



Craps

This is a game of dice, created in the 19th century by the African Americans, and a variation on the European game called "hazard".

*The casino staff :
4 employees:
- 1 stickman
- 1 boxman
- 2 dealers*

The "Stickman",
runs the game, he collects the dice with the "stick" and gives them to the "shooter", and he calls the winning number.



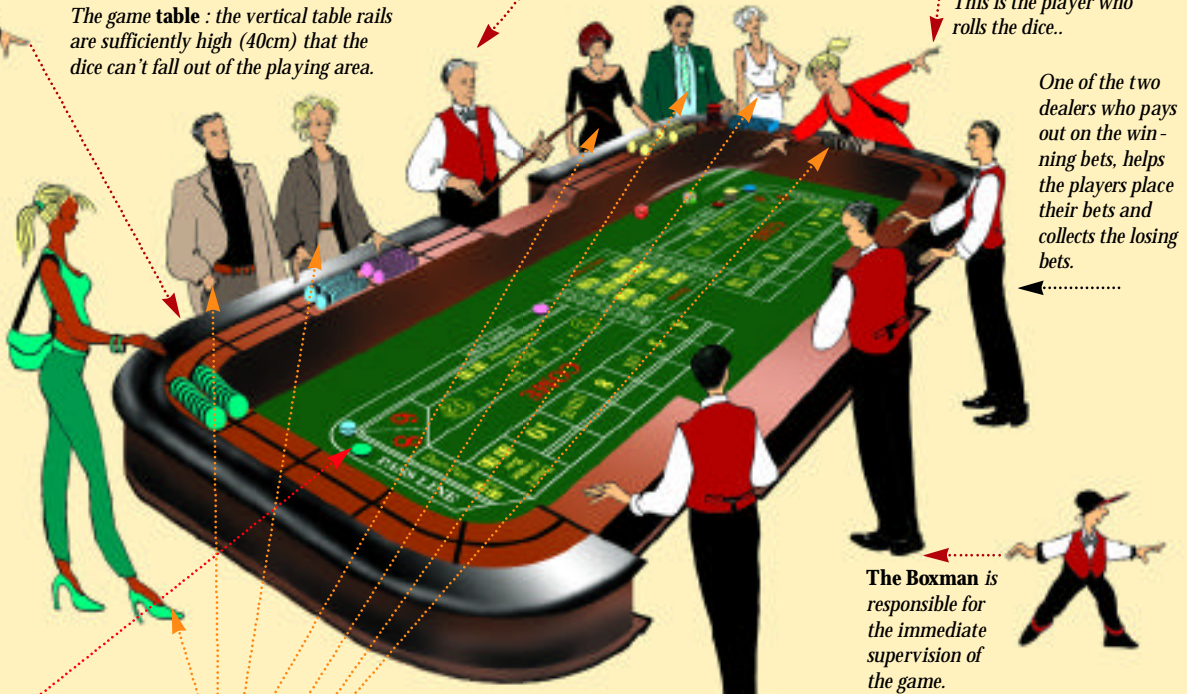
The Shooter
This is the player who rolls the dice..

The Setting

The game table : the vertical table rails are sufficiently high (40cm) that the dice can't fall out of the playing area.



One of the two dealers who pays out on the winning bets, helps the players place their bets and collects the losing bets.



The Boxman is responsible for the immediate supervision of the game.



The second of the two dealers who pays out on the winning bets, helps the players to place their bets and collects the losing bets.

The layout, on which the chips are placed to bet..

The players : from 12 to 16 maximum, according to the size of the table..



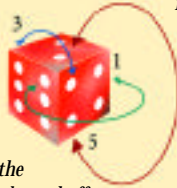
Each player has a groove in the table in front of him in which he can place his chips.



The dice



They are made of plastic



The total of the two opposite sides is always 7 :
1 and 6,
2 and 5,
3 and 4.

A roll :

this is the action of rolling the dice. For the roll to be valid, the player must roll the dice on the table longways. The dice must rebound off the opposite rails, and then settle completely flat on the table (and not on it's edge with a chip). Any roll which does not conform must be rolled again.



The result of the roll

We take into account - either the **total** of the spots on the dice :



- or particular **figures** such as :

- craps



- the hard ways



NB :
We can also recognise craps from the total because there is only one way of achieving this total :
2 (1 and 1)
3 (1 and 2)
12 (6 and 6)

The hard ways are in fact the doubles other than those which are counted as craps.

11 can only be rolled in one way : 5 and 6. It also has a particular status.

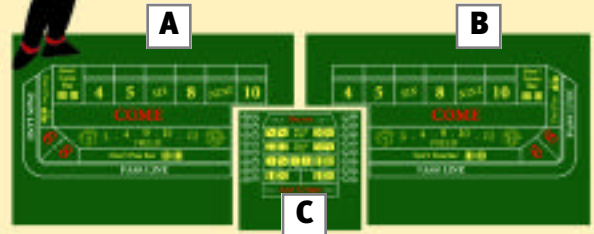
7 is the total which can be obtained the most often in different ways :
1 et 6, (et 6 et 1)
2 et 5, (et 5 et 2)
3 et 4, (et 4 et 3).



The Layout



This allows us to see the stakes.



Parts A and B are identical : according to his position at the table, the player will use part A or part B. They hold the bets which depend on the total and certain combinations. Part C holds all the bets which are placed on figures (craps, hard ways, and certain specific totals : 7 and 11).



Before the roll

You place your bets in the appropriate place.



After the roll

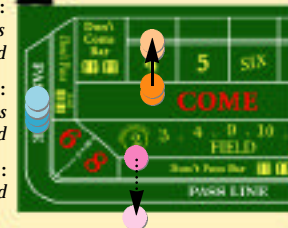
The result may show :

- that you are a winner :
You will be paid immediately in accordance with risk taken and the amount of the bet.
- that you are a loser :
your stake will be collected immediately
- that the roll is void :
it will be rolled again, and nothing changes on the table
- that the result is suspended : :
the dice will be rolled again : certain stakes are not allowed to be moved, others are.



A **stake** can, depending on its type, be :
moved, increased, reduced, removed,
collected, paid ...

- moved :
the dealer changes its position on the board
- increased :
additional chips are added
- reduced :
some chips are removed



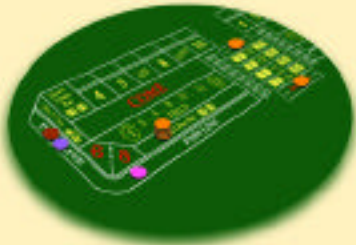
- removed :
you are the one who decides to remove it
- collected :
you have lost and the dealer collects it
- paid :
you have won and the dealer pays you



The aim of the game



The shooter rolls the dice, which will determine the total score or a figure.



The shooter and the players must try and guess the outcome and bet on the appropriate boxes. (Before the roll!)



Those who predict correctly win and the others lose.



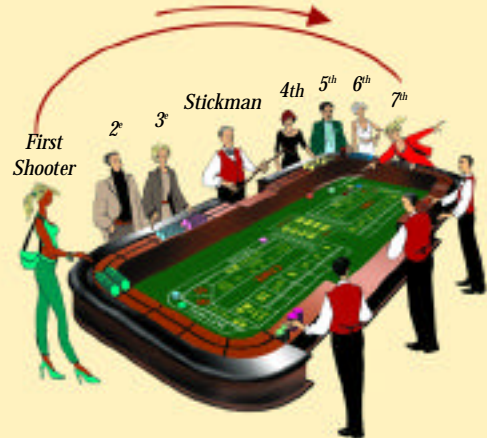
A particularity

The special particularity of CRAPS is that the outcome is not automatically determined following the first roll. Some players will have to wait for several throws in order to find out if they have won or not.



The rules of the game were conceived so that the game would be simple, logical and convivial. This is in addition to the simple fact that all you need to know is the random outcome of a roll of the dice, that is to say :

- It is a player who rolls the dice (and not a dealer).
- All the players can roll the dice in turn, the first is the player seated most to the right of the stickman, the second being the next in turn clockwise, and so on.



- The shooter must indicate the outcome he hopes to achieve and place his bet accordingly.

- The other players must indicate whether they "agree" with him or not : this changes nothing about the random nature of the outcome, but it adds a great deal of fun to the atmosphere around the table.

Example

The shooter indicates that he is betting on the "Pass Line" combination.



The other players may agree : they will also bet on "Pass Line". Or they may disagree : they will bet on "Don't Pass".

That is why CRAPS is an extremely successful and popular game, particularly among players who go to casinos in groups.



How the game is played







The very essence of CRAPS is to take sides with the shooter, or to go against him. However, it is also possible to play each turn independently, regardless of the shooter. This is will be seen on page 16. To make things clearer, in the following cases, the players don't bet on figures. They will probably have exchanged, with the cashier, money for casino chips only accepted at the craps table. The stickman, with the stick, pushes the dice to the first shooter.



The first roll of the round...

The shooter has no choice but to bet on **PASSLINE** : he places his stake, on the layout in the designated area, within the limits of the minimum and maximum stakes indicated on the noticeboard.

The other players can :

- bet like him,   that is to say, on "Pass Line".
- bet against him :   they bet on "Don't Pass".



The player rolls the dice.



If he scores
7 ou 11



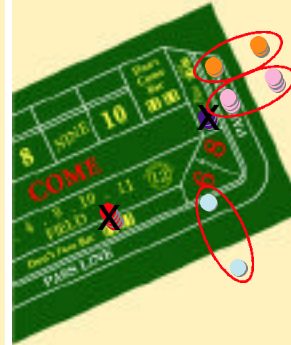
He has won, as have all those who have bet like him on "Pass line".

They are paid the equivalent of their stake (for example, 2 chips if the stake was 2 chips) and they each recover their stakes.

Those who betted on "Don't Pass" have lost : Their stakes are collected by the dealer.

The first roll is over.

It's the same player who will roll for the second time : this time he will be able to bet on Pass Line ou Don't Pass Line.



If he scores craps
(2, 3 or 12)



He has lost, and all those who betted like him (Pass Line) have also lost.

Their stakes are collected by a dealer.

Those who betted on "Don't pass" : With 2 and 3 , they have won..

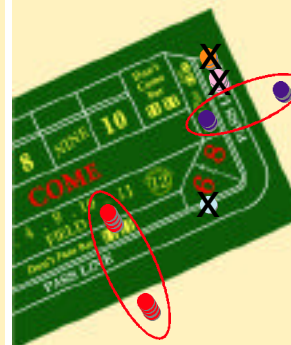
They receive the equivalent of their stake and they recover their stake.

With 12 : the turn is void.

The player can recover his stake.

The first roll is over.

Even though he has lost, it is still the same player who will roll the next time round. This time he will be able to bet on Pass Line or Don't Pass Line.





If he obtains another score :



The outcome is suspended : this score becomes **“a come point”**.

To win, the shooter (who has bet on Pass Line) will have to, by rolling the dice as many times as necessary, reproduce this same score

But, if he scores a 7 before he reproduces this score, he loses.



How does this take place?

The shooter just scored 4, 5, 6, 8, 9, or 10. For example, He scored 10.



The stickman indicates the point with a marker (which until this point has been in the position “Off” by returning it to the position “On” on the corresponding box, 4, 5, 6, 8, 9 or 10. (Here, 10). He places two markers because the the right and left parts of the layout indicate the same possibilities.

We find the two markers on the number 10, thanks to the stickman.



The bets already placed cannot be moved. It is possible to increase one's bet on Pass Line and to reduce, or even remove one's bet on Don't Pass.



The shooter can then roll the dice again.



If he scores the point, (here, 10), he has won.



All those who betted on “Pass Line” have also won.

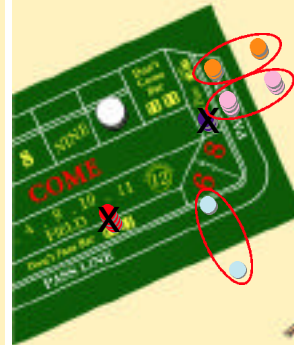
They are paid the equivalent of their stake, and they recover the stake..

Those who betted on “Don't Pass ” have lost.

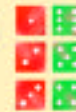
Their stakes are collected.

The turn is over.

The shooter will continue to roll for the next round.



If he scores 7, he has lost.



All those who betted on “Pass Line” have also lost.

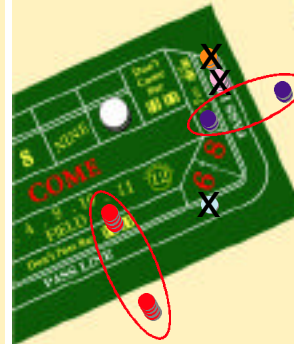
Their stakes are collected.

Those who betted on “Don't Pass ” have won.

They are paid the equivalent of their stake, and they recover the stake..

The turn is over.

It is the turn of the shooter's neighbour (turning clockwise) to roll the dice. The stickman collects the two dice, mixes them with four others and holds out the six dice to the next shooter who will choose two of them, a red one and a green one.



If the score is something different, the outcome is suspended

The shooter rolls the dice again until he obtains :

- either “the point” (here 10) and he has won.

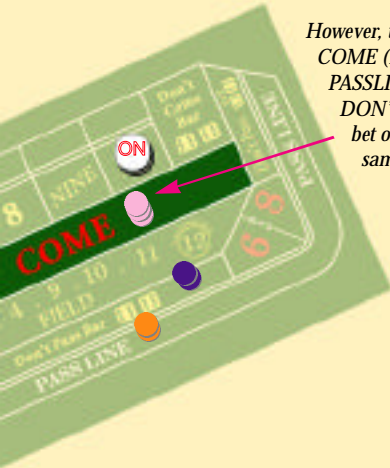
- either 7 and he has lost.



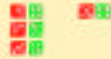
Come (and Don't come)

After determination of the point, a second round begins : the shooter and the players can still bet on PASS LINE or DON'T PASS, but the outcome will be the same as the point (point : win, 7 : lose).

However, the players can also bet on COME (if the shooter has bet on PASSLINE on the first roll), or on DON'T COME, (if the shooter has bet on DON'T PASS) with the same consequences, such as :



7 and 11, they win.



Craps (2, 3, 12), they lose.



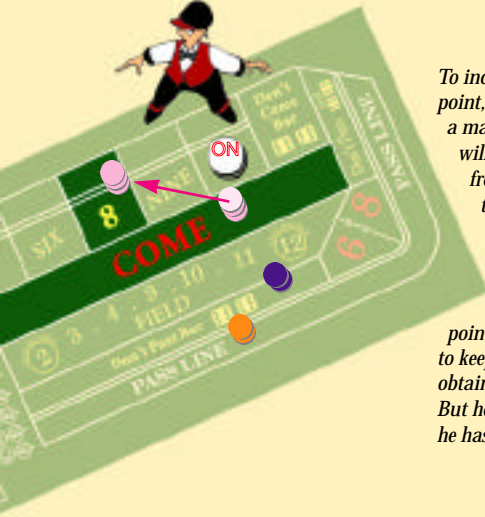
4, 5, 6, 8, 9, 10,



the outcome is suspended :
it's the COME point.

To indicate the COME point, the dealer will not put a marker on the board, he will move the markers from the COME box to the number which has been rolled (For example here, to the 8)

To win the COME point, the player will have to keep rolling until he obtains the same number. But here, too, if he rolls a 7, he has lost.



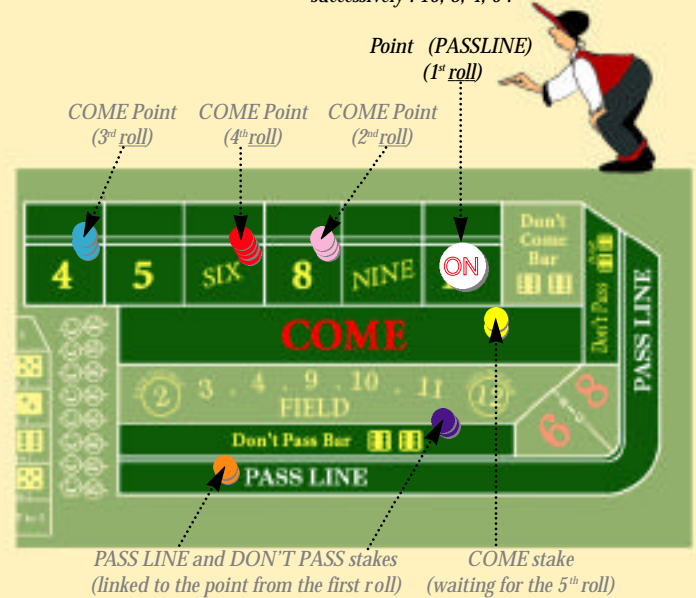
Beware, cunning is required!

Once a COME point has been determined, it is possible to bet again on COME with the now-famous trilogy as a result :

(7, 11) win,
Craps (2, 3, 12) lose,
(4, 5, 6, 8, 9, 10),
new COME point.

Each time, the dealer moves the stakes on the COME point towards the appropriate box to indicate the new COME point.

For example, we could find ourselves in the following situation if the rolls turned out successively : 10, 8, 4, 6 :



PASS LINE and DON'T PASS stakes (linked to the point from the first roll) COME stake (waiting for the 5th roll)

For example :

- If, on the 5th roll, the shooter rolls a 4 :
 - The COME point 4 (3rd roll) has won.
 - The other stakes wait for the next roll.
 - A new COME point 4 is determined : the stakes are moved to box 4.

If, on the 5th roll, the shooter rolls a 7 :

- - The point and all the COME points have lost.
- - The last stakes on COME are winners.



In summary !

The following tables apply to the shooter.

The other players can bet against him by choosing the opposite, i.e. :

Don't Pass for Pass Line,
Pass Line for Don't Pass,
Don't Come for Come et
Come for Don't Come.



As it is possible to roll several times consecutively, each time placing new stakes on Come (or Don't Come), the "First Come Roll" or "Don't Come" shown below designates the roll which will follow once the placing of the bet on Come (or Don't Come) has been made.

As far as all the rolls of the turn being played are concerned, it could be the 2nd, the 3rd, the 4th, ...etc.

Pass Line		Gain : 1 for 1, recovery of stake.	
	1st roll	2nd roll	
Position on layout			
Observations	Obligatory for the shooter on the first roll of the round.	You can bet again, increase the stake, but not remove it.	
Win	7,11	The point (Ex : 9)	
Lose	Craps : 2, 3, 12	7	
Draw			
Suspended	4, 5, 6, 8, 9, 10 The number rolled becomes the point. (Ex : 9)	2, 3, 4, 5, 6, 8, 9, 10, 11, 12 except if this number is the point. (Ex : 9)	

Come		Gain : 1 for 1, recovery of stake.	
	1st Come roll	2nd Come roll	
Position on layout			
Observations	Only allowed after a first Pass Line roll or a Come roll.	The stake is moved to the Come point. (Ex : 5)	
Win	7,11	The Come point (Ex : 5)	
Lose	Craps : 2, 3, 12	7	
Draw			
Suspended	4, 5, 6, 8, 9, 10. The number rolled becomes the Come point. (Ex : 5)	2, 3, 4, 5, 6, 8, 9, 10, 11, 12 except if this number is the Come point. (Ex : 5)	

Don't Pass		Gain : 1 for 1, recovery of stake.	
	1st roll	2nd roll	
Position on layout			
Observations	Not allowed for the shooter on the first roll of the round.	You can bet again, reduce or remove the stake.	
Win	2, 3	7	
Lose	7, 11	The point. (Ex : 9)	
Draw	12		
Suspended	4, 5, 6, 8, 9, 10 The number rolled becomes the point. (Ex : 9)	2, 3, 4, 5, 6, 8, 9, 10, 11, 12 except if this number is the point. (Ex : 9)	

Don't Come		Gain : 1 for 1, recovery of stake.	
	1st Don't Come roll	2nd Don't Come roll	
Position on layout			
Observations	Only allowed after a first Don't Pass roll, or a Don't Come roll.	The stake is moved to the Come point. (Ex : 10)	
Win	2, 3	7	
Lose	7, 11	The Come point (Ex : 10)	
Draw	12		
Suspended	4, 5, 6, 8, 9, 10. the number rolled becomes the Come point. (Ex : 10)	2, 3, 4, 5, 6, 8, 9, 10, 11, 12 except if this number is the Come point. (Ex : 10)	



Odds and Lays

Once the Point or the COME point(s) have been determined, it is possible to place certain betting combinations :

- ODDS for PASS LINE and COME
- LAYS for DON'T PASS and DON'T COME.

We indicate these bets by placing the chips on the initial stake, but slightly off set.



If the point betted on comes up, these are winning stakes.
 For the first stake, the player is paid 2 to 1, whatever the winning point.
 For the associated stake, the outcome varies, see the table below :

Number rolled	Odds	Example	Lays	Example
4 ou 10	2 pour 1	For 30	Payment	For 30
5 ou 9	3 pour 2	60	1 pour 2	15
6 ou 8	6 pour 5	45	2 pour 3	20
		36	5 pour 6	25

In every winning case, the player recovers his stake.

As stated earlier, it is also possible to bet without taking sides with the shooter : the outcome depends only on one single roll (a little bit like in Roulette).

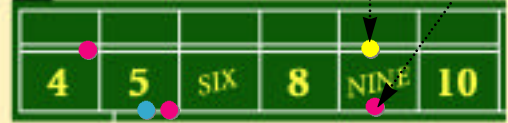
The stakes can be placed on the layout :
 (PLACE, FIELD, BIG 6, BIG 8)
 or in the centre rectangle :
 (SEVEN, ELEVEN, ANY CRAPS, HARD WAYS).

This is what we will discover in the next few pages.



Place bets

You bet on the numbers 4, 5, 6, 8, 9, 10, on the lines situated just above or below the chosen number.



You win if the number comes up, otherwise you lose..
 The winnings are different depending on the number betted on :

	Place bets	Example
Number rolled	Payment	For a stake of 30
4 ou 10	9 pour 5	$(30/5) \times 9 = 54$
5 ou 9	7 pour 5	$(30/5) \times 7 = 42$
6 ou 8	7 pour 6	$(30/6) \times 7 = 35$

To make payment easier, you must bet in multiples of the number written after "pour" ("to") :

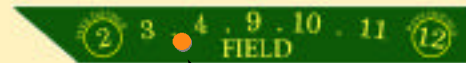
Example : payment 7 "pour" 5,

you bet a multiple of 5 : (5, 10, 15, 20, ...etc).

payment 7 "pour" 6,

you must bet a multiple of 6 : (6, 12, 18, 24, ...etc).

Field

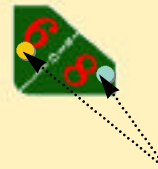


On a single roll : you win if the number comes up, otherwise, you lose.

You bet on 2, 3, 4, 9, 10, 11, 12, by placing your chips in the Field box.

Equal payment.

2 and 12 are paid double.



Big 6, Big 8

On a single roll : you win if the number comes up, otherwise, you lose.

You bet on the 6 or the 8 by placing your chips in the appropriate boxes.

Equal payment.



The Central Layout

Some combinations can be made on the central layout and some on a single roll :
Seven, Eleven, Craps and Any Craps.
There may also be other combinations : to find out, ask the dealer.

Seven

You bet on a single roll.
You win if a 7 is rolled, otherwise, you lose.
Paid 4 to 1.

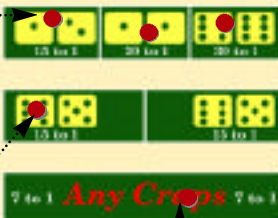
Hard ways

The Hard Ways (4, 6, 8, 10) are made up of doubles.
A winner if one of the doubles is rolled.
A loser if 7 is rolled, or if 4, 6, 8, 10 comes up without doubles.
The other outcomes are draws, so no win or lose.
Double 2 or 5 is paid 7 to 1.
Double 3 or 4 is paid 9 to 1.



Craps

You bet on a single roll.
You win if the Craps betted on comes up.
You lose for all the other outcomes.
Paid 30 to 1 for a 2.
Paid 15 to 1 for a 3.
Paid 30 to 1 for a 12.



Eleven

You bet on a single roll.
You win if an 11 is rolled, otherwise, you lose.
Paid 15 to 1.

Any Craps

You bet on a single roll.
You win if one of the three Craps comes up, otherwise, you lose.
Paid 7 to 1.

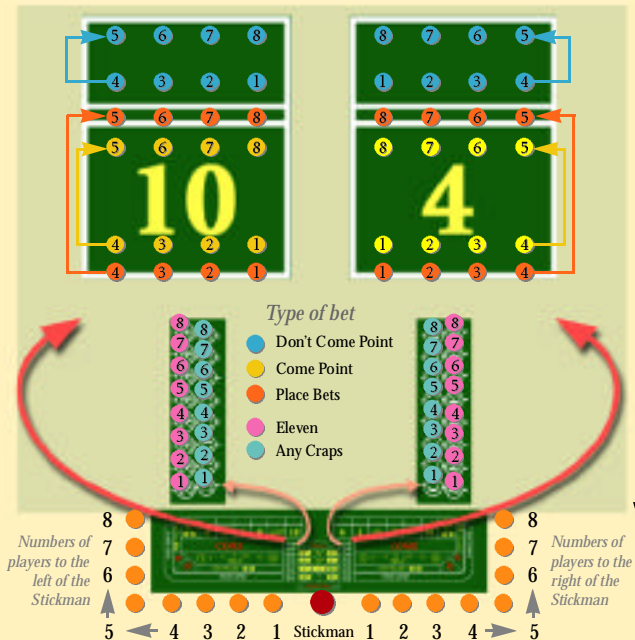
In all these examples, you recover the initial stake.



A few more tips...

For the simple bets (Pass Line, Don't Pass, Come, Don't Come, Field, Big 6, Big 8), the player can place his chips himself.
The dealers take care of placing the chips for the other bets.
In each box, the position of the stake shows the position of the betting player around the game table.

Example for 16 players : 8 to the left and 8 to the right of the Stickman : the number of the stake shows the player . See numbers below.



Some calls...

One of the roles of the stickman is to call out certain information for the attention of the dealers in particular, but also for the players...who understand.

Here are some of the calls :

Coming out : "showing", 1st roll of the dice.

Seven eleven to win : 7 or 11 to win.

Across : all the Place bets.

Horn Bet : 2, 3, 12, 11.

Ace : Ace.

Deuce : 2.

Box Cards : 12.

Snake eyes : double ace.

Winner : winner.

Shooter : dice-roller.

Hot dice : Hot dice!

No roll : a bad roll, doesn't count.

Seven out : 7 loses.

Well, now you know all there is to know... or almost, the dice are cast : Good Luck at Craps !

