

CRAPLESS CRAPS

Crapless Craps is similar to Craps, which is played with a pair of dice and begins with the come-out roll. The dice are offered to players in a clockwise direction around the table. The shooter selects a pair of dice and tosses them past the stickperson to the other end of the game. An effort must be made to bounce both dice off of the wall at the end of the table. A player must bet the PASS LINE to be eligible to shoot.

UNLIKE Craps, a point can be set on an initial roll of two, three, eleven, or twelve. The Don't Pass or Don't Come, Don't Place and Lay wagers do not exist in Crapless Craps. Other wagers may be available on the table that will behave the same way as in standard Craps. The following wagers are unique to Crapless Craps:

PASS & COME WAGERS

Players that place one of these wagers will win 1 to 1 on an initial roll of seven. The wager remain on the table until the point established by the initial roll is rolled again, or a seven is rolled. If the point value is rolled before a seven is rolled, the wager wins 1 to 1. If a seven is rolled before the point value, the wager is lost.

ODDS WAGERS

These wagers are ADDITIONALLY available for established points of two, three, eleven and twelve. The Odds wager may be placed after a point is set for a Pass or Come wager, and will win or lose in the same manner as the Pass or Come wager it accompanies. Winning Odds wagers pay 6 to 1 for established point values of two or twelve; pay 3 to 1 for established point values of three or eleven. Odds wagers may be removed from the table by the player before they are resolved.

PLACE WAGERS

Available for the values of two, three, eleven, and twelve. Place wagers win if the wagered value is rolled before a seven, and lose if the seven comes out first. Winning Place wagers on point values of two or twelve pay 11 to 2. Winning Place wagers on three or eleven pay 11 to 4. Place wagers may be removed from the table by the player before they are resolved.

BUY WAGERS

Available for values of 2, 3, 4, 5, 6, 8, 9, 10, 11, 12. Buy wagers behave the same as Place wagers, but include a 5% commission that must always be paid up front. Winning Buy wagers placed on two or twelve pay 6 to 1. Winning Buy wagers placed on three or eleven pay 3 to 1. Buy wagers may be removed from the table by the player before they are resolved.

PROPOSITION BETS

Proposition Bets are located in the center of the Craps game and are booked by the stickperson. Proposition Bets are one roll bets.

HARDWAYS

Is a wager that a number will roll the Hardway (as a pair) before it rolls Easy. (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. Hardways may be bet at any time. They are off on the come-out roll unless otherwise stated.

THE PLAY

Each Dice-ology wager is independent and has no effect on the primary game of Craps or other wagers. A pass line bet must be placed with this side bet to participate in this wager. All Dice-ology wagers may be placed at any time unless a "decision number" of the bet has already been marked by the supervisor with a Dice-ology lammer.

LITTLE ONES

This feature consists of a side bet in which all of the "Little" numbers (2, 3, 4, 5 and 6) must be rolled before a seven. The bet loses whenever a seven is rolled. If all of the "Little" numbers are rolled, the side bet will pay 30 to 1 and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the "Little" numbers are lammered up, the dealer will pay the bettors and take their "Little" bets down. Players may place a "Little" bet when 2, 3, 4, 5 or 6 are not lammered.

BIG ONES

This feature consists of a side bet in which all the "Big" numbers (8, 9, 10, 11 and 12) must be rolled before a seven. The bet loses whenever a seven is rolled. If all of the "Big" numbers are rolled, the side bet will pay 30 to 1 and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the "Big" numbers are lammered up, the dealer will pay the bettors and take their "Big" bets down. Players may place a "Big" bet when 8, 9, 10, 11 or 12 are not lammered.

BOOM OR BUST

This feature consists of all the numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 being rolled before any seven. This bet loses whenever a seven rolls. After all of the numbers are lammered up the dealer will pay the bet 150 to 1 and take the bet down. Players may place a "Boom or Bust" bet when 2 through 12 are not lammered.

Little Ones 30 to 1 | Big Ones 30 to 1 | Boom or Bust 150 to 1



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