

Craps

The Basics

Craps is played by placing bets and then rolling a pair of dice. The sum of the numbers showing on the two dice determines which bets pay. The roller, or “shooter”, must have a bet on the table in order to be eligible to shoot, and only the shooter is allowed to bet. To prevent players from cheating, this casino uses special dice. To a player they appear to be blank; however, our dealers are specially trained to be able to read these dice. The dealer will announce the outcome of every roll.

Points

The large numbers across the top of the table (4, 5, 6, 8, 9 and 10) are the possible “points”. The game has two possible states: either a particular point is set (also known as the point being “on”) or there is no point set (also known as the point being “off”). The game always starts with the point off. Any roll when the point is off is known as a “come-out” roll.

The dealer will indicate the current state of the game with a special puck. If there is currently a point on, the dealer will flip the puck so that “ON” faces up and place it on the spot that matches the current point. If no point is currently set, the dealer will flip the puck so that “OFF” faces up and set it aside.

Pass Line Bets

A Pass bet is a bet that the player places within the strip of the table marked “Pass Line,” and carries a maximum bet of \$10. Pass bets can only be placed or removed from the table when there is no point. On a come-out roll, a roll of 2, 3, or 12 will cause the player to lose their bet—this is called “craps”. A roll of 7 or 11 will win the player even money on the pass line bet. Any other roll will set the current point.

Once the point is on, if the shooter rolls their point again before rolling a 7, they have “made” their point, and all Pass bets are paid even money. The made point will be marked as a “streak point” (see below). If a 7 is rolled before the point is made, the shooter has “sevened out” and will lose their Pass bet. In either case, the point is turned off and the next roll will be a new “come-out” roll. If any value other than the current point or a 7 is rolled when the point is on, the state of the game does not change.

The Fire Bet

The fire bet is a relatively new bet to the game of craps. Players may place bets inside of the fire bet circle only when the point is off and there are no accumulated points. Once a fire bet is placed, each time a unique point is made, that point will be marked. The fire bet is won if the shooter successfully makes all 6 unique points without sevening out. The fire bet pays 1000:1 – so betting more than \$1 is an excellent idea, if one hopes to win big! A player’s fire bet is lost whenever a 7 is rolled while there is a point.

Single Roll Bets

Single roll bets are bets on the value of the next roll to be thrown and may be made at any time, regardless of whether the point is on or off. These bets may be made on any possible value of a roll except 12. To place a single roll bet, place a chip on the table and tell the dealer which value you would like to bet. The dealer will place the chip on the correct bet location. After every roll, any failed single roll bets will be taken by the house and any successful single roll bets will be paid exactly \$1.

Shooting

Once all bets are done being placed the dealer will give the shooter the dice. The shooter will then pick the dice up with one hand and roll them. The shooter must not touch the dice with both hands and must keep the dice over the table at all times. Both dice must stay on the table. The rolling of the dice must be sufficient to convince the dealer that the shooter is not trying to cheat. The dealer will call out "no roll" if something with the roll has gone wrong, and no bets will be won or lost. If this happens the shooter will get the dice back and will be allowed to shoot again.