

6 Dice/Craps

Basic outline rules/How to play

- 6.1 There are two parts to a dice game. The first part is called the 'Come Out Roll', this is indicated by the large round puck on the table layout placed in the 'Off' position.
- 6.2 When the puck is in the off position the 'shooter' rolls the dice. If they roll a 7, 11 or a 2, 3, 12 then the Pass/Win Line and Don't Pass/Win Line are paid accordingly.
- 6.3 Any other number rolled (4, 5, 6, 8, 9 or 10) becomes your 'Point'; this is indicated by the dealer moving the puck to the number rolled which is then flipped over to the 'On' position.
- 6.4 The object of the game is then to repeat the number first rolled (the Point) before rolling a 7. If a 7 is rolled before the point is achieved then it is called a '7 out'.
- 6.5 This signifies the end of a shooters roll, the dice are then passed to the next shooter. In both cases the puck is returned to the off position and a new game is started on the 'Come Out Roll'.
- 6.6 Note that 2, 3 and 12 are collectively known as the 'Craps' – the American name for the game.

Usual odds paid

- 6.7 **Pass/Win Line:** On the come out roll: Wins on a 7 or 11, loses on a 2, 3 or 12. When a point has been achieved: Wins when the point is rolled and loses on a 7. The Pass/Win Line pays even money.
- 6.8 **Don't Pass/Win Line:** On the come out roll: Wins on a 3 or 12, stands on 2, loses on 7 and 11. When a point is achieved: Wins when a 7 is rolled and loses if the point is rolled.
- 6.9 **Taking Odds:** Odds are placed behind a Pass/Win Line Bet when a point has been achieved and are paid accordingly:
- 6.10 Point of 4 or 10 – Pays 2 to 1. Point of 5 or 9 – Pays 3 to 2. Point of 6 or 8 – Pays 6 to 5. Odds are placed next to a Don't Pass/Win Line Bet and when a 7 is rolled are paid accordingly: Point of 4 or 10 – Pays 1 to 2. Point of 5 or 9 – Pays 2 to 3. Point of 6 or 8 – Pays 6 to 5.
- 6.11 **Field and Place bets:** 4 and 10 – Pays 9/2 to 5. 5 and 9 – Pays 7 to 5. 6 and 8 – Pays 7 to 6. All place bets lose on a 7 out.
- 6.12 **Hard Ways:** Hard 6 and 8 – Pays 9/2 to 1. Hard 4 and 10 – Pays 7/2 to 1. Centre Bets: 2 or 12 – Pays 33 to 1 3 or 11 – Pays 16 to 1 All Centre Bets are one roll bets.
- 6.13 **Any Crap:** An Any Crap Bet wins on 2, 3 or 12 and pays 7/2 to 1. All Any Crap Bets are one roll bets.
- 6.14 **Hopping Bets:** A Hopping Bet wins when the exact combination of the two dice is predicted on one roll of the dice. Hard way Hopping Bet – Pays 33 to 1 Regular Hopping Bets – Pays 16 to 1.

House edge details

- 6.15 **Varying from:**
For Front Line bets 1.4%to
For Hopping Bets 5.6%
'Any Seven' one roll bets 16.6%.

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

§ 107 . Limitations on exclusive rights: Fair use⁴⁰

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.