



D I C E

Training Manual

The best and quickest way to learn the game of dice is to take each phase, or step, one at a time. There will be times when you feel that we are progressing too slowly or too fast to the next level. Do not be discouraged - it is very important that the skills you learn in each step be strong because they are the foundation for the next skill you will learn. **Do not race ahead.** If you have questions, please always feel free to ask any member of the staff.

GAME PROTECTION

At this point, the only thing to be said about game protection is that you, as a dice dealer, must be aware at all times of everything that is going on at your table. For example, you must be aware of how the customers handle their money and bets and how your fellow dealers on your dice crew handle the incoming and outgoing checks and money. Actual game protection and security will be addressed by your instructors as you complete each phase of the training.

THE CREW

The dice crew consists of four dealers. One dealer is on the stick position and there are two dealers behind the table, one on each side (left and right). The fourth dealer is on break for twenty minutes. The fifth person on the dice game will be the boxman, or 'suit'. He represents management and is not actually part of the dice crew.

BOXMAN

The boxman is the craps table supervisor who sits directly across from the one stickman and directly behind the thousands of dollars worth of chips that casinos keep on hand at each craps table.

DEALERS

Each of the two dealers at the craps table are responsible for all the bets made on his half of the table. Whenever a player wants to take odds, place or lay bets in a casino, the player should give the money to the dealer at his end of the table and the dealer will make the bet for the player. Repeat all bets that come in within your area of responsibility loud and clear. The players and the boxman or supervisor must hear what has been booked.

REMEMBER

You are dealing to the boxman and the cameras. All moves for change, payouts, etc. must be easily understood and clear to all.

FLOOR MEN

Floor men are the supervisors who are responsible for the games in the casino and the employees running them. Floor men spend their time behind the tables watching over the games.

THE STICKMAN

The leader of the dice crew changes every twenty minutes. The stickman controls the overall speed or pace of the game as well as being the second set of eyes on the end of the table where the dice land. His job includes double checking the bets and payoffs on that end of the table. The boxman serves as the second set of eyes on the other end of the table - the end where the player shooting the dice is standing.

Another part of the stickman's job is to advertise the different bets that can be made on the table, so the customers will place more wagers. He also places the bets and computes the payouts for all of the proposition bets. When a proposition bet wins, the stickman instructs the dealer as to how much to pay and to which player.

There is a proper way to use the stick when sending out the dice and when retrieving them after the roll. Our instructor will demonstrate this procedure in the course.

The main things to remember are:

1. Never take your eyes off of the dice while they are in action, that is anywhere except directly in front of you and the box man.
2. Never touch the dice with anything including the stick until after you have called out the total of the two dice at least once.
3. WATCH THE DEALER ON THE SIDE WHERE THE DICE LAND !!!

GENERAL RULES AND PROCEDURES FOR THE STICKMAN

- Don't be shy. All of the stickman's calls must be heard by everyone involved in the game - dealers, supervisors, and players alike.
- Always call the total on the dice before touching the dice.
- Always repeat the number you called at least twice.
- Note: When one or both of the dice are leaning or cocked against any object the call is the natural fall of the dice, i.e., if you remove the object that the die is leaning against, the number on the top when the die falls naturally to the table is the number called.
- Stacked dice: If one die stops on top the other, this is a valid roll. You or the dealer that can reach the dice must remove the top die and place it next to the bottom one without rolling it over or changing the top position. Then, you will call out the total. This is the one exception to touching the dice prior to calling. (Check your house manual.)

- If the dice land on the dealer's working stack or on a bet on the layout, this is a roll and you must call the total of the two dice prior to moving the dice.
- If the dice land on top of the main bank roll, then it is no roll. You must immediately dump the dice and send them out to the same shooter.
- If one or both dice land in the dice boat, it is no roll. You must immediately dump the dice and send them out to the same shooter.
EXCEPTION: If the shooter, and only the shooter, asks for the same dice, and the box man or supervisor permits, then the player may pick which die out of the boat he or she wants.

You have been given your paper with the stick calls. Right now it is very important that you memorize these calls as quickly as possible. You will need them throughout your training and for your first audition. Later, you will develop your own style, but for now it is important that you follow the training procedures and calls.

As the stickman, you are responsible for the pace, or speed, of the game. You need to keep the dice moving, but at the same time not send them to the shooter so as to overrun one of your dealers before he is ready.

The stickman must watch the end of the table on which the dice land. After bringing the dice into the center of the table, you must watch the dealer on that end as he makes his payouts. You are the second set of eyes to ensure that the right bets are being paid and that the payouts are correct. Normally, the box man will be watching the end of the table at which the shooter is standing. However, there will be times when the box man will tell you to watch the end that he is not watching, so you must be aware at all times of what is happening in the game.

LET'S BEGIN...

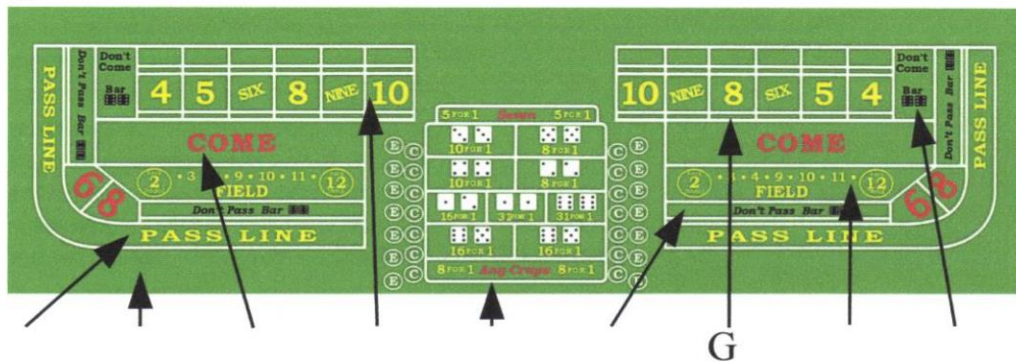
The basic idea behind craps is to establish a 'point' number and roll that number again before rolling a seven (7). Only the numbers 4, 5, 6, 8, 9 or 10 can be a point number. All other rolls of the dice have special meanings depending on when they are rolled (before or after a point is established).

The casino game of Craps is played with a set of two perfectly balanced six-sided dice with each die side having white dots numbering one through six. The game is played by tossing the dice from one of the short ends of the table to the other, making sure that both dice hit the wall on the opposite side of the table. Payouts are made based on the number combination displayed when the dice come to rest.

The inside walls of the table are covered with a serrated egg carton like foam designed to make the dice bounce around to assure randomness. Each throw of the dice is called a 'roll'. Players take

turns rolling the dice, clockwise around the table, and the player rolling at any given time is called the 'shooter'. When a new shooter is given the dice, his or her first roll is called the 'come out' roll. This begins a new series of rolls by that shooter and lasts for as long as that shooter continues to make winning rolls.

**C
H
D
I
E**



A B

A - Pass Line

Betting the pass line: Place these bets in the area marked "Pass Line" on the layout. This is an even money bet. The player wins if the first roll (the come out roll) is 7 or 11. This is referred to as a 'natural' or 'automatic' win. On the other hand, if 2, 3 or 12 is rolled on the come out roll, the player loses the pass line bet. If the come out roll is any other number (4, 5, 6, 8, 9 or 10), it becomes the 'point'. The point must be rolled again before 7 is rolled to win. If 7 is rolled before the point is rolled again, then the player loses.

B - Odds on Pass Line

After a point has been established, the player can increase his line bet by taking odds. The bet is placed behind the line bet. Odds are paid as follows:

Point	Odds Pay	Example
4 or 10	2 to 1	A \$5 wager is paid \$10
5 or 9	3 to 2	A \$6 wager is paid \$9
6 or 8	6 to 5	A \$5 wager is paid \$6

C - Come Bets

This is an even money bet with the same principle as the pass line bet. The only difference is that this bet is made after a point has been established.

D - Odds on Come Bets

Odds on come bets can be made exactly the same as odds on line bets, except that the dealer places the bets.

E - Don't Pass Line

This is the reverse of betting the pass line. Place these bets in the area marked "Don't Pass" on the layout. If the come out roll is 7 or 11, the player loses. If it is 2 or 3 the player wins. If it is a 12 it is a stand-off, a 'push', no win or loss. If the come out roll is a 4, 5, 6, 8, 9 or 10, it becomes the point and the player wins if 7 rolls before the point rolls again.

F - Don't Come Bets

Same as a come bet, only in reverse like a don't pass bet. The dealer will place the bet behind the come number as it is rolled. If 7 rolls before the number, the player wins.

G - Place Bets

After a point has been established, the player can make a place bet. If a 4, 5, 6, 8, 9 or 10 is rolled before 7, the player is paid as follows:

Bet Placed On	Pays	Example
4 or 10	9 to 5	A \$5 wager is paid \$9
5 or 9	7 to 5	A \$5 wager is paid \$7
6 or 8	7 to 6	A \$6 wager is paid \$7

H - Field Bets

This wager is good for only one roll of the dice. This bet pays even money for 3, 4, 9, 10 and 11, and usually pays double for 2 or 12. Some casinos pay triple for either 2 or 12, but not both. Some casinos make the 5 instead of the 9 a field roll.

I - Proposition Bets

All proposition bets, except hard ways, are one roll bets.

**Proposition Bet
payout**

Any Craps (2, 3 or 12)
Pays 8 for 1

Any Seven
Pays 5 for 1

Eleven
Pays 16 for 1

Ace-Deuce
Pays 16 for 1

Aces

Pays 31 for 1

Twelve

Pays 31 for 1

**Hard Ways
payout**

Hard 4 and 10

Pays 8 for 1

Hard 6 and 8

Pays 10

For 1

THE PROPOSITION BETS

A very important function of the stickman is to sell or hawk the prop bets. These are the bets that are in the center of the table layout. The descriptions of the prop bets, the payouts and formulas (or 'keys') will be discussed in more detail later. They include:

HARD WAYS

These are the pair combinations that are printed on the layout. These consist of a pair of twos (hard 4), a pair of threes (hard 6), a pair of fours (hard 8) and a pair of fives (hard 10).

HORN BET

This is a bet that includes the two, three, eleven and twelve. When a horn bet is placed, if any of these numbers is rolled, it is a winner.

THREE WAY CRAPS

This is a bet that covers the two, three and twelve all at the same time. This bet can usually be divided by 3.

HORN HIGH BETS

This covers the same numbers as the horn, but the bet must be divisible by 5. This will be explained with the payouts.

THREE WAY SEVEN

This bet covers the combinations of 5&2, 6&1 and 4&3. This bet is usually divisible by 3, e.g., \$3 or \$6, so that one third of the bet is on each of the possible combinations.

ANY SEVEN

This bet covers all sevens that roll, but is paid differently from the THREE WAY SEVEN.

This

will be explained with the payouts.

ANY CRAPS

This bet covers 2, 3 and 12, but is paid differently from the THREE WAY CRAPS. This will be explained with the payouts.

C & E

This bet covers 11 and all the craps numbers (2, 3 and 12).

YO-ELEVEN

This is an individual bet just on eleven.

All of the number combinations mentioned above may be bet in a number of ways. A player may make a bet straight up on the individual number, e.g., one dollar on the twelve. They may also bet on many combinations of numbers, such as split between the eleven and twelve. This would mean that half of the bet would be on the eleven and the other half on the twelve.

WORLD BET

This bet covers the same numbers as the horn, but also includes the seven.

HOPPING BETS

These are bets that can be made on any roll of the dice, on any possible combination of the dice, e.g., "Five / four on the hop," means that the player wants a nine to roll, but the nine must roll as a five and a four in order for the player to win. Hopping bets will be discussed with the payouts.

HOW THE GAME BEGINS

A new game in craps begins with the 'come out' roll. A 'come out' roll can be made only when the previous shooter fails to make a winning roll, more correctly known as 'not making the point', or 'seven out'. A new game then begins with a new shooter. If the current shooter does make his point, the dice are returned to the same shooter to make another come out roll. This continues until the shooter fails to make a point. Once the shooter fails to make the point, the dice go to a new shooter for the next come out roll. Technically, the come out roll identifies **the beginning of a new game.**

When the shooter establishes a point on the come out roll, any player who has made a pass line bet is allowed to 'take the odds'. A single odds bet is an additional wager, up to the amount of your original wager, that the point number will be rerolled before 7 is rolled. The odds bets are the best wager you can make in the game of craps, because the house has no built-in advantage. Some casinos permit players to make double odds, and even greater odds wagers.

The odds bet not only has no house edge associated with it, but also has no official designated space on the layout. Therefore, to take the odds, you must place the appropriate amount of chips behind your pass line bet in the open area of the craps layout.

The correct payout for odds bets vary from point number to point number, depending on the probability of a 7 being rolled before a particular point is repeated. The payout formula is the same whether you take single odds, double odds, or more. Correct odds payouts are: **Points 4 and 10 pay 2-to-1. Points 5 and 9 pay 3-to-2. Points 6 and 8 pay 6-to-5.**

As an example, suppose you bet \$1.00 on the pass line and establish a point of 4 in a casino that offers double odds. You now have the option of taking the odds for an additional \$2.00. You can

also wager a lesser amount or choose not to take any odds at all.

If you repeat the point number 4 before rolling a 7, you will get your original \$3.00 (pass line bet of \$1.00 and odds bet of \$2.00) back, plus an additional \$5.00. Of that \$5.00, \$1.00 will be the even money payback on your pass line wager, and \$4.00 will be the 2-to-1 payout on the \$2.00 odds bet. If you roll a 7 before repeating your point of 4, you will lose your initial \$1.00 wager on the pass line, plus your \$2.00 odds bet, for a total loss of \$3.00.

You are allowed to remove your odds wager from the table at any time, as a casino does not object to your taking down a bet that has no house edge. If you have difficulty at the craps table in determining the proper amount to bet in order to receive the correct odds payout, feel free to ask one of the dealers for assistance. You don't want to lose out on any winnings that are rightfully yours.

HOW TO MAKE CHANGE

Any money handed in to you to make change shall be placed in front of the box man in the area of the drop paddle.

You will call out the amount and change to be given, e.g., "Changing one hundred."

If you are handed money or money is dropped on the table (unless the customer calls out a bet for that money), then you will say, e.g., "Change only, one hundred dollars" or "Change only, twenty dollars."

If the customer has stated a bet to be placed that is less than the cash, you will say, e.g., "Five dollars plays in the field out of twenty, fifteen in change."

If they insist that the money remains as the wager, the call is "Money plays up to and including table limit," and then what the bet is. For example, "Money plays to the table limit for odds" or "Money plays in the field to the table limit."

All change will be cut out on the come area in a clear and precise manner, so as not to be confused with existing bets.

If a wager is placed, dropped or thrown onto the table by a guest and you do not know the exact amount or the exact bet, you will call out "No bet." If the guest has a problem with this, you will let the box man or floor supervisor handle it.

Once a customer has placed a bet on the layout in either chips or cash and the dice have rolled, there is action on that wager. The customer is not allowed to change the chips or cash for other chips or cash. The wager will either be paid or taken by the dealer. Then the customer will be allowed to handle the bet.

GOLDEN RULE:

TAKE... PAY... PLACE.

First, **take** the losing bets down. - The house wants its money.

Second, **pay** the winning bets. - The customers want their money. Lastly, **place** the new bets. - Get ready for the next roll of the dice.

Order of payouts (non-winning hand)

Down
Behind

Field
Corner

Don't
Come

Come

Place Bets

COME BET ODDS

Come Point	Wager	Pays
4 and 10	\$2.00	\$4.00
Odds: 2-to-1	\$5.00	\$10.00
Pays double (bet * 2)	\$10.00	\$20.00
	\$20.00	\$40.00
5 and 9	\$2.00	\$3.00
Odds: 3-to-2 (Blackjack the bet)		\$6.00
Try to keep this bet even (divisible by 2).	\$5.00	\$7.50
Pays one and a half times the bet (bet * 1.5)	\$10.00	\$15.00
6 and 8	\$1.25	\$1.50
Odds: 6-to-5	\$2.50	\$3.00
Try to keep this bet as a multiple of 5.	\$3.75	\$4.50
Pays six to every five (bet * 1.2)	\$5.00	\$6.00

DON'T COME ODDS

Odds Behind	Wager	Pays
4 and 10	\$4.00	\$2.00
Odds: 1-to-2	\$10.00	\$5.00
Pays half (bet* 1/2)	\$20.00	\$10.00
	\$40.00	\$20.00
5 and 9	\$3.00	\$2.00
Odds: 2-to-3	\$6.00	\$4.00
Try to keep this bet divisible by 3.	\$7.50	\$5.00
Pays two thirds times the bet (bet * 2/3)	\$15.00	\$10.00
6 and 8	\$1.50	\$1.25
Odds: 5-to-6	\$3.00	\$2.50
Try to keep this bet as a multiple of 6.	\$4.50	\$3.75
Pays five to every six (bet * 5/6)	\$6.00	\$5.00

BUY BETS

'Buys' are wagers that are paid like odds on a come bet. They are handled like a place bet and they are usually 'off on the come out roll. To identify these bets, a buy button is placed on top of the bet.

Buy bets are usually made on the 4 or 10. In order to buy a number, a player must pay a 5% commission of the total bet to the house for the privilege of getting the better odds. The 5% commission is called a 'vig'. The vig must be collected when the wager is placed and each time the bet is paid.

Player Buys	Odds	Wager	Pays	Vig
4 or 10	2-to-1	\$50.00	\$100.00	\$2.50
5 or 9	3-to-2	\$60.00	\$90.00	\$3.00
6 or 8	6-to-5	\$50.00	\$60.00	\$2.50

LAY BETS

Lay bets are the opposite of buy bets. It is a bet that 7 will be rolled before the point is made. The lay bet wins on 7 and loses if the point is rolled.

Also, a 5% commission (a vig) is paid on the amount that the player will win, not the amount of

the bet.

Player Lays	Odds	Wager	Pays	Vig
4 or 10	1-to-2	\$100.00	\$50.00	\$2.50
5 or 9	2-to-3	\$90.00	\$60.00	\$3.00
6 or 8	5-to-6	\$60.00	\$50.00	\$2.50

PLACE BETS

Place bets are wagers which players may take on one or all of the come numbers, and which pay more than even money. They are paid by the dealer after all other work is done on his side of the layout and before prop bets winnings are paid.

payouts must be counted out in the come area and handed off to the player. They are paid, in order, **from the stickman to the baseman.**

Place bets win when the placed number rolls, and lose if a 7 is rolled. Place bets may be put on or taken down at any time.

4 and 10

Odds:

9-to-5

- Always try to keep this bet in increments of 5.
From a \$20 bet and higher, it is more profitable to the customer to buy a come bet.

4	5	SIX	8	NIN	10
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5 and 9

Odds:

7-to-5

- Always try to keep this bet in increments of 5.

NINE



8

10

6 and 8

Odds:

7-to-6

- Always try to keep this bet in increments of 3 or 6.

4	5	6	8	9	10

PLACE BETS EXAMPLES

Place Bet on Numbers	Wager	Pays
4 or 10	\$1.25	\$2.25
	\$3.00	\$5.40
	\$5.00	\$9.00
	\$10.00	\$18.00
	\$15.00	\$27.00
5 or 9	\$1.25	\$1.75
	\$3.00	\$4.20
	\$5.00	\$7.00
	\$10.00	\$14.00
	\$15.00	\$21.00

Place Bet on Numbers	Wager	Pays
6 or 8	\$1.50	\$1.75
	\$3.00	\$3.50
	\$6.00	
	\$12.00	\$14.00
	\$15.00	\$17.50

DEFINITIONS

ACES: Betting that the next roll will be the total sum of 2.

ANY CRAPS: A bet that the next roll will be 2, 3 or 12. This bet pays 7:1 and has a house edge of 11.1%

3-WAY CRAPS: A bet made in units of 3 with one unit on 2, one unit on 3 and one unit on 12. This is a horn bet without the bet on 11.

ANY SEVEN: A bet that the next roll will be 7. This bet pays 4:1 and has a house edge of

16.7% **BACKLINE:** Same as Don't Pass Line. **BIG RED:** Placing a bet on Any Seven.

BIG RED 6: A bet that a 6 will be rolled before 7 comes up. This bet pays even money, and has a house edge of 9.1%. A place bet on 6 pays 7:6 but is identical otherwise. The place bet is preferred, having a house edge of 1.5%

BIG RED 8: A bet that a 8 will be rolled before 7 comes up. This bet pays even money, and has a house edge of 9.1%. A place bet on 8 pays 7:6 but is identical otherwise. The

place bet is preferred, having a house edge of 1.5%

BONES: Another name for dice.

BUFFALO BET: Placing a bet on each of the Hard Ways plus Any Eleven.

BUY BET: Giving the house a 5% commission (a vig), in order to be paid correct odds for a place bet. They buy bets on 4 and 10 allow the player to reduce the house edge from 6.67% to 4% on these bets. Some casinos collect the vig only on winning bets, while others collect it at the time the bet is made.

COLD TABLE: When shooters are not making the points.

COME BET: A Virtual pass line bet'. A bet made after the come out roll, but in other respects exactly like a pass line bet.

COME OUT ROLL: The first roll of the dice in a betting round. Pass line bets win when the come out roll is 7 or 11, but lose if the come out roll is 2, 3 or 12. Don't bets win if the come out roll is 7 or eleven and lose if the come out roll is 2 or 3. Don't bets tie when the come out roll is 12 (2 in some casinos). The "Bar" roll on the layout indicates which roll is treated as a tie.

DON'T COME BET: A Virtual don't pass bet'. A bet made after the come out roll, but otherwise identical to a Don't Pass Bet.

DON'T PASS BET: A bet that the dice will not pass. This bet can be placed only immediately before a come out roll. One result (either the 2, or the 12, depending on the casino) will be a push, or tie. The house edge on these bets is 1.40%. A don't pass bet can be taken down, but not increased, after the come out roll.

DOUBLE ODDS: An odds bet that is about twice as large as the original pass/ come bet. Some casinos offer higher odds, such as 5 times odds or even 10 times odds.

FIELD BET: A bet that the next roll will be 2, 3, 4, 9, 10, 11 or 12. This bet pays even money for 3, 4, 9, 10 and 11, and usually pay 2:1 for 2 or 12. Some casinos pay 3:1 for either the 2 or 12 (but not both). Some casinos may make the 5 instead of the 9 a field roll.

HARD WAYS: A bet on 4, 6, 8 or 10 that wins only if the dice show the same face (a pair). This bet stays up until a 7 or an 'easy way' rolls.

HOP BET: A bet that the next roll will result in one particular combination of the dice, such as a 2-2 (called a 'hopping hard way'), or 3-5. Hopping hard ways (2-2, 3-3, 4-4 and 5-5) are paid the same as a one roll 2 and a one roll 12 (31 for 1). Other hop bets are paid the same as a one roll YO-11(16 for 1)

HORN BET: A bet that the next roll will be 2, 3, 11 or 12, made in units of 4 with one unit on each of the numbers.

HORN HIGH BET: A bet made in multiples of 5 with one unit on each of the horn numbers, except for the high number, which has 2 units. For example, a \$5 'Horn High Eleven' would have \$1 each on 2, 3 and 12, and \$2 on the 11.

INSIDE DEALER: Second and third base.

INSURANCE BET: Two or more wagers made at a craps table in an attempt to insure one or the other will hit.

LAY BET: A bet that a particular number (4, 5, 6, 8, 9 or 10) will NOT be rolled before 7 comes up. The casino takes 5% of the winnings on these bets.

LAY ODDS: After a point has been established, the don't pass bettor can place an additional odds bet that will win if the original don't pass bet wins. The odds bet is paid at the correct odds for the point, and is a fair bet with no house edge. This also applies to a don't come bet. Making this bet is referred to as 'laying the odds', for the don't bet.

LINE BET: A bet on the 'pass line' or the 'don't pass line' is called a 'line bet'. These bets are placed at the beginning of the game, before the come out roll. The shooter is required to make a line bet in order to shoot the dice.

LITTLE JOE: A pair of twos, or hard 4.

MARKER PUCK: The plastic disk, which the dealer uses to mark the point on the craps table. When the puck is turned so that the side inscribed with 'OFF' is face up, then all free odds bets have no action on the following roll of the dice.

MIDNIGHT: Betting on the number 12 to appear on the next roll.

ODDS OFF: An odds bet that are 'not working'. Odds bets can be called 'off' by the player at any time, but are left on the felt until the bet is resolved. Also, come odds bets are usually 'off' during the come out roll, unless the bettor asks to have the odds bets working. Come odds bets that are off will be returned to the player if the line bet loses on the come out roll. Don't come odds generally work on the come out roll.

PASS BET: A bet that the dice will pass, also known as a 'pass line' bet. This is generally placed immediately before a come out roll, although you can make or increase this bet at any time. House edge on this bet is 1.41%

PARLAY: Leaving your winnings in action.

PIT: The area enclosed by all of the craps tables in a casino. Floor men walk around in the pit and keep an eye on the craps games in progress and the casino employees.

PROPOSITION BETS

Horn Bets		
Wager 11 (low side)	Payout 3 & (base)	Payout 2 & 12 (high side)
	1.00	6.75
4.00 i	12.00	27.00
5.00	15.00	
8.00	24.00	
10.00	30.00	67.50
12.00	36.00	81.00
15.00	45.00	101.25
16.00	48.00	108.00
20.00	60.00	135.00
24.00	72.00	162.00
25.00	75.00	168.75
28.00	84.00	189.00
32.00	96.00	216.00
50.00	150.00	337.50
75.00	225.00	506.25
Low side = 3 * Bet		
High side = 7 * Bet - 1/4 Bet		

Hi-Low Split (2 & 12)	
Wager	Payout
5.00	72.50
15.00	217.50
25.00	362.50
75.00	1,087.50
14 1/2 * Bet OR 1 1/2 *	
Bet add 0 - 1/2 Bet	

World Bets		
Wager	Payout 3 & 11 (low side)	Payout 2 & 12 (high side)
1.25	2.75	6.50
2.50	5.50	13.00
3.75	8.25	19.50
5.00	11.00	26.00
10.00	22.00	52.00
25.00	55.00	130.00
50.00	110.00	260.00
75.00	165.00	390.00
Low side = 2 * Bet + 1/5 of Bet		
High side = 5 * Bet + 1/5 of Bet		

Three-Way Craps

High side = Bet add 0 - 2/3 Bet

Low side = 4 * Bet + 1/3 Bet OR 1/3 Bet add 0 + Bet

Hop Bets
One-Way Hop = 1 1/2 * Bet Add 0
Two-Way Hop = 7 * Bet
Three-Way Hop = 4 * Bet + 1/3 Bet
Three-Way Hop and Hard way hits = Bet add 0 - 2/3 Bet
Two-Way Hopping Hard way pays same as Hi-Low Split

Crap - Eleven Split

Crap hits = 3 * Total Bet. Eleven hits = 7 * Total Bet

Eleven

Horn High

1 1/2* Bet add 0

Horn High 12 and 12 hits = 2 * World + Bet (\$5 pays: 26 * 2 + 5 = \$57)

Two or Twelve

Horn High 12 and Aces hit = World Payout (\$5 pays: \$26)

3 * Bet add 0

Horn High 12 and 11 or 3 hits = World Low side (\$5 pays: \$11)

Add 0 + Bet

Ace-Deuce Craps Split

Eleven Split with Anything

Eleven will pay 7 * Bet

ACROSS 6/3 POINT
 ACROSS 5/9 POINT
 ACROSS 4/10 POINT

ACROSS

i>2 HO POINT

.75/.75	4.50	j	3.75	3.75
1.25/1.50	8	6.50	6.75	6.75
2.50/3	16	13	13.50	13.50
3.75/4.50	24	19.50	20.25	20.25
3/3	18	15	15	15
5/6	32	26	27	27
10/12	64	52	54	54
15/18	96	78	81	81
20/24	128	104	108	108
25/30	160	130	135	135
50/60	320	260	270	270
75/90	480	390	405	405
WO/120	640	520	540	540

5/9
 POINT

Q/ 10 PGHT

^Z5/.75	2.25	2.25	3
1.25/1.50	4	4.25	5.50
2.50/3	8	8.50	11
3.75/4.50	12	12.75	16.50
3/3	9	9	12
5/6	16	17	22
10/12	32	34	44
15/18	¥ 48	51	66
20/24	64	68	88
25/30	80	85	110
50/60	160	170	220
75/90	240	255	330
WO/120	320		340

OUTSIDE 5/9 POINT
 POINT

OUTSIDE 6/8 POINT

.7S/75	3	2.25	2.25
1.25/1.50	5	3.75	3.75
1 2503	10	7.50	7.50
3.75/4.50	15	11.25	11.25
3/3	1	9	9
5/*	20	^	15
1 10/12	40	30	30
15/18	60	45	45
20/24	80	60	60
25/30	100	75	75
50/60	200	150	150
75/90	300	225	225
f00/120	400	300	300

40 SECOND DRILL

CHEQUE CUTTING SY 1'S, 2'S, 3'S, 4'S AND S'S MAKING CHANGE OF

\$20.00..... 2 \$5.00, 10 \$1.00 (5,5)
 \$30.00 4 \$5.00 (2,2), 10 \$1.00 (5,5)
 \$40.00 6 \$5.00 (3,3), 10 \$1.00 (5,5)
 \$50.00 B \$5.00 (4,4), 10 \$1.00 (5,5)
 \$60.00 fO \$5.00 f5,5>, fO \$f.00 (5,5)
 \$70.00 ... 12 \$5.00 (5,5,2), 10 \$LOO (5,5)
 \$SO.OG... 14 \$5.00 (5,5,4), 10 \$1.00 (5,5)
 \$90.00 16 \$5.00 (5,5,5,1), 10 \$1.00 (5,5)
 \$100.00.... 16 \$5.00 (5,5,5,1), 20 \$1.00 (5,5,5,5)

SAMPLE STICK CALLS TO USE BEFORE AND AFTER THE ROLL

Before a new shooter gets the dice, 'advertise' the prop bets as follows: (You can also make up your own.)

"Highs, Lows, Yos, C & Es, Horn and Worlds, Any Seven. Bet them while the dice are in the middle."

After the point is established, you can advertise the other bets on the

layout: "Hard ways, Place Bets, Come Bets. You can't win if you

don't play!"

Feel free to add other words or change everything to make your calls more like a personal one-of-a-kind routine.

Knowing how to advertise your bets will be useful if the shooter isn't ready, the box man needs time to examine the dice, or one end of your table needs extra time to clean up or make change for a player, etc.

COME OUT ROLL

7 WINNER 7, FRONT LINE WINNER, TAKE THE DON'TS, PAY THE LINE, ALL WORKING BETS HAVE ACTION, SAVE THE ODDS, PAY BEHIND,

11 YO 11, FRONT LINE WINNER, TAKE THE DON'TS, PAY THE LINE, GOOD IN THE FIELD.

2 CRAPS 2, LINE AWAY, PAY THE DON'TS, DOUBLE THE FIELD,

3 CRAPS 3, LINE AWAY, PAY THE DON'TS, SINGLE THE FIELD,

12 CRAPS 12, LINE AWAY, BAR THE DON'TS, TRIPLE THE FIELD.

4 (HARD OR EASY) 4, FIELD ROLL 4, THE POINT IS 4, MARK THE 4.

5 , NO FIELD 5, THE POINT IS 5, MARK THE 5,

6 { HARD OR EASY} 6, NO FIELD 6, CORNER BIG AND RED, THE POINT IS 6, MARK THE 6,

8 (HARD OR EASY) 8, NO FIELD 8, CORNER BIG AND RED, THE POINT IS 8, MARK THE 8,

9 , CENTER FIELD 9, THE POINT IS 9, MARK THE 9,

10 (HARD OR EASY) 10, FIELD ROLL 10, THE POINT IS 10, MARK THE 10.

AFTER POINTS ESTABLISHED

11 YO 11, GOOD FIELD AND GOOD COME.

2 CRAPS 2, COME AWAY, DOUBLE THE FIELD AND PAY THE DON'T COME.

3 CRAPS 3, COME AWAY, SINGLE THE FIELD AND PAY THE DON'T COME,

12 CRAPS 12, COME AWAY, TRIPLE THE FIELD, AND BAR THE DON'T COME

4 (HARD OR EASY) 4, FIELD ROLL 4,
COMES GO TO 4,

5 , NO FIELD 5, COMES GO TO 5

6 (HARD OR EASY) 6, NO FIELD 6, CORNER BIG AND RED, COMES GO TO 6,

8 (HARD OR EASY) 8, NO FIELD 8, CORNER BIG AND RED, COMES
GO TO 8

9 , CENTER FIELD 9, COMES GO TO 9

10 (HARD OR EASY) 10, FIELD ROLL 10,
COMES GO TO 10.

WINNING NUMBER

4 FRONT LINE WINNER 4, TAKE THE
DON'TS, PAY THE LINE, GOOD IN
THE FIELD, THE 4 CAME (EASY OR HARD)

5 , FRONT LINE WINNER 5, TAKE THE
DON'TS, PAY THE LINE,

6 FRONT LINE WINNER 6, TAKE THE
DON'TS, PAY THE LINE, THE SIX CAME
(EASY OR HARD)

8 FRONT LINE WINNER 8, TAKE THE DON'TS, PAY THE LINE, THE 8 CAME
(EASY OR HARD)

9 FRONT LINE WINNER NINE, TAKE THE DON'TS, PAY THE LINE, GOOD IN THE FIELI

10 FRONT LINE WINNER 10, TAKE THE DON'TS, PAY THE LINE, GOOD IN THE
FIELD, THE 10 CAME (EASY OR HARD)

SEVEN-OUT LOSING HAND

7 OUT, LINE AWAY, PAY THE DON'TS, AND THE LAST COME, DON'T FORGET TO
PAY BEHIND,

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