

HOW TO PLAY

# Craps



DIVI CARINA BAY CASINO  
St. Croix, USVI

# Craps

## THE BASICS

The person who rolls the dice is called the "Shooter". The result of the shooter's rolls determine the outcome for all players who bet either with or against them.

## TYPES OF BETS

**Pass Line** bets are placed before the "come out" roll of the dice. The bet wins if 7 or 11 is rolled and loses if 2, 3 or 12 is rolled. If 4, 5, 6, 7, 8, 9 or 10 rolls, this number is called "the point" and must be rolled again before a 7 in order for the bet to win. Winning Pass Line bets are paid even money.

**Don't Pass** bets are the opposite of **Pass Line** bets and are made before a point is established. The bet wins if 2 or 3 is rolled and losses if 7 or 11 is rolled. A 12 is a "push". If 4,5,6,8,9 or 10 is rolled, this number is "the point". The Don't Pass bet wins when a 7 is rolled before the point is repeated and loses if the point number is rolled before a 7. **Come** and **Don't Come** bets are identical to Pass Line bets except that they may only be placed after a point is established.

**The Field** bet is a one-roll bet and can be placed at any time. The bet pays even money if 3,4,9,10 or 11 is rolled and pays double if 2 or 12 is rolled. The bet loses if any other number is rolled.

### ODDS ON PASSLINE

4 and 10	Pay 2 to 1
5 and 9	Pay 3 to 2
6 and 8	Pay 6 to 5

"Any Craps" 2,3,12 pays 7 to 1

2 or 12 pays 30 to 1

3 or 11 pays 15 to 1

These are all one-roll bets

Hard 4  2 twos pay 7 to 1

Hard 6  2 threes pay 9 to 1

Hard 10  2 fours pay 9 to 1

Hard 8  2 fours pay 9 to 1

Place bets do not "work" on the come out roll unless requested by the player. Hardway bets can be made at any time and only win if rolled exactly as bet. Hardways are always working unless called off on the Come Out roll. These bets lose if a 7 is rolled or the number is rolled in any other combination.

## BONUS CRAPS

Bonus Craps is a set of three additional proposition bets. You may make one or more only after a 7 rolls and only on the Come Out roll.

**ALL SMALL** - Make your bet at the beginning of the roll. Roll all small numbers (2,3,4,5 or 6) before rolling a 7 and win 34 to 1.

**ALL TALL** - Same side bet and same odds as All Small, except the bet is the 8,9,10, 11 or 12 will be rolled before a 7 and win 34 to 1.

**ALL OR NOTHING AT ALL** - All the numbers, BUT 7, will be rolled before a 7. Pays 175 to 1.

Each number is printed on the layout and is covered with an adjacent lammer when that number is rolled. When all the numbers are covered for a particular wager, that wager is considered a winner. The wagers are then paid and the bets are taken down. All wagers lose when a 7 is rolled.

STX

*Gratuities may be offered in return for providing great guest service. You can offer a gratuity by giving a chip to your dealer or server. You may also wager your chip on behalf of the dealer by placing it with any bet that you make for yourself.*

If you have any questions, ask your dealer. Gambling problem? Call 800.522.4700.