

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

# CRAPS

The game of Craps 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 either the Pass Line or the Don't Pass Line to be eligible to shoot.

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## PASS LINE

On the come-out roll: 7 or 11 wins; 2, 3, or 12 (Craps) loses. Any other number will be the point. To win, the point must be repeated before 7 rolls. If 7 rolls before the point the Pass Line loses and the dice are offered to the next shooter. A Pass Line wager is a contract bet, it cannot be reduced, removed, or increased, once the point is established, until it wins.

## DON'T PASS LINE

The Don't Pass Line is the opposite of the Pass Line. On the come-out roll: 7 or 11 loses; 2 or 3 wins and 12 is a push (tie). Any other number becomes the point. If a 7 rolls before the point the Don't Pass wins. If the point is repeated, prior to a 7, the wager loses. Don't Pass wagers once the point is repeated, prior to 7, the wager loses. Don't Pass wagers once the point is established, may be reduced or removed, but may not be placed or increased.

## COME BETS

Come Bets are similar to the Pass Line bets. They may be made on any roll subsequent to the come-out roll. The Come rules are the same as the Pass Line rules. The only difference is that the dealer moves the wager to a box that corresponds to the number that was rolled. Come bets work on the come-out roll; odds are off unless otherwise stated.





## PLACE BETS

Place Bets are a wager that a specified number (4, 5, 6, 8, 9, 10) will roll before a 7 rolls. The payoff is: 7 to 6 on the 6 and 8, 7, to 5 on the 5 and 9, 9 to 5 on the 4 and 10. To make a Place Bet: tell the dealer which number, or numbers, are desired, and how much is to be wagered. Set the bet on the apron in front of you and the dealer will place it in the appropriate spot. Place bets stay up until a 7-out rolls, or the player specifies that they be taken down or off. Place Bets are off on the come-out roll unless otherwise stated.

## FIELD BETS

Field bets are a one-roll bet that may be made at any time. 2 and 12 pays doubles, 3, 4, 9, 10, 11 pays even money. Any other number loses. This wager is placed and removed by the player.

## 100X ODDS

This wager is made as an addition to the Pass or Don't Pass, Come or Don't Come bets. Pass Line Odds are set directly behind the original Pass Line bet by the player. Don't Pass Odds are set beside the original bet by the player. Come and Don't Come Odds are set in place by the dealer at the request of the player. These wagers are paid according to the true odds of the dice:

| Point or Number | Come & Pass Odds | Don't Come<br>Don't Pass Line Odds |
|-----------------|------------------|------------------------------------|
| 4 and 10 pay    | 2 to 1           | 1 to 2                             |
| 5 and 9 pay     | 3 to 2           | 2 to 3                             |
| 6 and 9 pay     | 6 to 5           | 5 to 6                             |

- On the Don't Pass you must "lay" the odds; bet more to win less.
- You may bet up to 100x odds on your original wager, up to a maximum of \$10,000.

## PROPOSITION BETS

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

The following Proposition Bets are one-roll bets:

### HORN BET

Is a wager on 2, 3, 11 and 12 (may be bet individually). 2 and 12 pay 30 to 1; 3 and 11 pay 15 to 1.

### ANY CRAPS

Is a wager that includes 2, 3, and 12. The payoff is 7 to 1.

### CRAPS/11 SPLIT

Any Craps rolls: pays 3 times the bet. Eleven rolls: pays 7 times the bet.

### 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.

## FIRE BET

The player can only make a wager on this side bet if he/she has a pass line bet and before the first come-out roll of a new shooter.

### Fire Bet Limits: \$1 - \$5 wagers

A Fire Bet cannot be taken down or "called off" once the shooter has established their initial point. This side bet shall be paid according to the number of individual points the shooter successfully makes before "Sevens-Out".

**Note:** the term individual points shall indicate when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9 or 10) more than once, it shall neither advance nor subtract from the player's goal of reaching a Fire Bet payoff threshold. Thus, making a point more than once will only count as one individual point made.

Points do not have to be in any specific order.

Wining or losing on the come-out roll will not effect this side bet. Only "Sevens-Out" or successfully making all six individual points, will terminate the bet. The payouts are as follows:

4 Numbers Hit 24 to 1

5 Numbers Hit 249 to 1

6 Numbers Hit 999 to 1

## DICE-OLGY:

Dice-ology is regular Craps, played on an existing Craps table, but with three additional exciting proposition wagers. None of the existing features of the Craps table are eliminated.

### Bonus Craps Limits: \$5 - \$25

There are 3 different wagers available: Big Ones, Little Ones, and Boom or Bust.

## 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 Bonus Craps lammer.