

V



# CRAPS PROCEDURES



June 1997

# CRAPS

## GENERAL SUMMARY FOR CRAPS DEALER STUDENTS

Besides doing his general work, a base dealer will find he has other duties to perform. As mentioned in 'Stick Procedure,' the base dealer assists the stickperson whenever possible to keep the speed of the game consistent, by returning hard-to-get dice and by calling dice that have landed on the table where the stickperson cannot see them. Another instance when a base dealer can be of untold assistance to a stickperson is when a player making a bet calls the bet in a manner understood by the base dealer and not by the stickperson. The base dealer should *repeat the bet to the stickperson*. Remember, you are working as a team and a good craps crew will help each other if necessary without neglecting their own duties.

A very important rule to remember while dealing on base is not to follow the flight of the dice with your eyes (bird-dogging). Keep your eyes on your own layout at all times and rely on the call of the stickperson to trigger your actions. If your mind or eyes wander from the layout, strange things can happen, such as 'don't pass' bets appearing from nowhere and front line bets diminishing or disappearing altogether. It is very important that you deal to the boxperson at all times. In making any move where there is a possibility of later confusion, explain to the boxperson what you are doing and why. Make all change in the come area and make your place bet payoffs in the come area prior to setting the payoff off to the player. When handling any transaction which directly involves the boxperson, such as change for a bill, payment of markers, color changes or 'on the turn' bets, be sure to place the bill or chips directly in front of the boxperson in the area at the top of the proposition layout. When putting anything in front of the boxperson, be sure to state what it is for and what action is to be made on it **CLEARLY** so that the proper action can be taken by the boxperson.

As a dealer, you cannot act on 'called action' without the boxperson's approval. Never put a bet up for a player without being told to do so by the boxperson.

A good dealer, in doing his work correctly, protects not only himself but also the boxperson, the house, and last but not least, the player- without whom there would be no need for a dealer.

## RULES FOR THE STICKPERSON

1. Always keep your eyes on the dice. Never let them out of sight, especially when passing them to the shooter.
2. When dice are not in play, keep them in the center of the table directly in front of the boxperson. Do not pass them to the shooter until all base transactions have been completed.
3. After each roll of the dice, bring them back to the center of the table and glance down at the proposition layout and clear losing bets.
4. When a proposition bet is made, always repeat the bet so that the boxperson and the bettor can hear you clearly. This will eliminate mistakes and misunderstandings.
5. Refer to bettors as ladies and gentlemen and address them as "Sir" or Ma'am," not "buddy," partner," or any other term of familiarity.
6. Keep stick fairly level with the table. This will give you better control of the dice.
7. When one dice goes off the table or goes out of sight for any reason, the shooter will be given new dice from which he will select two. If he shoots one on the floor, be certain it really is off the table and then declare "NO ROLL."
8. Although you have the right-of-way with the dice, after they have stopped and the call has been made, bring the dice back to the center around the *outside* (apron) of the layout, *not through* it. This allows the dealer complete his work without getting tangled up with the stick.

9. When a shooter is coming out for a point, say, "COMING OUT, WHO LIKES CRAP, SEVEN OR ELEVEN?" After the shooter has a point, between rolls say, "GET A FIELD BET OR COME BET." If the shooter has an even number for a point, you can also say, "WHO LIKES THE HARD WAY?" As you pass the dice back to the shooter, remind him of the point in this fashion: "THE POINT IS EIGHT," or "EIGHT'S YOUR NUMBER," or "EIGHT WILL WIN." When the shooter rolls a seven, all you have to say is, "SEVEN OUT, THE POINT WAS EIGHT." Players don't appreciate rhymes, limericks or witty sayings and personal observations as to whether a shooter was good or bad or uncalled for. If you listen to a good stickman on the Strip, you will notice how brief and impersonal his dialogue is, and yours should be the same.

Here are some basic calls that a good stickman will use. When the dice are in the center of the table and the dealers have completed their work, say, "WHO LIKES CRAP, SEVEN OR ELEVEN? THE DICE ARE COMING OUT." Pass the dice to the shooter and the calls are as follows:

- 11 - "ELEVEN, FRONT LINE AND FIELD WINS." You only say, "TAKE THE DON'TS" if a dealer omits to pick up 'don't pass' bets.
- 4 - "FOUR EASY, POINT FOUR...NOW THE TWO DEUCES, WHO LIKES THE HARD WAY?"
- 5 - "FIVE, THE NUMBER IS FIVE. GET A FIELD BET OR COME BET."
- 6 - "SIX HARD, THE POINT IS SIX. BET THE TWO TREYS THIS TIME, COME OR FIELD."

Note the simplicity of these calls. The tone should be firm and pleasant to hear for players and crew, and the volume should be governed by the amount of noise at the table. Your voice should be loud enough to be heard by the players, boxpersons and floorpersons, but not loud enough to be heard three blocks away!

Varying the pitch, volume and tempo of your dialogue will keep players and crew interested and awake. A humdrum monotonous stickman can make a game so boring that players will seek excitement elsewhere. Once again: *No clever observations, rhymes, limericks or jingles, and keep your eyes on the dice!*

### CALLING WINNERS

All calls are preceded by the word "WINNER." This is very important for you to remember. If the roll is a winner seven, it should be called as "WINNER SEVEN," not "SEVEN A WINNER!" The only exception to this rule is eleven on a 'come out' roll. This is called "YO, ELEVEN A WINNER, YO, ELEVEN!" This is done so it won't sound like 'seven.' Also note that the number is always repeated twice on each winning roll!

### CALLING LOSERS

It is not a good practice to use the word "loser" as it is pointless to needle and aggravate the players. When the shooter misses his point and rolls a seven, you will say, "SEVEN OUT LINE AWAY, THE POINT WAS EIGHT"(or whatever the point was). It is most important that you say what the point was, then the base dealer will have no doubt in his mind what odds to pay the players who are laying odds against the point.

### PROPOSITION BETS AND THE STICKMAN

The odds on the proposition bets are printed right on the layout so you will have no trouble remembering them. All Propositions are one-roll bets, except the hard ways, which stay up until the shooter rolls the number the easy way or a seven is rolled. All hard way bets automatically work on the come out roll unless so stated by the player. Here are the one-roll propositions:

Seven - 5 for 1  
Eleven - 16 for 1  
Any Crap - 8 for 1

Three Way Craps  
Craps - Eleven  
High - Low  
Horn Bets

**Bets in the left column.** These are straight-forward bets and are easy to figure.

Any seven. If a player bets this and wins, the stickperson will tell the base dealer how much to pay the player and why. If the player wagered \$1 and wins, the stickperson will point his/her stick in front of the winning player and say to the dealer, "PAY HIS \$4 FOR HIS ANY SEVEN BET." The reason he wins \$4 is the payoff is 5 for 1 and NOT 5 to 1. Since we always leave the player up on a winning bet, he wins \$5 less the \$1 wagered and is paid \$4.

Eleven winners. Eleven winners are computed in the same fashion as above. The dialogue would be, "PAY THIS MAN \$30 FOR HIS \$2 ELEVEN BET" (\$32 MINUS \$2 = \$30).

Any Crap. An 'any craps' winner would be treated in a like manner- "PAY THIS GENTLEMAN \$7 FOR HIS ANY CRAPS BET" (\$8 - \$1 = \$7). Any losing propositions are taken down before the winning bets are paid.

**Bets in the right column.** Notice that the players are betting on more than one number the next roll.

Three Way Craps. This player is betting individually on 2, 3 or 12 and is actually making three bets and must not be confused with 'Any Craps' which pays 8 for 1 no matter which of the craps are rolled. Three Way Craps are bet in multiples of three checks to give an even number of checks on each of the 2, 3 or the 12. Here are two examples: A \$3 three way craps bet would have \$1 on each number. If a 3 is rolled, the player would be paid \$16 less the \$3 he bet for a total payoff of \$13. If a 2 or 12 is rolled, the player would be paid \$31 less the three he bet for a total payoff of \$28.

Craps - Eleven. Craps-Eleven bets are computed as follows: If a man bets \$1 each on Craps or Eleven and Craps showed, he would receive \$8 less the total bet (\$2), which would pay him \$6 and he is up. If eleven shows, he would win \$16 less \$2 for a payoff of \$14. Obviously, if he bet a dollar, split between the craps and eleven, since he wagered only half the amount, the payoff will be half the amount- \$3 for craps and \$7 for eleven.

High - Low. Two (low) or twelve (high) is figured in the following manner: Since both 2 and 12 pay 31 for 1, whichever one hits the payoff is 31 times what is on the winning number less the total bet. Example- #1 each Hi-Lo. The payoff is #31 less \$2 for a total of \$29.

Horn Bets. Bet in multiples of 4 as the bet entails individual bets on 2, 3, 11 and 12. If a \$4 horn bet is made, that means a dollar on each number and is computed right off of the layout and the total bet is deducted in order to leave the player up. This will be gone into in detail with your instructor. It is important that the stickperson watch the dealer at his/her end. That is, THE END TO WHICH THE DICE ARE BEING THROWN. It is his/her responsibility to see that the dealer on his end makes no mistakes and must correct him/her if he/she should do so.

## PROCEDURES AND DUTIES OF A BASE DEALER

There are three positions on a craps table:

1. First Base or Stick.
2. Second Base, which is on the boxperson's right hand side.
3. Third Base, which is on the boxperson's left hand side.

Each dealer works twenty minutes on the stick and then forty minutes base, followed by a twenty minute break. After the break, he returns to the stick.

When leaving the base position, turn toward the boxperson and show him/her two clean hands, palms up. Continue to turn, leaving the pit area. Never leave the table unless relieved by someone. The incoming dealer will tap you on the shoulder which indicated that he is ready to come in. Stay on base until you have completed any started transactions and the dice are not in action.

When leaving the stick, tell the incoming stickman who the shooter is, give it to him/her by number. Examples: "SHOOTER IS TWO TO YOUR LEFT" or "THE SHOOTER IS THREE RIGHT." Tell him/her which proposition bets, if any, are off on the come out, and tell him what the point is. If it is a come out roll with a new shooter, put all the dice on the table in front of the boxperson before leaving, and tell him it's a new shooter. The dialogue will be like this: "THE SHOOTER IS 4 RIGHT, THE POINT IS 6, AND HIS HARDWAYS ARE OFF ON THE COME OUT" or "SHOOTER IS 1 RIGHT, NEW SHOOTER." Show your palms to the boxperson and get out of there.

The procedure on the base will, of course, be explained to you in detail by your instructor. Basically, your job is to collect losing bets first and then to pay winning bets. Work so that the boxperson can follow what you are doing and follow any instructions he may give you, even if they appear wrong. Your instructor will be glad to explain to you why he did what he did if you give him all of the facts.

Your instructor will give you certain exercises to practice and if you have equipped yourself with a layout and some chips, you will greatly benefit from these exercises. If you have no layout, an ironing board is very good to practice your cutting on. While on base, one of the most important things to remember is to *repeat every bet that is given to you*. This is done so the boxperson can hear you. He can protect and help you if he knows what you are doing. Remember: **REPEATING A PERSON'S BET IS LIKE GIVING HIM A RECEIPT FOR HIS MONEY.**

#### **PASS LINE**

The Pass Line is a bet in which the player himself bets on the Pass Line directly in front of him. The Pass Line wins if 7 or 11 rolls in the come out roll (No point is established). It loses if 2,3, or 12 rolls which is called 'Craps'. Any other number (4,5,6,8,9 or 10) becomes the point #. Shooter must roll that # again before a 7 in order to win. If the shooter rolls 7 before the point #, all Pass Line bets lose. The dealer on base will take all the losers from base to stick. Also, dealer will pay all bets on Pass Line from base to stick. *Always take any and all losers before paying any winners.*

#### **DON'T PASS LINE**

The Don't Pass must be bet before a point is established. Don't Pass cannot be bet after there is a point. The Don't Pass wins on 2 or 3, pushes on a 12 and loses on a 7 or 11. Once point is established, the shooter must roll 7 before point # in order for Don't Pass to win. If the shooter rolls the point #, all bets on Don't Pass lose. Dealer will take and pay from base to stick. The player may take away from Don't Pass at any time. He may not add to Don't Pass if there is already a point.

#### **FIELD**

Field is a single bet in which the player bets himself, placing the bet in the field area, close enough for him to reach. This bet is a one roll bet. Any # that is in the field (2,3,4,9,10,11 and 12) wins the amount bet. 2 wins double and 12 wins triple. When a # rolls that is not in the field (5,6,7 and 8), all field bets lose.

### **CORNER 6 & 8 OR BIG 6 & 8**

Any bet placed in these boxes win any time a 6 or 8 rolls and lose if a 7 is rolled.

### **COME BETS**

Come Bets are bet by the player putting the bet in from of him on the Come Line area. The dealer will direct the player where to place his bet. A 7 or 11 wins on the come and 2,3 or 12 (Craps) loses on the Come. Any other # (4,5,6,8,9 or 10) becomes the point # for that bet. The dealer will place the Come Bet directly on the # in the player's spot. The # must be repeated for that bet to win. If the # rolls that a Come Bet is on already, the dealer will take the bet off (inside hand) and set it in the player spot in the Come and pay it (outside hand). If 7 rolls, Come Bets lose.

### **ODDS**

Odds may be taken on Pass Line bets or Come once they are on a point #. Double odds means a player may bet 2x's the amount of his original bet, 2 1/2x's on the 6 or 8. On the come out roll, odds are off unless declared by the player.

Pass Line and Come Odds Pay:

4 or 10 pays 2 to 1

5 or 9 pays 3 to 2

6 or 8 pays 6 to 5

### **DON'T COME BETS**

Any bet in this area loses if 7 or 11 rolls, and wins if 2 or 3 rolls. 12 is a push. Any other # (4,5,6,8,9,10), the dealer will place these bets directly behind the number. If 7 rolls before that #, the bet wins. If the # is rolled before a 7, the bet behind that # loses.

### **ODDS ON DON'TS**

Odds may be layed against the Don't Pass and Don't Come. The bet is placed beside the original bet and healed. (See instructor.)

4 or 10 must lay 2 to sin 1 (must be in proper units).

5 or 9 must lay 3 to win 2 (must be in proper units).

6 or 8 must lay 6 to win 5 (must be in proper units).

Player may lay up to 4x's original bet on the 4 or 10, 3x's on the rest of the #.

### **PLACE AND BUY BETS**

Place bets are verbal action given to the dealer by the player. The player sets the money down and tells the dealer what he wants and the dealer repeats the bet so that the play and the boxperson can hear him. The bets are made in multiples of \$5 on the 4,5,9 and 10, and in units of 6 on the 6 and 8. Here are the payoffs. Please be familiar with them:

**4 and 10 pays 9 to 5**

5 pays 9	30 pays 54
10 pays 18	35 pays 63
15 pays 27	40 pays 72
20 pays 36	45 pays 81
25 pays 45	50 pays 90

**5 and 9 pays 7 to 5**

5 pays 7	30 pays 42
10 pays 14	35 pays 49
15 pays 21	40 pays 56
20 pays 28	45 pays 63
25 pays 35	50 pays 70

**6 and 8 pays 7 to 6**

6 pays 7	36 pays 42
12 pays 14	42 pays 49
18 pays 21	48 pays 56
24 pays 28	54 pays 63
30 pays 35	60 pays 70

When a player wins a place bet, the place bet is not touched but the payoff is made on the come area and then handed off the layout to a point in front of the player. Never put money into a player's hand. If the player says, "PRESS THE BET," he means double the amount. Example: The bet is \$5 on 9 and the dice roll 9. The dealer repeats "PRESSING 9," he then makes the bet on 9 look like \$10 and hands off \$2 in front of the player. All place bets are automatically off on the come out roll unless otherwise called by the player.

Buy Bets are not complicated if you thoroughly understand exactly what is going on. Your instructor will make sure that you are aware of Buy Bets.

The Dealer will take all losers first, THEN pay any winners.

1. Pass Line (base to stick).
2. Don't Pass (base to stick).
3. Field (stick to base).
4. Big 6 & 8.
5. Don't Come Bets.
6. Come Bets (stick to base).
7. Place Bets (stick to base.)
8. Buy Bets (stick to base).

### PROPOSITION BET KEYS

ANY CRAPS (8 FOR 1): Figure from the Layout 7x bet  
"AND STILL UP!" on total original bet.

ANY SEVEN (5 for 1): The bet times 4, "AND STILL UP!"  
or  
Double the bet 2 times, "AND STILL UP!"

ELEVEN (11), (16 for 1): Bet plus 1/2 the bet and add a zero,  
"AND STILL UP!" on total original bet.

ACE-DEUCE (3), (16 FOR 1): Same as eleven (1).

12 PAYS 31 FOR 1: Bet x3 and ADD a zero,  
"AND STILL UP!" on total original bet.

ACES (2) (31 FOR 1): Same as twelve (12)  
"AND STILL UP!" on original bet.

SPLIT CRAP-ELEVEN ("C" and "E"): Craps hits: Bet x3  
Eleven hits: Bet x7  
"AND STILL UP!" on total original bet.

SPLIT ACE-DEUCE-ELEVEN (3-11): 3 hits: Bet x7  
11 hits: Bet x7  
"AND STILL UP!" on total original bet.

SPLIT ELEVEN-TWELVE (12-11): 11 hits: Bet x7  
12 hits: Same as high-low bet  
"AND STILL UP!" on original bet.

HIGH-LOW (2-12) SPLIT: Bet plus 1/2 the bet and add zero, minus 50% of the bet,  
"AND STILL UP!" on total original bet.

SPLIT 7-11, 11 HITS: Bet x7  
7 HITS: Bet plus 1/2 the bet.

3 WAY CRAPS (2-3-12): Low side 4x bet + 1/3  
Hi side 9x bet + 1/3  
"AND STILL UP!" on original bet.

HIGH-LOW-ELEVEN (2-12-11): Low side 4x bet + 1/3  
Hi side 9x bet + 1/3  
"AND STILL UP!" on total original bet.

HORN BET (2-3-12-11): Low side (3 or 11) hits: Bet x3  
High side (2 or 12) hits: Bet x7 minus 1/4 of the bet.



HORN HIGH - 12  
HORN HIGH - ACES  
HORN HIGH - ACE-DEUCE  
HORN HIGH - 11

Just figure these bets from the layout.

WORLD BET (7-11-2-3-12): If 7 hits: IT WILL BE A STANDOFF.  
If any other number hits: Just figure from the layout  
"AND STILL UP!" on original bet.

Notes:

---

---

---

---

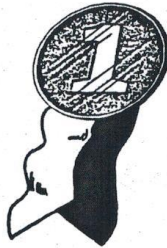
---

---

---

---

**"Winners Never Quit and Quitters Never Win"**



# Craps Dealing Procedure

DB - Down Behind  
F - Gandy - big

## Come Out Roll - Establishing A Point

ACW - Placement  
Stick  
COME

### **2 Craps 2 Line Away, Pay the Don'ts, Double the Field**

1. Pick up the Pass Line (From Base to Stick)
2. Pay the Don't Pass Line Bets (From Base to Stick)
3. Pay the Field Bets (Double) (From Stick to Base)

### **3 Craps 3 Line Away, Pay the Don'ts, Single the Field**

1. Pick up the Pass Line (From Base to Stick)
2. Pay the Don't Pass Line Bets (From Base to Stick)
3. Pay the Field Bets (Single) (From Stick to Base)

### **12 Craps 12 Line Away, ~~Pay~~ the Don'ts, Triple the Field**

1. Pick up the Pass Line (From Base to Stick)
2. Pay the Don't Pass Line Bets (From Base to Stick)
3. Pay the Field Bets (Triple) (From Stick to Base)

### **Winner 7, Front Line Winner 7, Take the Don'ts, Pay the Line**

(all working bets have action, save the odds)

1. Pick up Don't Pass Line Bets (From Base to Stick)
2. Pick up Corner 6 and 8
3. Pick up Field Bets
4. Pay Pass Line Bets (From Base to Stick)
5. Save the Odds (Return Odds to the players, From Stick to Base, In number order.  
Odds are off on the Come Out Roll Unless called on)
6. Pay all Don't Come Bets (Behind the Numbers) Outside In - In Order
7. Take Down all Losing Flat Come Bets

### **Yo 11, Front Line Winner 11, Take the Don'ts, Pay the Line**

1. Pick up Don't Pass Line Bets (From Base to Stick)
2. Pay Pass Line Bets (From Base to Stick)
3. Pay Field Bets (From Stick to Base)

# Craps Dealing Procedure

## Come Out Roll - Establishing A Point

**4 Easy 4, Field 4, Mark the 4**

**4 Hard 4, Field 4, Mark the 4**

1. Down Behind the 4 (If any)
2. Mark the Point
3. Pay Field Bets (From Stick to Base)
4. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
5. Ask Players to Move Place Bets (If any)

**5 No Field 5, Mark the 5**

1. Down Behind the 5 (If any)
2. Mark the Point
3. Pick up Field Bets
4. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
5. Ask Players to Move Place Bets (If any)

**6 Easy 6, No Field, Corner Big 6, Mark the 6**

**6 Hard 6, No Field, Corner Big 6, Mark the 6**

1. Down Behind the 6 (If any)
2. Mark the Point
3. Pick up Field Bets
4. Pay Corner Big 6
5. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
6. Ask Players to Move Place Bets (If any)

# Craps Dealing Procedure

## Come Out Roll - Establishing A Point

**8 Easy 8, No Field, Corner Big 8, Mark the 8**

**8 Hard 8, No Field, Corner Big 8, Mark the 8**

1. Down Behind the 8 (If any)
2. Mark the Point
3. Pick up Field Bets
4. Pay Corner Big 8
5. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
6. Ask Players to Move Place Bets (If any)

**9 Field 9, Mark the 9**

1. Down Behind the 9 (If any)
2. Mark the Point
3. Pay Field Bets (From Stick to Base)
4. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
5. Ask Players to Move Place Bets (If any)

**10 Easy 10, Field Roll, Mark the 10**

**10 Hard 10, Field Roll, Mark the 10**

1. Down Behind the 10 (If any)
2. Mark the Point
3. Pay Field Bets (From Stick to Base)
4. Pay Come Bets (If any) (Flat bets only - From Stick to Base)
5. Ask Players to Move Place Bets (If any)

# Craps Dealing Procedure

## Having a Point - Point is Established

### **2 Craps 2, Take the Come, Double the Field, Pay the Don't Come**

1. Take Come Bets (From Stick to Base)
2. Pay Field Bets (Double) From Stick to Base
3. Pay Don't Come Bets

### **3 Craps 3, Take the Come, Single the Field, Pay the Don't Come**

1. Take Come Bets (From Stick to Base)
2. Pay Field Bets (Single) From Stick to Base
3. Pay Don't Come Bets

### **12 Craps 12, Take the Come, Triple the Field, Bar the Don't Come**

1. Take Come Bets (From Stick to Base)
2. Pay Field Bets (Triple) From Stick to Base
3. Do Not Pay Don't Come Bets (Bar 12)

### **7 Out Line Away, Pay the Don'ts and Last Come**

1. Take the Don't Come (if any)
2. Pick up Pass Line Bets and Odds (From Stick to Base)
3. Pick up Corner 6 and 8
4. Pick up Field (From Stick to Base)
5. Pay Don't Pass Line (From Base to Stick)
6. Pay Last Come Bets (From Stick to Base)
7. Pay Behind the Numbers (If any)
8. Unmark the Point

### **Yo 11, Good Field and Come 11**

1. Take the Don't Come (if any)
2. Pay Field Bets (From Stick to Base)
3. Pay Come Bets (From Stick to Base)

# Craps Dealing Procedure

## Having a Point - Point is Established

**4 Easy 4, Field Roll, Comes goto 4**

**4 Hard 4, Field Roll, Comes goto 4**

1. Down Behind the 4 (If any)
2. Pay Field Bets (From Stick to Base)
3. Don't Come Bets go Behind the 4
4. Bring On or Pay all Come Bets in Order (From Stick to Base)
5. Pay Place Bets or Buy Bets in Order (From Stick to Base)

**5 No Field 5, Comes goto 5**

1. Down Behind the 5 (If any)
2. Take Field Bets (From Stick to Base)
3. Don't Come Bets go Behind the 5
4. Bring On or Pay all Come Bets in Order (From Stick to Base)
5. Pay Place Bets or Buy Bets in Order (From Stick to Base)

**6 Easy 6, No Field, Corner Big 6, Comes goto 6**

**6 Hard 6, No Field, Corner Big 6, Comes goto 6**

1. Down Behind the 6 (If any)
2. Take Field Bets (From Stick to Base)
3. Pay Corner Big 6
4. Don't Come Bets go Behind the 6
5. Bring On or Pay all Come Bets in Order (From Stick to Base)
6. Pay Place Bets or Buy Bets in Order (From Stick to Base)

# Craps Dealing Procedure

## Having a Point - Point is Established

**8 Easy 8, No Field, Corner Big 8, Comes goto 8**

**8 Hard 8, No Field, Corner Big 8, Comes goto 8**

1. Down Behind the 8 (If any)
2. Take Field Bets (From Stick to Base)
3. Pay Corner Big 8
4. Don't Come Bets go Behind the 8
5. Bring On or Pay all Come Bets in Order (From Stick to Base)
6. Pay Place Bets or Buy Bets in Order (From Stick to Base)

**9 Center Field 9, Comes goto 9**

1. Down Behind the 9 (If any)
2. Pay Field Bets (From Stick to Base)
3. Don't Come Bets go Behind the 9
4. Bring On or Pay all Come Bets in Order (From Stick to Base)
5. Pay Place Bets or Buy Bets in Order (From Stick to Base)

**10 Easy 10, Field Roll, Comes goto 10**

**10 Hard 10, Field Roll, Comes goto 10**

1. Down Behind the 10 (If any)
2. Pay Field Bets (From Stick to Base)
3. Don't Come Bets go Behind the 10
4. Bring On or Pay all Come Bets in Order (From Stick to Base)
5. Pay Place Bets or Buy Bets in Order (From Stick to Base)

# Craps Dealing Procedure

## Point Is Made

### **Winner 4 Easy, Front Line Winner 4, Take The Don'ts and Pay the Line Winner 4 Hard, Front Line Winner 4, Take The Don'ts and Pay the Line**

1. Down Behind the 4 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
4. Pay Field Bets (From Stick to Base)
5. Don't Come Bets go Behind the 4
6. Bring On or Take Off all Come Bets in Order (From Stick to Base)
7. Pay Place Bets or Buy Bets (If any)
8. Unmark the Point

### **Winner 5, Front Line Winner 5, Take The Don'ts and Pay the Line**

1. Down Behind the 5 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
4. Pick Up Field Bets (From Stick to Base)
5. Don't Come Bets go Behind the 5
6. Bring On or Take Off all Come Bets in Order (From Stick to Base)
7. Pay Place Bets or Buy Bets (If any)
8. Unmark the Point

### **Winner 6 Easy, Front Line Winner 6, Take The Don'ts and Pay the Line Winner 6 Hard, Front Line Winner 6, Take The Don'ts and Pay the Line**

1. Down Behind the 6 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pick Up Field Bets (From Stick to Base)
4. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
5. Pay Corner Big 6
6. Don't Come Bets go Behind the 6
7. Bring On or Take Off all Come Bets in Order (From Stick to Base)
8. Pay Place Bets or Buy Bets (If any)
9. Unmark the Point



# Craps Dealing Procedure

## Point Is Made

### **Winner 8 Easy, Front Line Winner 8, Take The Don'ts and Pay the Line Winner 8 Hard, Front Line Winner 8, Take The Don'ts and Pay the Line**

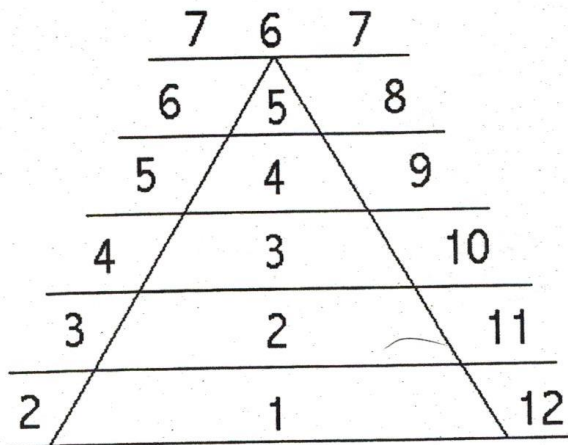
1. Down Behind the 8 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pick Up Field Bets (From Stick to Base)
4. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
5. Pay Corner Big 8
6. Don't Come Bets go Behind the 8
7. Bring On or Take Off all Come Bets in Order (From Stick to Base)
8. Pay Place Bets or Buy Bets (If any)
9. Unmark the Point

### **Winner 9, Front Line Winner 9, Take The Don'ts and Pay the Line**

1. Down Behind the 9 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
4. Pay Field Bets (From Stick to Base)
5. Don't Come Bets go Behind the 9
6. Bring On or Take Off all Come Bets in Order (From Stick to Base)
7. Pay Place Bets or Buy Bets (If any)
8. Unmark the Point

### **Winner 10 Easy, Front Line Winner 10, Take The Don'ts and Pay the Line Winner 10 Hard, Front Line Winner 10, Take The Don'ts and Pay the Line**

1. Down Behind the 10 (If any)
2. Pick Up Don't Pass Line (From Base to Stick)
3. Pay Pass Line (From Base to Stick - Odds First, then Flat Bet)
4. Pay Field Bets (From Stick to Base)
5. Don't Come Bets go Behind the 10
6. Bring On or Take Off all Come Bets in Order (From Stick to Base)
7. Pay Place Bets or Buy Bets (If any)
8. Unmark the Point



7) 6 and 1  
5 and 2  
4 and 3  
3 and 4  
2 and 5  
1 and 6

6) 5 and 1  
4 and 2  
3 and 3  
2 and 4  
1 and 5

8) 6 and 2  
5 and 3  
4 and 4  
3 and 5  
2 and 6

### ODDS

5) 4 and 1  
3 and 2  
2 and 3  
1 and 4

9) 6 and 3  
5 and 4  
4 and 5  
3 and 6

6 & 8 pay 6 to 5  
5 & 9 pay 3 to 2  
4 & 10 pay 2 to 1

4) 3 and 1  
2 and 2  
1 and 3

10) 6 and 4  
5 and 5  
4 and 6

3) 2 and 1  
1 and 2

11) 6 and 5  
5 and 6

2) 1 and 1

12) 6 and 6

**ACROSS PLACE BETS**

BET	4	5	6	8	9	10	REMARKS
4.50	.75	.75	.75	.75	.75	.75	INCLUDES POINT
3.75	X	.75	.75	.75	.75	.75	ANY NUMBER COULD BE POINT
8.00	1.25	1.25	1.50	1.50	1.25	1.25	INCLUDES POINT
6.75	X	1.25	1.50	1.50	1.25	1.25	POINT—4, 5, 9 or 10
6.50	1.25	1.25	X	1.50	1.25	1.25	POINT—6 or 8
16.00	2.50	2.50	3.00	3.00	2.50	2.50	INCLUDES POINT
13.50	X	2.50	3.00	3.00	2.50	2.50	POINT—4, 5, 9 or 10
13.00	2.50	2.50	X	3.00	2.50	2.50	POINT—6 or 8
18.00	3.00	3.00	3.00	3.00	3.00	3.00	INCLUDES POINT
15.00	X	3.00	3.00	3.00	3.00	3.00	ANY NUMBER COULD BE POINT
24.00	3.75	3.75	4.50	4.50	3.75	3.75	INCLUDES POINT
20.25	X	3.75	4.50	4.50	3.75	3.75	POINT—4, 5, 9 or 10
19.50	3.75	3.75	X	4.50	3.75	3.75	POINT—6 or 8
32.00	5.00	5.00	6.00	6.00	5.00	5.00	INCLUDES POINT
27.00	X	5.00	6.00	6.00	5.00	5.00	POINT—4, 5, 9 or 10
26.00	5.00	5.00	X	6.00	5.00	5.00	POINT—6 or 8
64.00	10.00	10.00	12.00	12.00	10.00	10.00	INCLUDES POINT
54.00	X	10.00	12.00	12.00	10.00	10.00	POINT—4, 5, 9 or 10
52.00	10.00	10.00	X	12.00	10.00	10.00	POINT—6 or 8
96.00	15.00	15.00	18.00	18.00	15.00	15.00	INCLUDES POINT
81.00	X	15.00	18.00	18.00	15.00	15.00	POINT—4, 5, 9 or 10
78.00	15.00	15.00	X	18.00	15.00	15.00	POINT—6 or 8
128.00	20.00	20.00	24.00	24.00	20.00	20.00	INCLUDES POINT
108.00	X	20.00	24.00	24.00	20.00	20.00	POINT—4, 5, 9 or 10
104.00	25.00	25.00	X	24.00	20.00	20.00	POINT—6 or 8
160.00	25.00	25.00	30.00	30.00	25.00	25.00	INCLUDES POINT
135.00	X	25.00	30.00	30.00	25.00	235.00	POINT—4, 5, 9 or 10
130.00	25.00	25.00	X	30.00	25.00	25.00	POINT—6 or 8

**INSIDE PLACE BETS**

BET	4	5	6	8	9	10	REMARKS
3.00	X	.75	.75	.75	.75	—	POINT—4 or 10
5.50	X	1.25	1.50	1.50	1.25	—	POINT—4 or 10
11.00	X	2.50	3.00	3.00	2.50	—	POINT—4 or 10
22.00	X	5.00	6.00	6.00	5.00	—	POINT—4 or 10
44.00	X	10.00	12.00	12.00	10.00	—	POINT—4 or 10
2.25	—	X	.75	.75	.75	—	POINT—5, 6, 8 or 9
4.25	—	X	1.50	1.50	1.25	—	POINT—5 or 9
8.50	—	X	3.00	3.00	2.50	—	POINT—5 or 9
17.00	—	X	6.00	6.00	5.00	—	POINT—5 or 9
4.00	—	1.25	X	1.50	1.25	—	POINT—6 or 8
8.00	—	2.50	X	3.00	2.50	—	POINT—6 or 8
16.00	—	5.00	X	6.00	5.00	—	POINT—6 or 8
9.00	—	X	3.00	3.00	3.00	—	POINT 5, 6, 8 or 9
12.00	X	3.00	3.00	3.00	3.00	—	POINT—4 or 10

**OUTSIDE PLACE BETS**

BET	4	5	6	8	9	10	REMARKS
2.25	.75	X	—	—	.75	.75	POINT—4, 5, 9 or 10
3.75	1.25	X	—	—	1.25	1.25	POINT—4, 5, 9 or 10
7.50	2.50	X	—	—	2.50	2.50	POINT—4, 5, 9 or 10
15.00	5.00	X	—	—	5.00	5.00	POINT—4, 5, 9 or 10
30.00	10.00	X	—	—	10.00	10.00	POINT—4, 5, 9 or 10
3.00	.75	.75	X	—	.75	.75	POINT—6 or 8
5.00	1.25	1.25	X	—	1.25	1.25	POINT—6 or 8
10.00	2.50	2.50	X	—	2.50	2.50	POINT—6 or 8
20.00	5.00	5.00	X	—	5.00	5.00	POINT—6 or 8



**Pressing Place Bets**

Bet	4	5	6	8	9	10
4.50	.75	.75	.75	.75	.75	.75
PAYOFF	1.25	1.00	.75	.75	1.00	1.25
CHANGE	.75	.50	0.0	0.0	.50	.75
PRESS TO	1.25	1.25	1.50	1.50	1.25	1.25
8.00	1.25	1.25	1.50	1.50	1.25	1.25
PAYOFF	2.25	1.75	1.75	1.75	1.75	2.25
CHANGE	1.00	.50	.25	.25	.50	1.00
PRESS TO	2.50	2.50	3.00	3.00	2.50	2.50
16.00	2.50	2.50	3.00	3.00	2.50	2.50
PAYOFF	4.50	3.50	3.50	3.50	3.50	4.50
CHANGE	2.00	1.00	.50	.50	1.00	2.00
PRESS TO	5.00	5.00	6.00	6.00	5.00	5.00
32.00	5.00	5.00	6.00	6.00	5.00	5.00
PAYOFF	9.00	7.00	7.00	7.00	7.00	9.00
CHANGE	4.00	2.00	1.00	1.00	2.00	4.00
PRESS TO	10.00	10.00	12.00	12.00	10.00	10.00
64.00	10.00	10.00	12.00	12.00	10.00	10.00
PAYOFF	18.00	14.00	14.00	14.00	14.00	18.00
CHANGE	8.00	4.00	2.00	2.00	4.00	8.00
PRESS TO	20.00	20.00	24.00	24.00	20.00	20.00

**PLACE BET PAYOUTS**

**4 & 10**

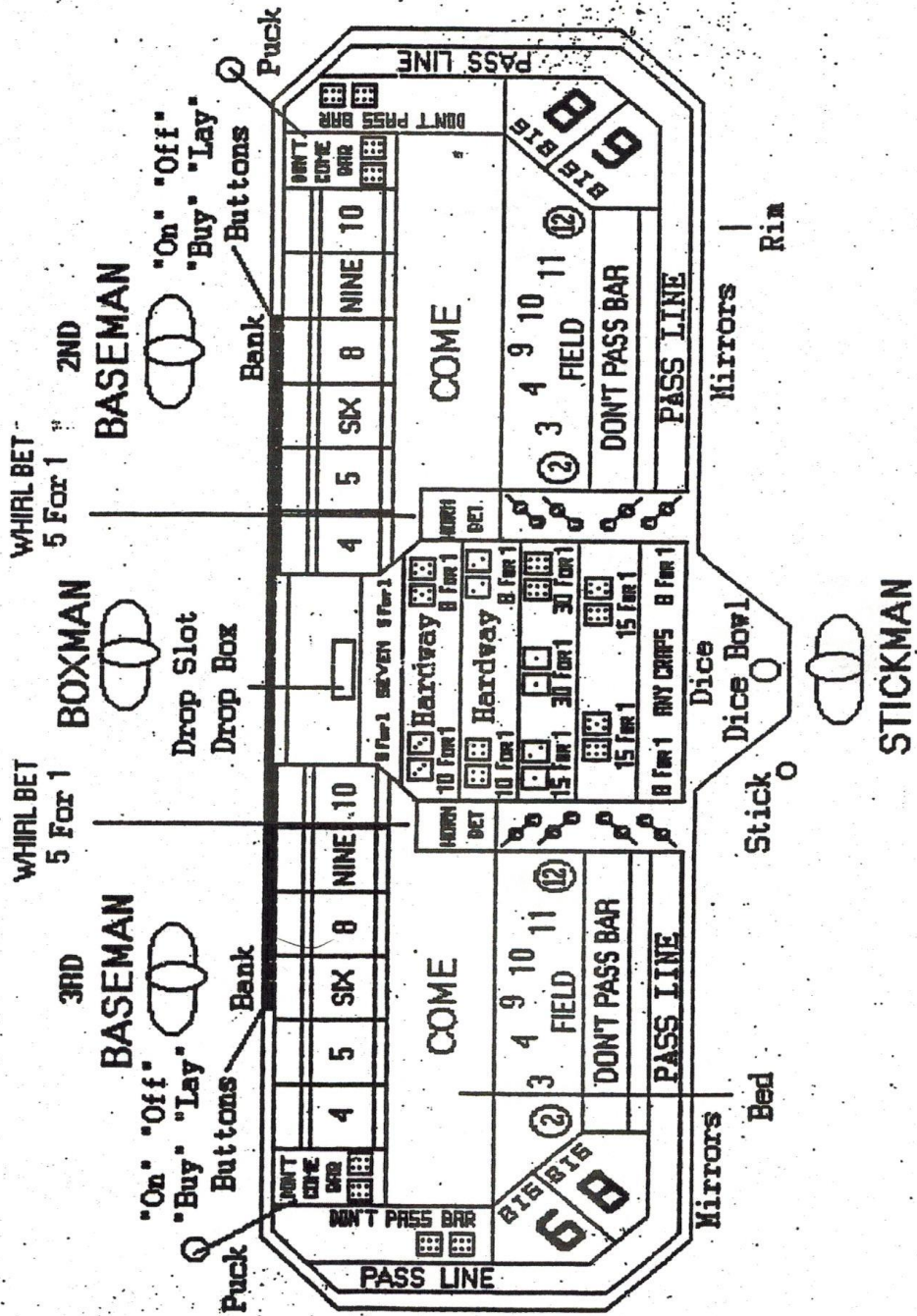
.75 PAYS	1.35
1.00 PAYS	1.80
1.25 PAYS	2.25
1.50 PAYS	2.70
1.75 PAYS	3.15
2.00 PAYS	3.60
2.25 PAYS	4.05
2.50 PAYS	4.50
3.00 PAYS	5.40
4.00 PAYS	7.20
5.00 PAYS	9.00

**5 & 9**

.75 PAYS	1.05
1.00 PAYS	1.40
1.25 PAYS	1.75
1.50 PAYS	2.10
1.75 PAYS	2.45
2.00 PAYS	2.80
2.25 PAYS	3.15
2.50 PAYS	3.50
3.00 PAYS	4.20
4.00 PAYS	5.60
5.00 PAYS	7.00

**6 & 8**

.75 PAYS	.75
1.00 PAYS	1.16
1.25 PAYS	1.45
1.50 PAYS	1.75
1.75 PAYS	2.04
2.00 PAYS	2.33
2.25 PAYS	2.62
2.50 PAYS	2.92
3.00 PAYS	3.50
4.00 PAYS	4.66
5.00 PAYS	5.83



**PROPOSITION KEYS**

<i>BET</i>	<i>DOWNTOWN</i>	<i>STRIP</i>
Any Seven	4 Times the bet	Same
Any Craps	7 Times the bet	Same
12 & 2	3 Times the bet, add Zero	Same- Minus the bet
11 & 3	1 ½ Times the bet, add Zero	Same- Minus the bet
<b>SPLIT</b>		
7-11	7: 1 ½ Times the bet 11: 7 Times the bet	Same Same- Minus ½ the bet
C & E	Crap: 3 Times the bet 11: 7 Times the bet	Same Same- Minus ½ the bet
High Low 12 2	1. 1 ½ Times the bet, add a Zero minus ½ the bet. 2. Place bet on the 5 or 9, Add a Zero Plus ½ the bet.	1 ½ Times the bet, add a Zero minus the bet Place bet on the 5 or 9, add a Zero
ET (11-12)	11: Same 11 hit C & E 12: Same 12 hit High Low	Same 11 hit C & E Same 12 hit High Low
<b>THREE WAY</b>		
3 Way Crap High, Low, Yo 2-3-12	12-2: 9 Times the bet, add 1/3 the bet 11-3: 4 Times the bet, add 1/3 the bet	9 Times the bet 4 Times the bet
<b>HORN</b>		
2 or 12	7 Times the bet, minus ¼ the bet	7 Times the bet, minus ½ the bet
3 or 11	3 Times the bet	3 Times the bet, minus ¼
Horn High	11 Times the bet, plus money on that number 5 Times the bet, plus money on that number 2 Times the bet, plus money on that number	11 Times the bet 5 Times the bet 2 Times the bet
World	7: Tie 12-2: 5 Times the bet, add 1/5 the bet 11-3: 2 Times the bet, add 1/5 the bet	Same 5 Times the bet 2 Times the bet
		<b>DOWNTOWN</b>
<b>HOP OR TURN BETS</b>		<b>Memorize Quarters (\$.25)</b>
All hop bet made the hard way are paid as (12 or 2 straight up)		count each \$.25 or (qrtr) as (one)
All other hop bet are paid as (11 or 3 straight up)		1. Key: Any craps= qrtr X \$2 - value Ex .75: 3qrtr X \$2= \$6- .75= 5.25
Two Way 10 or 4 on the hop. Hard Ten hits: Same as [11-12] 12 hits (High Low)		2. Key: (11)(3)= qrtr X \$4 - value Ex .75 Yo: 3qrtrX\$4=\$12- .75= \$11.25
Two Way 10 or 4 on the hop. 6-4 hits: Same as 11 hits on C & E		3. Key 12 or 2: qrtr X \$7.50 Ex .75 (12)= 3 qrtr X \$7.50= \$22.50
Two Way 5 or 9: Same as 11 hits on C & E		High Side Low
Three Way 6 or 8: Same as Three Way Craps		4. \$1 Horn \$6.75 \$3 DOWNTOWN \$6.50 \$2.75 Strip
Three Way 7: Same as Three Way Craps (3) hit		Know: \$1- \$2- \$3- \$4 Horn

## STICK CALLS

### Come Out Roll

Same/new shooter coming out bet crap, eleven, any seven while the dice are in the middle.

2 craps 2 line away. Pay the don'ts and double the field.

3 craps 3 line away. Pay the don'ts and single the field.

4 easy 4. The point is 4. Mark it.

4 hard 4. The point is 4. Mark it.

5 no field 5. The point is 5. Mark it.

6 easy 6. No field. Corner Big Red. Mark the 6.

6 hard 6. No field. Corner Big Red. Mark the 6.

Winner 7. Front line winner 7. Take the don'ts. Pay the line.

(All working bets have action. Save the odds.)

8 easy 8. No field. Corner Big Red. Mark the 8.

8 hard 8. No field. Corner Big Red. Mark the 8.

9 field 9. The point is 9. Mark it.

10 easy 10. The point is 10. Mark it.

10 hard 10. The point is 10. Mark it.

Yo 11 Front Line Winner 11. Take the don'ts. Pay the line.

12 craps 12. Line away. Bar the don'ts and triple the field.

### Having A Point

2 craps 2. Take the come. Double the field.

3 craps 3. Take the come. Single the field.

4 easy 4. Field 4. Comes go to 4.

4 hard 4. Field 4. Comes go to 4.

5 no field 5. Comes to to 5.

6 easy 6. No field. Corner Big Red. Comes go to 6.

6 hard 6. No field. Corner Big Red. Comes go to 6.

7 out. Line away. The point was # \_\_\_\_\_. Pay the don'ts and last comes.

8 easy 8. No field. Corner Big Red. Comes go to 8.

8 hard 8. No field. Corner Big Red. Comes go to 8.

9 center field 9. Comes go to 9.

10 easy 10. Field roll. comes go to 10.

10 hard 10. Field roll. Comes go to 10.

Yo Eleven. Good field and come eleven.

12 craps 12. Take the come. Triple the field. Bar the don'ts.

### The Point Is Made

Winner 4 easy. Front line winner 4. Take the don'ts and pay the line.

Winner 4 hard. Front line winner 4. Take the don'ts and pay the line.

Winner 5. Front line winner 5. Take the don'ts and pay the line.

Winner 6 easy. Front line winner 6. Take the don'ts and pay the line.

Winner 6 hard. Front line winner 6. Take the don'ts and pay the line.

Winner 8 easy. Front line winner 8. Take the don'ts and pay the line.

Winner 8 hard. Front line winner 8. Take the don'ts and pay the line.

Winner 9. Front line winner 9. Take the don'ts and pay the line.

Winner 10 easy. Front line winner 10. Take the don'ts and pay the line.

Winner 10 hard. Front line winner 10. Take the don'ts and pay the line.

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 use<sup>40</sup>**

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.