass Line Bet**, you are betting that a 7 will be rolled before the **Point**. In other words you are betting against the shooter. You win on the **Come Out** roll with **Craps** (2 or 3), and on any other roll with a 7. If the **Come Out** roll is a 12, a **Don't Pass Line Bet** is returned to you in a 'push' (a tie). You lose on the **Come Out** roll if it is either a 7 or an 11 and on any other roll if it is the **Point**. (See Example below)



### Come Bets:

A **Come Bet** is an even money bet that pays out if the next roll is either a 7 or an 11 but loses if the next roll is **Craps** (2, 3 or 12). If the shooter rolls anything else then that becomes the **Point** and the **Come Bet** is moved from the 'COME' bar to the box corresponding to the **Come Point's** number. If the shooter rolls the **Come Point** again before rolling a 7, you win the bet while you lose if a 7 is rolled first. (See Example below)



## Don't Come Bets:

A **Don't Come Bet** is the opposite of a **Come Bet** and is placed AFTER the **Come Out** roll in the "**Don't Come Bar**" on the craps table. This means you are betting that the Point will NOT be rolled prior to the shooter rolling a Craps. (See Example below)



If the shooter rolls a 3 or a 2, the **Don't Come Bet** wins. If the shooter rolls a 7 or an 11, the **Don't Come Bet** loses. If the shooter rolls a 12, the bet will be returned to the player in a push.

If the roll is a 4, 5, 6, 8, 9, or 10, that number becomes the "**Don't Come Point**," and the **Don't Come Bet** is moved from the "**Don't Come Bar**" to the bar in the upper left corner of the box corresponding to the **Don't Come Point**. Once the **Don't Come Point** is established, **Don't Come Bets** win even money (1 to 1) if a 7 is rolled, and lose if the **Don't Come Point** is rolled.

It's always good to consider **Come** and **Don't Come Bets** because you are given the option of **Odds Bets** (see below) later on in the round - **Odds Bets** are the only bets in a casino that pay out true odds! (This means they pay out the exact odds according to the probability of rolling a given combination).

## Odds Bets:

An **Odds Bet** is a backup bet you can make on **Pass**, **Don't Pass**, **Come**, and **Don't Come** bets. Your maximum bet is three times your original bet. Unlike original **Pass**, **Don't Pass**, **Come** and **Don't Come** bets, unresolved **Odds Bets** can be removed from the table during play so you can choose to hedge your bets or not after each throw of the dice. Here's how they work:

- **Pass Line Odds Bets:**

Place a **Pass Line Odds Bet** by putting chip on the craps table outside of the 'PASS LINE' bar, under your original **Pass Line Bet**. (See Example below)





- A winning Pass Line Odds Bet pays out like this:

<u>Number rolled</u>	<u>Payout</u>
4 or 10	2:1
5 or 9	3:2
6 or 8	6:5

- Don't Pass Line Odds Bets:

Place a **Don't Pass Line Odds** bet by placing chips on the right side of your original bet in the "Don't Pass Bar", exactly on the 6x6 dice image. (See Example below)



- A winning **Don't Pass Line Odds Bet** pays you back true odds as follows:

<u>Number rolled</u>	<u>Payout</u>
4 or 10	1:2
5 or 9	2:3
6 or 8	5:6

- Come and Don't Come Odds Bets:

**Come and Don't Come Odds Bets** are placed beneath the Come and Don't Come Bets, after they have been moved to the **Point's** box. (See Example below)



- A winning **Come Odds Bet** pays the same as a winning **Pass Line Odds Bet**. **Don't Come Odds Bets** pay the same as **Don't Pass Line Odds Bets**. (See Example below)



**Field Bets:**

This is the easiest best to place and the simplest to understand. A **Field Bet** bets that the next roll of the dice will be a 2, 3, 4, 9, 10, 11, or 12. That’s all there is to it! To place a **Field Bet**, place your chips on the 'FIELD BAR'. If the shooter rolls a 2 or a 12, you get paid double your initial bet (2:1). If a 3, 4, 9, 10, or 11 comes up, you get paid even money. You lose the bet if a 5, 6, 7, or 8 is rolled. **Field Bets** are 'one-roll bets' so any stake you place is gone if your number doesn't hit after one roll. (See Example below)



**Big 6 and Big 8 Bets:**

Place your chips either on the '6' or the '8' in the box marked '6 BIG 8'. If the number you select is rolled before a 7, you win even money. (See Example below)



### Place Win Bets:

**Place Win Bets** are made on the following dice totals: 4, 5, 6, 8, 9, or 10. Place your chips in the box underneath these numbers. (See Example below)



You are allowed to make **Place Bets** at any time, except during the **Come Out** roll when the **Place Win Bet** is off. You win if the shooter rolls your number before a 7 hits. In most casinos, you should notify the dealer and they will place your bet for you in the appropriate area.

### The payouts depend on the number you bet on:

<u>Number rolled</u>	<u>Payout</u>
6 or 8	7:6
5 or 9	7:5
4 or 10	9:5

### Place Lose Bets:

**Place Lose Bets** are just like **Place Win Bets**, except you are paid if the shooter rolls a 7 before the number you bet on. Place your chips in the box above these numbers. (See Example below)



### As with Place Win Bets the payouts depend on the number you bet on:

<u>Number rolled</u>	<u>Payout</u>
6 or 8	4:5
5 or 9	5:8
6 or 8	5:11



## **Buy Bets:**

A **Buy Bet** is the same as a **Place Bet** with the exception being the payout. **Buy Bets** are off during the **Come Out** roll. To distinguish the **Buy Bet** from a **Come Bet**, the **Buy Bet** is labeled with a 'BUY' marker. (See Example below)



When winning a **Buy Bet**, a 5% commission (the 'vig') is charged. Your winnings are paid at true odds in the following structure:

<b><u>Number rolled</u></b>	<b><u>Payout</u></b>
4 or 10	2:1
5 or 9	3:2
6 or 8	6:5

## **Lay Bets:**

A **Lay Bet** is the opposite of a **Buy Bet**. A **Lay Bet** is labeled with a 'LAY' marker. (See Example below)



When making a **Lay Bet** you are betting that a 7 will be rolled before a 4, 5, 6, 8, 9, or 10. It is a bet against the dice, which means you win if a 7 is rolled before the number you selected. When winning the **Lay Bet**, a 5% commission (vig) is also charged.

**Lay Bet winnings are also paid at true odds:**

<u>Number rolled</u>	<u>Payout</u>
4 or 10	1:2
5 or 9	3:2
6 or 8	5:6

**Any 7 Bets:**

Place your chips in the area marked 'SEVEN'. Valid for one-roll only, you win if a 7 comes up. This bet pays **4:1** and could be used as a covering bet if you choose to make a **Don't Pass Line Bet** at the beginning of a round. (See Example below)



**Any 11 Bets:**

This is called a **Horn "11" Bet**. Place your chips in the box with the two dice that add up to 11. This is also a one-roll bet. You win this bet if an 11 is the next roll. If an 11 comes up, you win a payout of **15:1**. (See Example below)



**Any Craps Bets:**

In **Any Craps Bets**, you win if one of the craps numbers (2, 3, or 12) is rolled next. The **Any Craps Bet** is placed in the 'Any Craps' box. (See Example below)





This bet pays **7:1** and is a great way to cover your **Pass Line Bet** at the beginning of a round. And remember the stake only lasts for one roll of the dice.

### C & E Bets:

The letters C and E represent two different bets:

- **C bet:** This is the same as placing an **Any Craps Bet**.
- **E bet:** This is the same as placing a **Horn “11” Bet**.

### Horn Bets:

Place your chips in the box where the two dice add up to 2, 3, 11, or 12.



The **Horn Bet** wins if the shooter rolls a 2, 3, 11 or 12 next. A winning **Horn Bet** pays:

- **15:1** on the numbers 3 and 11
- **30:1** on numbers 2 and 12.

**Horn Bets** are also one-roll bets so any stake will only be valid for one shot of the dice.

### Hard way Bets:

Placing a **Hard Way Bet** means you think that the shooter will roll a 4, 6, 8, or 10 as doubles (2&2, 3&3, 4&4, or 5&5) before rolling a 7. The **Hard Way Bet** is placed in the box on the craps table that contains the two dice that correspond to the total of the doubles. (See Example below)



Rolling a number by doubles is said to be rolling the number 'the hard way.' An example is rolling a 4 with a 2 and a 2. An example of an easy way is rolling a 4 with a 3 and a 1. A winning **Hard Way Bet** pays:

- **7:1** on the numbers 4 and 10
- **9:1** on the numbers 6 and 8.

Unlike **Horn Bets** and **Any Bets**, **Hard Way Bets** stay active until a 7 comes up or until the number you bet on is rolled the easy way.

Now you've got the knowledge under your belt why not hit the tables - remember you can practice with play money until you have the confidence to shoot those dice for real cash. Good Luck!

FOR MORE INFORMATION AND A BETTER UNDERSTANDING OF THE GAME,  
PLEASE WATCH OUR FREE INSTRUCTIONAL VIDEO ON OUR WEBSITE  
[WWW.CASINOPARTYPROFESSIONALS.COM](http://WWW.CASINOPARTYPROFESSIONALS.COM)