



CRAPS PROCEDURES

TABLE GAMES
January 2002

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GENERAL PROCEDURES

1. Acknowledge all players when they approach the game, make eye contact with guests to make them feel comfortable to play at your game.
2. Answer questions about the game for new players and encourage them to give it a try.
3. "Cross-firing" is not permitted when the game has any players even though your end may be dead.
4. Provide courteous service to all players, so that no one player feels ignored or forgotten.
5. Call "Change only" when making change.
6. Change is not to be made from the stick position.
7. You are not permitted to reach into the bankroll for black checks and higher.
8. Pay bets as they are. Players should tell you when they want to press.
9. Dice are to hit the end of the table unless the Floor Supervisor directs otherwise. 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.
10. Under no circumstances are you to deal to folded currency. If you do not have time to straighten out the currency before the roll of the dice, call "No bet this roll." If a bet appears to be near the table maximum, call out "Money plays up to the limit."
11. Dealers should watch their end of the layout.
12. Base dealers are not to "hawk" the dice.
13. Anytime a die leaves the game or the stickperson loses sight of a die, it must be handed into the Boxperson prior to it being placed back into play.
14. The Floor Supervisor will handle exceptions or special situations.

HANDLING THE DICE

1. The stickperson will:
 - a. Watch the dice at all times; from the time they leave the middle of the table and have been called, until they are returned to the middle. Your eyes should be off the dice only for the second it takes to ensure the shooter's hand is empty.
 - b. Ensure the shooter only handles the dice with one hand.
 - c. Always dump the bowl and handle the dice with the stick, not with your hands.
 - d. Keep the dice moving at a good pace but do not run over players or base dealers.
 - e. Never give the dice to the shooter on SEVEN or CRAPS unless requested by the shooter.
 - f. Upon request from the shooter, bring the dice to center, dump the bowl and send out new dice.
 - g. Slide the dice cleanly and quickly to the player, within easy reach. Do not tumble or slam the dice off the wall.
2. The base dealers are not to touch the dice unless it is absolutely necessary. Remove any obstacles so the stickperson can move the dice. If it becomes necessary to handle the dice, do so with the palm facing up.

CALLING THE GAME

1. Call an impartial game in an audible, enthusiastic voice, loud enough for everyone at the game to hear, including the Floor Supervisor.
2. The stickperson should mention proposition bets, including the FIELD, every roll.
3. It is the responsibility of the stickperson to “sell” the proposition bets every roll.
4. When a die is cocked, call the natural fall of the die and immediately return the dice to the center of the table. If you are unsure of the natural fall, request the Boxperson make the call.
5. All bets must be repeated. When repeating bets, state the dollar amount as well as the bet. For example, if the player says, “\$5 hard eight,” you will repeat to the player, “Five *dollar* hard eight.” If you don’t get acknowledgement from the player, call no bet.
6. If you do not understand a bet, try to clarify it with the player. If the bet cannot be clarified, declare no bet. Although it is the dealer’s responsibility to declare no bet, the Boxperson or Floor Supervisor may choose to change that decision.

NO ROLLS

1. If a die is thrown off the table, immediately call "No roll, die down outside/inside." Center the other die and dump the bowl, unless the shooter requests same dice.
2. All of the following constitute a no roll.
 - a. One or both dice lands in the rail.
 - b. One or both dice are batted back in.
 - c. One or both dice lands on the table bankroll. Dice landing on live money does not constitute a "no roll." Live money includes bets, working stacks, markers, and redemptions.
 - d. One or both dice lands in the dice bowl.
 - e. One or both dice are intentionally slid.
 - f. Stacked dice.
 - g. The dice do not leave the shooter's hand simultaneously and you believe this to be intentional.
 - h. When the shooter throws the dice in the wrong direction.
 - i. When a player, who is not the shooter, inadvertently throws the dice.
3. If the dice hit a player, the roll is good unless a player has hindered the natural flow of the dice. For example, the player pushes or bats the dice back in.

MARKERS

1. Direct all requests for markers to the Boxperson.
2. Upon approval from the Boxperson, cut out the amount of checks requested. Get verification from the Boxperson and push the checks to the player.

REDEMPTIONS

1. Direct all requests for redemptions to the Boxperson. Call "Marker coming in" and get approval to bring the redemption in before you bring in the checks.
2. Hand checks in to the Boxperson.

GAME PROTECTION

1. Call “No roll” if the dice are slid or scooted.
2. To protect against players switching, capping, or pinching bets, do not “hawk” the dice. Watch your end of the layout.
3. To protect against a player switching dice, the stickperson must watch the dice at all times except to ensure the shooter’s hand is empty after releasing the dice.
4. Anytime the stickperson loses sight of the dice or when a die leaves the table, the dice must be handed to the Boxperson for inspection.
5. Ensure the shooter only handles the dice with one hand.
6. Do not deal to folded currency. If you don’t have time to count the currency, call out, “Money plays up to the limit.”
7. When repeating bets, state the dollar amount of the bet.
8. Declare “No bet” on any wager you do not understand or that is not clear to you.
9. Keep open lines of communication with your Boxperson. Alert them if you think a player or their activity appears to be suspicious.

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