



L A S V E G A S N E V A D A

**CRAPS**

**It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games at the [REDACTED]**

## VERBALIZE!

**Craps is a verbal game with a fast pace and many areas of focus. It is not possible for your Players, Supervisors & fellow Crew Members to comprehend everything that is going on unless each aspect of the game is communicated without fail, loudly enough for everyone around the game to hear.** It is loud out there on our casino floor, especially in the Crap pit, but you must make sure your voice is heard.

### **Book Those Bets**

- **When you give a verbal confirmation of a Player's bet, you have *Booked* the wager.** You must repeat all bets that a Player gives you to place on the layout. Your Box Person and Players need to hear every wager you *book*, so you must speak with a loud voice.
- **When repeating bets, state the dollar amount as well as the bet.**
  - **Example:** If a Player tosses a \$5 chip in to you and says "Hard Eight," repeat to the Player "Five Dollar Hard Eight" and make sure he or she hears and acknowledges you. Announcing the amount of each and every bet protects both your game and your Players.
- **Wagers on the Pass Line, the Don't Pass Line and other self-service areas, such as the Big 6 & Big 8 and the Field do not necessarily have to be verbally booked if your Players place their own straightforward, checks only bets before the dice are sent to the Shooter.** Verbalize bets in these areas if they are in any way unusual, need to have change made or are set up by your hand.
- **If you do not understand a bet, try to clarify it with your Player.** If the bet cannot be clarified before the dice are thrown, announce "No Bet" or "No Bet This Roll." Do not be afraid to declare "No Bet" to protect your game. Your Box Person and Floor Supervisor have the authority to allow a bet to stand if he or she concludes it is justifiable.
- **Always verbalize standing bets.** When your Players make the same bets or presses regularly, you will be able to anticipate their needs without their having to tell you every time. You still need to announce these bets and presses every roll.
- **Sometimes your fellow Crewmember or Box Person will book wagers for you.** Always repeat the bets yourself as you set them up.
- **Call bets cannot be accepted.** If a Player has sufficient cash or checks visible, you may book bets before any money is placed on the layout once you have your Box Person's knowledge and permission. Only your Floor Supervisor can permit you to book wagers against unseen (no lammers) credit.

**Communication is the key to Craps game protection. Eliminate most problems and provide for a better solution to the rest by verbalizing your game. Verbalizing will help your memory when the game gets hectic. Your Customers will appreciate knowing they have your attention as well.**

## YOUR RESPONSIBILITIES “ON STICK”

While you are working at the Stick position, you are the “Master of Ceremonies” for your Crap game. When you are “on Stick,” you are relied upon to perform these important functions and responsibilities:

- Act as ambassador to your Players.
- Oversee the work of one of your Base Dealers.
- Advertise various bets.
- Book, set up and call out the payoffs for Proposition bets.
- Control all usage of the dice.
- Set and maintain the game pace.
- Create an atmosphere of fun for your Players and crew.

We heartily encourage you to converse with your Players as you deal to them, but due to the significant number of important responsibilities and the large area you must be attentive to as the Stick Dealer, conversation with a particular Player is best left until you come around to your Base. Concern yourself with the group rather than any one individual.

### The Dice

**The game of Craps is always played with a pair of dice. A pair of dice is always thrown and the number called is always the sum of the spots on the top surface of that pair of dice.**

Every Crap table is opened with a set of five *dice*, which will be changed at the beginning of each shift as long as the game remains open. Each *die* is scribed with a mark identical to the others in the set, but unique to that set. Your Floor Supervisor, your Box Person and each member of your Crew are required to be able to identify the dice for your game by knowing this mark. We use several different colors and styles of dice here at the [REDACTED] the scribed mark is the only sure way to recognize the dice that belong to your game.

### Protect Your Dice

One of your main responsibilities as the Stick Dealer is to maintain control of the dice. Whenever Players handle gaming equipment and a win-loss outcome is determined, the potential for dishonest behavior is present. Therefore, it is essential that you guarantee the security of your dice.

#### **Procedures That Will Help You Safeguard Your Dice:**

**Keep your eyes on the dice from the time you move them out of your Box Person’s work area (the box) toward the Shooter until you return them back to the center after the roll. Your eyes should be off the dice only for the second it takes to ensure the Shooter’s hand is empty.**

- Allow nothing to distract your attention from **your** dice when they are out of the box. Remember, your fellow Crewmembers and Box Person are there to take care of any action you cannot address.
- The dice must remain over the layout at all times.
- The dice are thrown by the Shooter to the opposite end and must hit the back wall. Your Box Person may give special permission to a Shooter who is honestly having difficulty throwing the dice all the way down the table.

### **Procedures That Will Help You Safeguard Your Dice (cont.)**

- The dice must tumble as they move down the table. Sliding or spinning are “No Roll.”
- The Shooter must use one hand only when shooting the dice. If he or she wants to switch hands, the dice must be placed down on the layout in clear view before picking them up with the other hand.
- When you bring the dice back to the center after a roll, spread and turn them so your Box Person can look at the dice and their reflection in the mirror to see every number except the ones on the bottom.
- The dice should fly no higher than eye level. You and your Box Person must be able to see both the dice and the layout at all times.
- If you lose sight of the dice or you are suspicious for any reason that they are not your [REDACTED] dice, immediately bring them in to be checked by your Box Person. Be courteous, but firm when asking the Customer to place the dice down on the layout.
- Notify your Supervisors immediately when a die goes off the table. You must remember and be able to communicate the direction and approximate distance so the die or dice can be retrieved as quickly as possible. It is OK to enlist your Players’ assistance. Remember to be polite and respectful, they do not have to help, but most will not hesitate to lend a hand to their friendly Dealer. Your Box Person must inspect all dice that leave the table.

### **Who is The Shooter?**

**The dice always move around the table from each Shooter to the next in a clockwise direction.**

**The first Customer to arrive at your newly opened or dead game is your first Shooter.** Dump the bowl at once and be prepared to offer him or her the dice as soon as it is determined that a *Line Bet* (Pass or Don’t Pass) can and will be made.

**When a group arrives at approximately the same time to your inactive game, the first Player clockwise around the table from your Third Base Dealer has the option of becoming the first Shooter.** Dump the bowl immediately and be ready to send the dice as soon as the group is able to make their opening wagers.

**Should the opportunity to shoot the dice be declined, offer them to each Player one by one clockwise around the table until they are accepted.** Be sure your new Shooter has or is ready to make a *Line Bet*.

**A Player can remain the Shooter until he or she rolls *Seven Out*.** Your Shooters may also surrender the dice at any time during their roll without penalty. Announce to the table “The Shooter is Passing the Dice,” dump the bowl and find your next Shooter (remembering a *Line Bet* must be in action.) If the Shooter giving the dice up had established a *Point*, announce “New Shooter on a Point of...” and pause to give your Players a quick opportunity to change their wagers before allowing the new Shooter to select a pair of dice. Allow the new Shooter to have his or her own hand after finishing out the previous Shooter’s Point.

## Rules for the Shooter

As the Stick Dealer, you must make sure each Shooter abides by the following rules. Our Customers are having fun and you will encounter the same violations repeatedly so be courteous, yet firm when instructing your Shooter to:

**Keep the dice over the table.**

**Use only one hand on the dice.**

**Put the dice on the table when changing hands.**

**Hit the back wall.**

**Do not give the dice to anyone else.**

**Refrain from playing with the dice too long.**

**Be very gentle when it is obvious your Player is making an honest attempt to play correctly. If you encounter resistance, rely on your Box Person to solve the problem while you continue dealing, whenever possible.**

### **The Shooter Must**

- Have a *Pass Line* or *Don't Pass Line* bet
- Choose two dice and throw them both at the same time so they tumble across the layout and come to rest after hitting the wall on the opposite side of the table. Mention this to the Player on the first offense, but be courteous, particularly when it is obvious that an honest attempt is being made by the Player.

## General Stick Etiquette

Do not give the shooter the pair of dice with any natural (aces, ace-deuce, eleven, twelve or seven) showing.

Gently coax a Shooter who takes more than a few seconds to throw the dice to keep moving along. The other Players are waiting to play.

If another Player places the Shooter's Line bet, be sure the wager is in front of the Shooter. The Base Dealer must move it if necessary.

Your Shooter may ask for a new pair of dice. Announce the request, give the previously used pair to your Box Person for inspection, dump the bowl and send the remaining dice out to the Shooter. If the dice coming out of play are checked in time, your Box Person may choose to add one or both to the mix for selection by the Shooter.

After a long roll, the next Shooter may request the same dice. Verbalize the request and do not send them to the next Shooter until your Box Person has inspected them and found them to be in acceptable working condition. This request can only be made by the Player who will become your next Shooter.

If a die is shot off the table, call "No Roll", dump the bowl right away and offer new dice to the Shooter unless he or she requests the same dice. **Only the shooter may request the same dice.** If the same dice are requested, your Box Person must check them before being returned to the Shooter. **Do not wait for the Shooter to ask.** It is his or her responsibility to get the request in before you send out the new dice.

If one or both dice are shot off the table and cannot be found, the game should not be held up. Offer the remaining to the shooter and explain the reason politely. Be sure you can direct your Supervisor to their location.

## **Proper Dice Calls**

**An important function of the Stick Dealer is to direct the attention of the Base Dealers and Players to the result of every roll while at the same time generating increased betting activity. You should develop a manner of calling your game that is both informative and colorful. Here at the [REDACTED] you can create your own personal style of calling the dice, but you must remember a few important aspects that are essential to every stick call:**

Your calls must be understandable by *everyone*, Players, bystanders, Supervisors and Crewmembers.

Generate interest in all of the betting areas, especially the Props.

Assist your Base Dealers with their duties by incorporating directions and reminders into your calls.

Your calls must be made in good taste. It is too late once you have offended someone and *insulting anyone, Patron or fellow employee is unacceptable.*

- 👤 Call your game in a clear, enthusiastic voice, loud enough for everyone at the game to hear, including your Floor Supervisor.
- 👤 Use an upbeat, but impartial tone because we do not want to give the impression of rooting for one Player over another. There can and frequently will be both winners and losers on every roll. We want everyone to have fun.
- 👤 No negative calls (never use the term lose or loser).
- 👤 If the dice are obstructed and you can't see the number, quickly declare "Call It" to let your Base Dealer and Box Person know to call the dice.
- 👤 Call your game according to the action. Use your stick calls to direct your Base Dealer's attention to any action he or she may have missed, i.e. "No Field" "Down Behind"
- 👤 When sending the dice out, always mention the Point. EXAMPLE: "Point Is Eight, Dice Are Out". This tells your Base Dealers and Players that the dice are being sent out and alerts everyone on the game that the Point is eight.

### **Call Every Number Twice**

- ✓ "Eight, Easy Eight"
- ✓ "Nine, Center Field Nine"
- ✓ "Ten, Hard Ten"
- ✓ "Three Crap, Ace-Deuce"

**When the dice land, call the number with a clear, audible voice.** The dice must be completely stopped before they are called. **Never move the dice before they have been called.**

**If a die is cocked on chips or against the rim of the table, call the side of the die that would be on top if the obstruction were not present** (known as the "natural fall"). If there is some doubt from the Customers, have your Box Person make the call.

**If the dice are hidden behind the chips, move the chips so that your Players can see the dice and be satisfied with the call;** then return them to the center.

### **Advertise! Advertise! Advertise!**

Effective stick calls are the most valuable way to generate Customer interest, excitement and maximize profitability for your table. Points to remember:

- Before the Come Out roll, you have extra time to sell the Proposition wagers and make sure each Player has a Line bet. Take the opportunity while you are not holding the stick to use your hands to direct your Players vision to the places they can bet their chips and to potential winners other Players have wagered.
- During a hand while the dice are in the middle, advertise Field Bets, Come Bets and Hard Ways every roll.
- Remind your Players about bets they have made in the past with the goal of making it a regular wager.
- Take special care to keep your regular bettors in action on every roll.
- Make sure everyone knows it when you are paying a Prop bet winner.

### **No Roll!**

**A roll of the dice shall be invalid and you must call "No Roll" when:**

- One or both dice go off the table.
- One or both dice land in the rail.
- The dice land stacked on top of each other.
- One or both of the dice land in the dice bowl or knock an additional die out of the bowl.
- One or both dice land on the table bankroll. Any part of a fill, the box, stacked checks and chip racks, with or without checks is part of the bankroll. Dice landing on live money does not constitute a "No Roll". Live money includes bets, working stacks, markers, and redemptions.
- If the dice hit a Player, the roll is good unless he or she has hindered the natural flow of the dice by pushing or batting them back into the table.
- The Shooter throws the dice in the wrong direction.
- One or both dice are intentionally slid.
- The dice do not leave the Shooter's hand simultaneously and you believe this to be intentional.
- A Player, who is not the Shooter, inadvertently throws the dice.

### **No Roll! (cont.)**

The Shooter throws the dice after ignoring your request to put the dice down so you can have them checked.

For any other reason you, your Box Person or your Floor Supervisor, considered the throw improperly made.

Be sure to call “No Roll” loudly and clearly enough to be understood by everyone around the game.

Reduce negative reactions from the rest of your Players by making an effort to grab at least one die with your hand to prevent the dice from settling on a number.

Use good judgment before calling “No Roll”. Study your Shooter. Many Players do not know the correct way to roll dice, but can learn with **courteous** instruction from you.

## **Controlling Your Game Pace**

Craps is known as a fast, exciting game. It is in our best interest to keep our Crap games moving at as quick a tempo as is reasonable. We are better supported by a Crap game that consistently maintains a high game pace (rolls/hour) than by a slower one. Our Customers thrive on the fun and electric atmosphere a “jam up” game provides.

### **A good Crap crew sustains a lively pace not by rushing their Players, but by keeping focused on dealing efficiently.**

Observe your Players so that potential bets are not missed. Help with the booking process if you can.

Observe your fellow Dealers. You should neither rush them into making mistakes nor linger after they have finished their work. A good rule of thumb is to send the dice when the Base Dealers are paying their last bet.

Do not hold up the game while describing bets or explaining the game to Customers. Demonstrate to them that the game keeps moving and your Players can come in or get out between rolls at their pleasure.

Allow extra time after a Point has been established for all Players to book their bets. Send the dice as your Base Dealers are setting up the last of their wagers. It is not necessary to stop or bring back the dice for late bets unless you are instructed to by your Box Person.

“Change Only” is made by your Base Dealers while the game continues.

**Politely** persuade new or slow Customers to play at the normal pace. There is a fine line between holding up the game to wait for a slower Player to make his or her wager and potentially losing Players by not allowing them to get their bets in before the dice are sent. We depend on you to use good common sense with the aim of bringing the Player up to the speed of the game.



## **Handling the Dice Stick** The stick is used for two purposes on a Crap game:

### **1) To move the dice to the Shooter or back to the Box after they have landed and the number has been called.**

The stick may not be used for moving the dice boat, pucks, checks or any other object, except the dice. Do not set up or take down bets with the stick.

Move the dice carefully to avoid disrupting any bets on the layout.

Place the dice directly in front of the Shooter. Slide them cleanly and quickly to within his or her easy reach. Do not tumble the dice or slam them into the wall.

When the dice land, you must call the number at least once before touching them with your stick.

When a die lands in the rail, remove it with your stick only as a last resort. Use your verbal skills to ask the nearest Player or your Base Dealer to drop it back down to the layout.

If one or both dice land in an inaccessible area of the layout, request that your Base Dealer move the obstruction or move the dice to an area that can be reached.

### **2) To point out areas on the layout that need attention, mainly the location of a Player about to receive a payoff, but also to point toward errant checks, misplaced pucks, incorrect bets etc.**

**Never** use the stick in any manner that could be considered threatening. This includes striking the surface of the table and shaking the stick in another person's face (Customer or fellow Employee).

**Never** point the stick directly at a person. In cases where you must indicate a Player, the stick should be pointed downward toward the apron directly in front of him or her.

You may use the heel of the stick to point to spots 1 and 2 away from you on either side; otherwise, the tip should touch the layout.

While the dice are in the air, be sure to hold the stick up so that it will be out of the way of the dice, but always be ready to use it immediately to collect the dice or negate an improper throw.

The stick should never be waved around, carried on your shoulder or be used to lean on.

Do not be afraid to bend the stick to aid your control over the dice, but never bend it with both hands, it can break easily.

**The stick is a potentially dangerous instrument. Proper handling of the stick is essential at all times.**

## **The Bowl**

The bowl is to be located against the mirror directly in front of the Stick Dealer.

Arrange the dice that are not in play together against the flat side of the bowl while the game is active.

When returning dice into play from the bowl, pick it up and dump the dice into your Box Person's work area. *Never remove dice from the bowl with your hands.*

## **Your End**

**Once a number is called and you have brought the dice back into the box, watch and verify all transactions on the Base where the dice land.** This is your end. Your Box Person will be watching the Shooter's side.

You may book and set up Prop bets from either end while the Base Dealers are taking care of their ends, but remain attentive to your end.

Assist your Base Dealer by booking wagers for the Player next to you on your end, verbalizing everything. Remember not to touch checks or money. Let your Base Dealer set the wagers up.

After the Come Out roll and the dice are in the center, verify that the Point has been correctly marked on both sides of the layout.

## **Working With Checks**

**When you are "On the Stick", the only monetary transaction you may make with any Player is to accept checks for Proposition wagers.** Cash transactions (even for Prop bets), buy-ins, color-ups, or change of any kind is to be handled by the Base Dealers only.

Never throw or place checks in your Base Dealer's layout. Hand them in to your Box Person, placing larger denomination checks on the side of the paddle that the Player you got them from is standing.

Keep your working stacks short, less than 20 checks high whenever possible. It is completely acceptable to hand less than full stacks in to your Box Person, keeping your working stacks low and protected. Remember, only hand checks in to your Box Person when the dice are in the center and be sure to place the stacks clear of any change, bets or other work your Box Person may be doing.

## **Transferring the Stick**

### **Outgoing**

Before allowing a new Stick Dealer to tap you out, all work for the previous roll (yours *and* both Base Dealers) must be completed.

Outgoing Stick Dealers must identify the Shooter for the incoming Dealer. Relay any pertinent information such as Shooter's habits or any special bets in the Prop Area.

Use common sense and make sure any Prop bets coming in are set up correctly. Do not leave the incoming Stick Dealer with more than one or two bets to book and set up.

### **Incoming**

While you are waiting to tap in, look down both ends of the layout to learn about the type of action taking place on your game. Try to identify the Shooter.

Incoming Dealers must be ready to send the dice as soon as you get on the game. Never wait for the outgoing Stick Dealer to tap in on his or her Base.

**Remember to clear your hands when entering or leaving any position on a crap table.**

## Proposition Bets

Take pride in your ability to book and pay Proposition bets correctly.

- Repeat all Prop bets loudly and clearly (bet, amount and Player position) so that your Players and Box Person can understand, even if the Base Dealer has booked the bet.
- Prop bets should be placed on the layout in relationship to where the Player is standing at the table. Make sure every effort to insure proper placement before the dice are given out to the shooter.
- Be precise when placing Prop bets according to the Player's position. When all bets are properly acknowledged and positioned, there is little opportunity for claims or mistakes to happen.
- Remember to advertise Prop bets, especially on the Come Out roll.
- Once the dice leave the center of the table, keep them in your sight at all times. You may only book Prop wagers coming from your end. Set them up after the dice have returned to the box.
- Make every effort to completely set up C&E's, Horn bets, World bets, 3-ways, etc. (the proper checks in each betting spot that makes up the wager) before you send the dice. All Prop bets must be set up correctly before any payoffs are made.
- You are responsible for making sure any bets in the Prop area that are "off" when they would normally be "on" or vice-versa are marked with the appropriate "on" or "off" button. Verbal notification to your Box Person and Players is necessary.
- If change must be given, direct your Base Dealers to deliver it. Announce the amount, the fact that it is "change" and the Player's position.
- Call "No Bet This Roll" for any late bet you do not understand. Your Box Person or Base Dealer may have been able to book the bet so ask and make sure before having the money sent back to the Player.
- Proposition wagers may play from \$1 (per betting spot) to the maximum indicated on the table (at right). Remember, the C&E's min is \$2, Horn bets are \$4, Worlds are \$5, etc.
- When your game is busy, Players that do not have other wagers on the game may be required to bet the table minimum on each of their Prop bets. Your Box Person is responsible for making that decision.

Table Max	\$500	\$2000	\$3000
Hard 6/8	\$150	\$600	\$1000
Hard 4/10	\$200	\$800	\$1200
Straight	\$200	\$800	\$1200
Horn High 2/12	\$125	\$500	\$750
Horn High 3/11	\$250	\$1000	\$1500
Aces/Twelve	\$50	\$200	\$300
Ace Deuce/Eleven	\$100	\$400	\$600
Any Crap	\$200	\$800	\$1200
Any Seven	\$400	\$1500	\$2000
Hop Bet/Low Side	\$100	\$400	\$600
Hop Bet/High Side	\$50	\$200	\$300

### Maximum Proposition Wagers

**HOP BETS-** To avoid any errors, it is essential that every Hop bet be clearly booked and acknowledged by both the Stick Dealer and the Base Dealer as well as your Box Person, therefore, **Players must make their Hop bets while the dice are in the center of the table. No Hop bets may be booked after the dice have left the center.** Do not be afraid to "No Bet" all late Hop action.

### Paying Winning Prop Bets

Payment of Proposition bets begins after Both Base Dealers have completed all other work on their ends.

Pay your Players with winning Prop bets in this order: First on your end (where the dice land) Base position to Stick position, then the other end, Base to Stick.

Announce and verify the amount of the payoff and the type of bet (or combination of bets) while pointing to the Player's position on the layout with your stick.

## YOUR RESPONSIBILITIES "ON BASE"

### **Protecting Your End**

Always hold your body in a position that allows you to have visual contact with your entire end. Your Box Person must also be able to see all parts of your end, so do not block his or her view.

Maintain a neat and well-organized working area.

To protect against Players switching, capping, or pinching bets, do not "hawk" the dice. A quick glance is acceptable when the noise level in the casino is high, but it is better to ask your Box Person to repeat the number for you than to leave your end of the table unprotected.

Watch the Shooter's hand when he or she throws the dice from your end. You have a different angle from your Stick Dealer from which to possibly catch any misconduct.

Watch the landing dice when shot from the other end. Ensure your Stick Dealer makes the correct call and be able to describe where the dice went, should they go off the table.

Avoid creating situations that may present an opportunity for the dishonest or the honestly confused Player to make a claim by "sounding off"- repeating all bets and payoffs. This is the strongest deterrent we have against disputes, which beyond the immediate monetary difficulty, wastes valuable gaming time and damages our reputation for integrity (and yours).

**Always remember to clear your hands at the proper times.**

### **Setting Up Bets**

**Set up and maintain your layout by placing all bets in their proper position so your Supervisors, Crewmembers, Players and Surveillance can read them, reducing the chance of confusion and arguments.**

- When setting up wagers, use either all Players' money or all house money. Call out "Using Player's Money" when you set up bets with Player's checks.
- Never use part Player's money and part house money.
  - Example-** When a Player gives you a \$25 check and \$30 in \$5 checks to bet \$54 across, hand all of the Player's checks to your Box Person, return the \$1 change and set the wagers up with checks from your working stacks.
- When a Customer announces a bet to you and you cannot immediately determine that the amount he or she has placed down for you is correct, hand it in to your Box Person and set the wager(s) up with fresh money. Your Box Person will verify the amount and inform you whether it is necessary to give change or request more money from your Player.
- Never pick up a Customer's wager with chips of the same color in your hands.
- Give any change owed to your Player before setting up their wagers.
- Remember, all bets must be booked. When repeating bets, state the dollar amount as well as the bet.

### **Setting up Bets (cont.)**

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- If a Player makes a Pass Line bet after the Point has been established, leave it there. Never move it to the line, turning it into a Place bet. You may, however, explain the advantages of Placing the Point so that your Players can make that wager themselves in the future.

### **PROP BETS**

- Help your Stick Dealer by booking Prop bets while he or she is attending to the other end. Announce the amount, bet type and Player position, but leave the checks for your Stick Dealer to set up.
- Do not pay winning Prop bets until your Stick Dealer or Box Person directs you to. The second pair of eyes is necessary to verify all payouts.
- The Proposition area is the Stick Dealer's responsibility. Base Dealers are not permitted to set up or take down Prop bets.

## **Check Handling**

**Checks for a color up may not be brought in without your Box Person's permission.**

**Always use the "Come" area of your layout to cut out payoffs, buy-ins, check change or to prove checks for any reason.** The largest denomination checks should be cut out closest to your Box Person. Open your hand and raise it slightly before restacking to give your Box Person a clear view of the checks.

**All change, payoffs, color-ups, etc. even single checks must "go through the Come".** Don't Come and Lay bet winners must go "through the Don't Come" on their way out to the Player.

**Cut out change or payoffs with your inside hand and deliver with your outside hand.** You may hand off to your Players 1&2 from the Stick position with your inside hand. Remember, the reason for this is so you do not turn away from any part of your layout, leaving it unprotected.

**Use fresh checks from your working stacks to pay all winning bets.** Never pay off with dirty money.

**Size into bets whenever applicable.** Do not slide, toss, bounce or roll checks to your Players or each other.

**Always take full stacks from and return full stacks to the bankroll.**

**You are not permitted to reach into the bankroll for black checks and higher.** Your Box Person will hand the stacks to you. If necessary, ask for them.

**Checks and cash must always be placed on and picked up from the layout. Hand to hand transfers between you and your Customers are not allowed.**

**When handing off checks for any reason, do not cover them with the palm of your hand.**

## **Making Change**

The Dealer must announce the Customer's intention when accepting money or chips. If not specified, call "Change Only" in a clear and audible voice. If it is checks, call "Check Change Only". Place the currency/checks in front of your Box Person.

Complete each transaction before moving on to the next one.

If the buy-in amount is obvious, i.e. a \$100 bill, you may begin cutting the change out in the Come, otherwise wait for your Box Person to report the amount to you.

Place the Player's change on the layout in front him or her, away from any betting areas. Verbalize the amount.

If a Player requests a bet while his or her change is being counted, verbally book the wager normally. Once your Box Person has verbalized the buy-in amount for you, count down the entire buy-in in the Come, remove and prove the amount wagered. Hand off the change to your Player before setting up the bet.

### **Standard Buy-In Breakdowns**

**\$5000 = \$3000 in \$500's+ \$1500 in \$100's+ \$500 in \$25's.**

**\$3000 = \$1000 in \$500's+ \$1500 in \$100's+ \$500 in \$25's.**

**\$2500 = \$2000 in \$100's+ \$500 in \$25's.**

**\$1000 = \$500 in \$100's+ \$500 in \$25's.**

Use these examples as a guideline; the objective is to keep the larger denomination checks in easily readable amounts. Accommodate your Guest's requests for lower denominations.

## **Markers and Redemptions**

Direct all requests for markers or marker redemptions to your Box Person.

Your Box Person will give you instructions to either cut the checks for the marker in the Come, or bring the checks/cash for the redemption in to him or her.

## **The Puck**

**██████ pucks are made of metal and potentially can be very dangerous. The puck should always be picked up and placed in the proper position. Do not toss, slide or roll the puck. Never slam the puck on the table or hold it in a manner that be considered threatening by anyone.**

When marking the Point, place the puck on the layout so both the Point is clearly marked and the number in the Come box can be read.

After a decision roll do not unmark the Point ("lights out") until you have finished all work. This indicates to your Stick Dealer that you are ready for a new Come Out roll.

You must be certain the puck is in the proper "on" or "off" position at all times.

When it is not marking a Point, the puck must remain in your work area near the Don't Come box in the "off" position.

## **The Dice**

Call the roll of the dice only when your Stick Dealer asks for assistance by announcing “Call It”.

When the dice land on your end in a place inaccessible to your Stick Dealer, either move the obstruction (i.e. your working stacks) or pick them up between the fingers of your open, palm up hand. **Deliver the dice directly to the center of the table and place them on the layout.** Never brush them out, leaving the dice for your Stick Dealer to find and bring back in.

## **The Rail**

You are not permitted to put checks in or take a Player’s checks/cash out of the rail.

If no Players are willing to touch a die that has landed in the rail, your Stick Dealer may request that you retrieve it. Pick up the die/dice and return it to the center in front of the Box Person. Never drop it onto the layout for your Stick Dealer to bring back.

When resting your hands on the rail between rolls, keep them clear of the Player’s check storage area even when the tubes are empty.

## **Buttons & Lammers**

### **On/Off Buttons**

It is your responsibility to mark any wagers that are working when the puck is “off” or vice-versa with the proper on/off button.

Your Players are always “Off Until They Say They Are Working” or vice-versa, even if they tell you it is for one roll only. Verbalize for your Player and Box Person. Make sure they understand this rule completely.

Multiple wagers for an individual Player can be marked with a single button on the bet closest to your Box Person. Keep your Box Person fully informed.

Use an “off” button to mark tokens you have received or won until your Box Person is ready to accept them. Place these marked tokens in the Box Person’s work area away from any other checks or cash.

### **Buy/Lay Buttons**

Every Buy or Lay bet must be marked with the appropriate button. If a properly booked wager comes in late, mark it as soon as the dice are called.

### **Lammers**

All markers and marker redemptions have a lammer or lammers associated with the transaction. Be aware that any marker you send out or redemption you bring in is equal to the lammers placed on the layout.

## **Odds**

**Currently our Odds structure for Pass/Don't Pass and Come/Don't Come wagers are as follows (known as "Racetrack Odds"):**

**3x the flat bet on the 4 and 10**

**4x the flat bet on the 5 and 9**

**5x the flat bet on the 6 and 8**

Remember, the maximum Don't Pass/Don't Come Odds are the amount that pays 3, 4 or 5x the flat bet.

Odds on Pass Line or Come bets must be at least the table minimum. Don't Pass or Don't Come Odds (Lay) must be at least the table minimum in the proper units (ex. On a \$5 game the minimum Lay amount would be \$6.)

Pass Line Odds that exceed the amount allowed by the size of the flat bet are to be taken or paid as a Place bet. Notify your Box Person before making any corrections. If the flat bet is at the table maximum, the overage on the Odds must be returned to the Player. Stay alert and do your best to avoid these situations.

Players may add to their Come or Pass Line flat bet to increase the amount of Odds they may take.

Odds on Pass Line and heeled Don't Pass bets must be spaced ("airing out the Odds") to minimize the possibility for a cocked die.

Come bet Odds must always be clearly distinguishable from the flat bet.

## **Max Play**

**The posted table limits apply to the flat bet on Pass/Don't Pass and Come/Don't Come wagers.** A Player betting the maximum can take full Odds.

The posted limits also operate for the other Base wagers except for Lay bets. The table maximum for Lay bets applies to the amount the bet will win when it hits.

**See the table in the Proposition bets section for Prop bet limits.**

If a wager looks to be near or over the table maximum, call out "Money/Checks Play To The Limit" with a loud, clear voice.

## **Juice**

Players making Buy bets must pay an up front fee ("Juice") equal to 5% of their wager.

**Buy bets of \$25 or more each on the 4 or 10 will be charged Juice only when the wager wins.** All other Juice is collected when the bet is made.

Players making Lay bets must pay Juice at the time the wager is made equal to 5% of the amount the wager will win.

Juice is charged in \$1 units. Amounts over \$20 that are between units will be rounded down to the next lowest \$1 unit. Ex- \$45 costs \$2 Juice, \$150 costs \$7 Juice.

If a Customer insists on Buying a number for less than \$20 or Laying a number that pays less than \$20, then \$1 Juice must be collected in advance.



## Taking and Paying

### When a Number is Called

Examine your layout in the order described in the table on this page. You will not have wagers to act on at every stage, but as you go through the steps you will refresh your awareness of the bets that are on your layout and how to proceed when any number rolls.

**TAKE-** Pick up all losing wagers. Always collect the House's money before paying winners and placing new wagers.

<b>"THE ORDER"</b>	
	<b>Take/Pay/Place</b>
<b>1) Don't Pass</b> .....	Base to Stick
<b>2) Pass</b> .....	Base to Stick
<b>3) Big 6&amp;8</b> .....	Base to Stick
<b>4) Field</b> .....	Base to Stick
<b>5) Don't Come</b> .....	Base to Stick
<b>6) Come</b> .....	Stick to Base
<b>7) Place</b> .....	Stick to Base
<b>8) Props</b> .....	Base to Stick

After a decision roll (Winners or Seven Out), pick up losing Field wagers after losing Line bets, but before returning the checks to your work area. Collect losing Big 6&8 at the same time as the Pass Line.

#### After "Seven Out":

Remember that the bets on the Don't Come box are the first to be taken down. Slide these checks directly into the numbers before tending to the Line bets. You may also clear losing bets from the outside number box at the same time to better protect your layout.

**Stay clear of any bets that are "off" in your numbers area.** Losing Come and Place bets on the numbers will remain there until all winners have been paid.

**PAY/PLACE-** Using the order and direction indicated in the chart above, pay then place bets one Player at a time. Pay and/or place all Don't Come bets before Come bets; all Come bets before Place bets.

If a Player is ready with his or her Odds or a press, set it up before moving on to the next Player, otherwise go back to him or her after you have finished paying and placing bets for your other Players.

Never leave a partial payment. If you do not have enough to pay the whole bet, bring it back and go out again with the full amount.

Once a bet is "broken down," or proven, it should remain that way until it is paid.

Pay bets as they are. Your Players will tell you when they want to press. Repeat each request just as you would when booking a bet.

Payouts that are handed off to your Players must be delivered to a neutral (non-betting) area of the layout directly in front of the Player clearly separated from any other checks that may be on the table.

Round down payoffs containing amounts less than \$1, i.e. a \$7.50 winner is paid \$7.

Before delivering any sizeable or complicated payoff, call out the amount being paid so that your Stick Dealer or Supervisors may have a chance to catch any errors.

## **Taking and Paying (Pay/Place, cont.)**

### **Line Bets**

When paying winning Pass or Don't Pass Line wagers, pay the Odds first, then the flat bet separately before moving on to the next bet. Do not total Line Bet payoffs without your Box Person's instructions.

Pay Line bets 1 and 2 from you with your outside hand only. You may use both hands to pay the others.

### **Come Bets**

Pay and hand off any last Come bets before paying behind the numbers (Don't Come and Lay) after "Seven Out". This is the only exception to the order stated in the table above.

Pay winning Come bets on the Come in front of the Player, hand them off only when the Player needs assistance and all other work is done.

The Odds for Come bets on the numbers when a Come Out roll of "Winner Seven" is called must be lifted from the flat bet and placed in the Come directly in front of it. Going in order, take down, stack up and return the Odds for all Come bets one Player at a time, before locking up the losing flat bets.

### **Place Bets**

Buy bets are considered Place bets.

Cut out Place bets in the Come and hand them off to your Players.

**Courteously remind your Players to pick up their winnings, if required. Do not touch their money.**

If two Players claim the same bet, inform your Box Person of the situation and anything that will help him or her make a decision and abide by that decision.

**All payoffs must be made so they are visible to all parties. Your Players, Supervisors and Crewmembers and Surveillance must always be able to distinguish the bets from the payoffs.**

## **Conversions and Totaling**

**It is important to keep your Players well supplied with the checks that make up their average bets. Do not begin converting a Player's bankroll until he or she has at least one rail tube full of a single color.**

Conversions should be made in single steps. Players betting quarters would be converted to \$100 checks, \$100 checks to \$500 checks, etc.

When performing a partial conversion where you must take a portion of a Player's bet, always take it from the Odds, not the flat bet.

Do not total Line bet winners without permission from your Box Person. Verbalize all totals so your Player understands.

### **Don't Come and Lay Bets**

Lay bets are considered Place bets, so pay any Don't Come bets first.

Lay bets against the Point that are set up on the Don't Pass Line should be paid and handed off as a regular Lay wager.

Pay Don't Come and Lay Bets at the wager, sizing into the flat bet and setting the Lay payoff readably next to the Lay bet. Collect all of the Player's bets and payoffs, setting them down on the apron in front of him or her after going "through the Don't Come".

### **Pay and deliver one Player at a time, Base to Stick.**

Remember to clean up any losing wagers and dead checks before paying, including Come bets after a "Winner Seven". Checks on the numbers after "Seven Out" can be cleaned up after everyone has been paid.

### **Prop Bets**

Prop bets are paid last.

If you have finished all work on your end you may prepare Prop payoffs in the Come. Do not deliver them until instructed to by your Stick Dealer or Box Person.

## GENERAL STUFF

The game continues while fills or credits are being processed, but always be ready to assist your Box Person with the checks, especially the silver.

Never tell your Players how to bet their money. Inform them of the possible bets and what they mean.

### **Late Bettors**

Theoretically, a bet can be booked right up until the instant the dice hit the table.

**Realistically, with only rare exceptions it is best for a smoothly operating Crap game to have all bets in before the dice are sent to the Shooter.** If one or more of your Players is consistently making wagers after the Shooter has the dice, enlist the help of your Box Person to teach the Customer when to make his or her bets. The decision to deny late action (“No Bet”) from a Player may become necessary; you need to exercise common sense and the utmost courtesy under these circumstances.

**Keep in mind, you are attempting to bring your Players into the game and up to the game pace, not drive them away.**

### **Currency Wagers**

- \$ Under normal circumstances, cash should only play on the Pass Line, Don’t Pass Line, the Big 6&8 and the Field. Notify your Box Person when you receive a cash wager.
- \$ Do not deal to folded money. If you do not have enough time to unfold the currency before the roll of the dice, call “No Bet This Roll”.
- \$ If a cash bet appears to be near the table maximum or you cannot immediately determine the amount, call out “Money Plays to the Table Limit”. It is not necessary to count a cash wager until there is a decision roll for the bet.
- \$ Losing bets must be passed directly to the Box Person to be counted. Be sure to keep each bet separated from any other currency or checks in the box.
- \$ If your Customer wins the bet, count the money in place if possible (leave the cash counted down until the bet has been paid). After verification from your Box Person, cut out and deliver the payoff.

### **Dead Game**

**On dead games, you must maintain an inviting and positive posture for passersby.**

Refrain from playing with your table equipment when the game is dead. Never play with checks or lammers.

“Cross-firing” cannot be permitted when the game has a Player even though your end may be dead.

You may not “cross-fire” or engage in conversation with your Box Person when the game has a Player even when your end is dead.

## **Tokes**

- The maximum toke bets are: Pass, Come, and Don'ts- \$100 with full Odds, Place- \$100 (\$120 on the six and eight), Field and Big 6&8- \$100, Props- \$25 per spot.
- Pay winning Pass and Don't Pass toke bets in order with the other Line bets. Pick them up and deliver them to your Box Person after you have finished paying the Line, but before moving on to other betting areas.
- All other toke bet winners must be the last bets paid in their betting area and handed off to the Box Person before moving on to the next betting area.
- Both the bet and the payoff on all winning toke wagers must be taken down and dropped.
- Never convert or total winning toke bets. Your Box Person can color them up before they are dropped, if necessary. Pay Odds separately from the flat bet.
- Toke bets are "off" when the Player's bet of the same type is "off", working when the Player's bet is working, unless the Player requests otherwise.
- Proposition toke bets are the last bets to be paid. When directed to by the Stick Dealer, the Base Dealer on the end where the bet came from must cut out the payoff in the Come and hand it in to the Box Person. The Stick Dealer will hand the bet in to the Box Person at the same time.
- If given the option to bet or drop a toke, you must drop it. Politely inform your Players, if questioned. Never bet an unspecified hand in.

## **Your Supervisors, Box and Floor**

Your Box Person is the only Crewmember permitted to drop anything into the drop or toke boxes.

Communicate mainly with your Box Person. He or she needs to be kept aware of everything going on around the table. If your Box Person is occupied and you need immediate assistance, call your Floor Supervisor. Remember- never turn away from your layout.

**Follow your Box Person's and Floor Supervisor's instructions and corrections. They have the final word over any situation in progress. If you have a question or are in disagreement, resolve it after you leave the table. Do not hesitate to involve Management if you feel it is necessary.**

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