

CRAPS: DEALING & SUPERVISING

A COMPLETE MANUAL TO INSTRUCT DEALING
AND SUPERVISING CASINO STYLE CRAPS

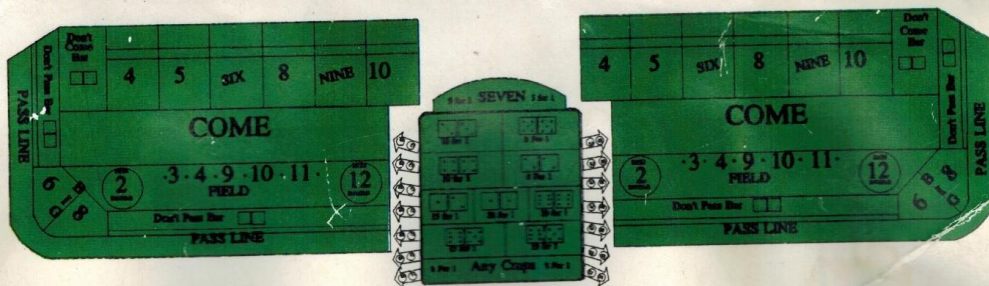


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I. INTRODUCTION

A. To be a successful casino craps dealer and eventually a successful casino supervisor it takes a composite total of the following three skills:

1. Number one, and most important, are the Human Relations skills that are mandatory in any people related business. Dealing craps, as in dealing all casino games, is not a high tech business. The most important skill a prospective casino dealer should possess is the desire and ability to get along with people. Good human relations skills (i.e., the ability to handle people) are of the utmost importance in this field. These human relations skills mean that a dealer should maintain a professional attitude as defined by the casino employing the dealer, it does not mean that a dealer should act like a salesperson. These skills will be dealt with and emphasized in this book and I cannot stress enough the importance of this. Dealers must be in tune with handling both the casino customers and their own casino supervisors. This requires the utmost in people or human relation skills.

2. Number two is the skill of manual dexterity. Dealing craps, unlike a lot of other casino style games, requires the dealer to handle a great number of cheques. The job of dealing craps is basically the ability to handle cheques (the casino's form of currency). Cheque handling is stressed in this book as it should be stressed in class. What must be stressed in the area of dexterity is the practice time involved. No matter what the student reads or is shown, his personal practice will make him a crap dealer.

3. Number three is the mathematical skills needed by all crap dealers. Craps is a game of numbers. Unlike the other casino games, where all the payoffs are even money, payoffs in craps are paid off at different rates of returns. The game deals with odds and odds payoffs. A certain degree of mathematical proficiency is needed to deal this game.

B. The casino business is the growth business of the nineties. More and more the businesses of today are service orientated operations. The casino business or Gaming is the epitome of a service orientated business and should be taught in this respect, and with this book we will make some headway.



SECTION I - CASINO DEALING TECHNIQUES

CHAPTER 1 - GENERAL CASINO INFORMATION

I. CHAIN OF COMMAND

CHAIN OF COMMAND CHART

CASINO MANAGER

SHIFT BOSS	SHIFT BOSS	SHIFT BOSS
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PIT BOSS 21	PIT BOSS Craps	PIT BOSS 21	PIT BOSS Craps	PIT BOSS 21	PIT BOSS Craps
-----------------------	--------------------------	-----------------------	--------------------------	-----------------------	--------------------------

FLOORPERSON	FLOORPERSON	FLOORPERSON	FLOORPERSON	FLOORPERSON	FLOORPERSON
FLOORPERSON	BOXPERSON	FLOORPERSON	BOXPERSON	FLOORPERSON	BOXPERSON

DEALERS	DEALERS	DEALERS	DEALERS
DEALERS	DEALERS	DEALERS	DEALERS
DEALERS	DEALERS	DEALERS	DEALERS
DEALERS	DEALERS	DEALERS	DEALERS
DEALERS	DEALERS	DEALERS	DEALERS

II. BANKROLL

1. Breakage

The amount of money the house cannot pay, because the player bet an incorrect unit for the table minimum.

2. 25¢ Minimum Game

- A. Lowest cheque in bankroll is a 25¢ cheque.
- B. Lowest bet on the table will be a 25¢ bet.
- C. All bets will be made in increments of 25¢ cheque.
- D. All bets will be paid down to the last quarter.

3. Dollar Minimum Game

- A. Lowest cheque in bankroll is a \$1.00 cheque.
- B. Lowest bet on the table will be a \$1.00 bet.
- C. All bets will be made in increments of \$1.00 cheque.
- D. All bets will be paid down to the last dollar.

4. All of the stacks in the bankroll will be stacks of 20; unless there is a partial stack of a denomination not in use.

5. "The Count"

The bankroll is counted three (3) times daily, when the new shift boss comes on duty.

6. Bankroll is set up according to casino manager's blueprint:

The casino manager decides how the stacks of cheques will be positioned in the bankroll. He also decides (how large) the size of the bankroll.

III. PREPARATION FOR DEALING CRAPS

- 1. There are four (4) dealers to a crap crew. Three (3) dealers are on the crap table and one (1) is on a twenty (20) minute break.
- 2. The names of the positions dealers stand at, at the crap table:
 - A. Stick Position - opposite boxperson.

- B. Second Base - to the right of boxperson.
 - C. Third Base - to the left of boxperson.
 - D. The fourth dealer on a twenty (20) minute break is in the dealer's break room or dining room.
- 3. All dealers will work stick, second and third; twenty (20) minute at each position.
 - 4. Dealer must always enter the crap table by way of the stick; unless boss tells him different.
 - 5. When dealer comes back from 20 minute break, he always works the stick first for 20 minutes before he goes on base.
 - 6. The dealer that takes the first 20 minute break at the beginning of the shift "starts the floor".

IV. THE CRAP LAYOUT AND THE DEALER

1. One-Roll "Prop. Bets"

They are bets that must win or lose on the next roll of the dice. They are placed in proposition box ("prop. box"). See Chapter 15, 16, & 17.

- A. 7, 11, 2, 3, or 12 is a "one-roll bet.
- B. Only stickperson or boxperson should place prop. bets in "prop. box".

2. Hardways

- A. The "hardways" are also in the "prop. box". See Chapter 15, 16, & 17.
- B. "Hardway" loses when the dice roll a 7 or when that particular hardway is rolled easy.

3. "The Apron"

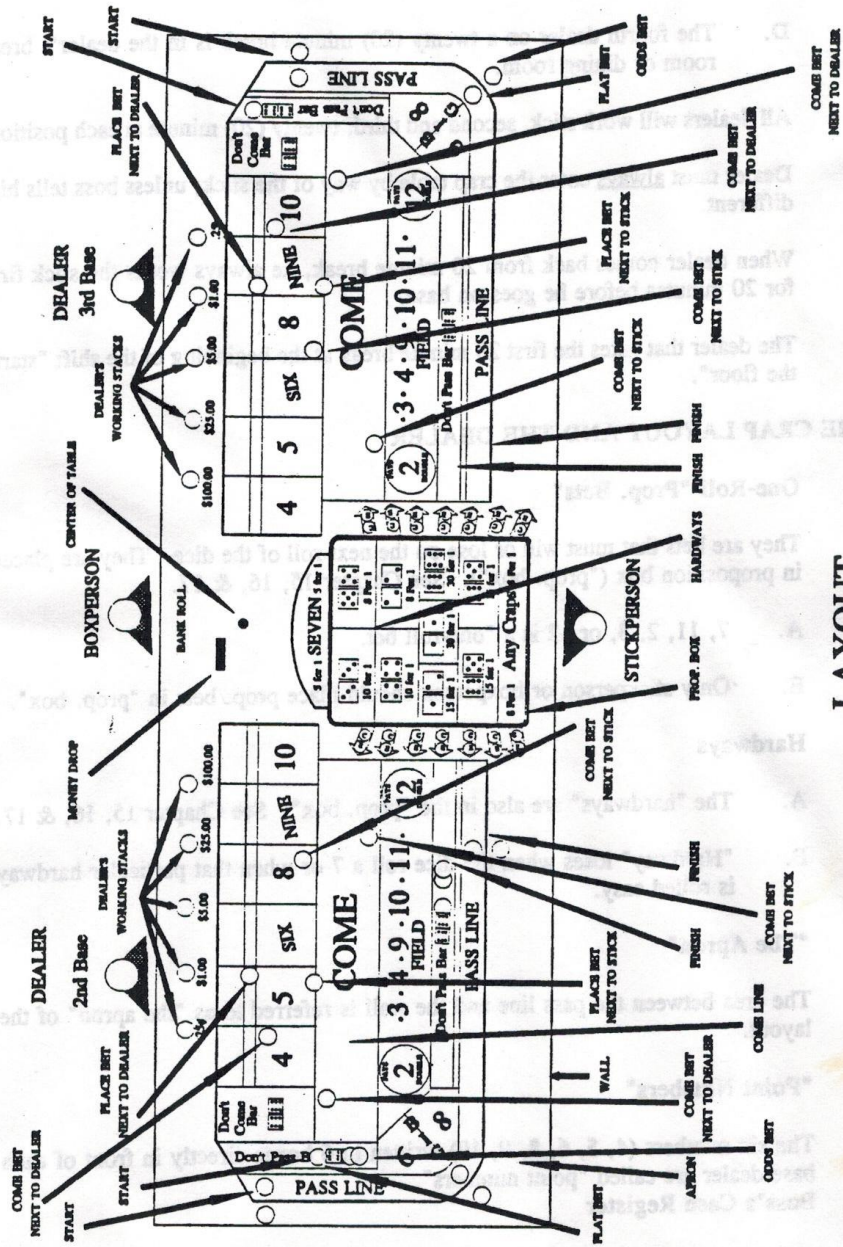
The area between the pass line and the wall is referred to as "the apron" of the layout.

4. "Point Numbers"

The six numbers (4, 5, 6, 8, 9, 10) written in 6 boxes directly in front of each base dealer are called "point numbers".

5. Boss's Cash Register

The area covered by the 6 boxes is referred to as "the boss's cash register", no players are allowed to reach in "the boss's cash register".



LAYOUT

6. **Self-Service Bets**

The "pass line", "don't pass line", "field", "Big 6 and Big 8", "Come" and "Don't Come" bets self-service bets. The players will bet and pick up these bets themselves.

7. **Outside Hand**

Dealer's hand on base farthest from boxperson.

When paying the players, start w/ the players closest to your outside hand and work your way to the stickman.

8. **Inside Hand**

Dealer's hand on base closest to the boxperson.

V. **DEALER AND WORKING STACKS**

1. **Working Stacks**

These are stacks of cheques dealer uses to pay winning bets. Working stacks are taken out of the bankroll and are kept in front of the dealer.

2. If dealer has no players on his end, he will not have working stacks.

3. When dealer has players on his end, he will at least have stacks of the table's lowest denomination in front of him (25¢ minimum game - quarters and dollars; \$1.00 minimum game - dollars).

4. When a particularly large denomination cheque appears on your end of the layout the first time, dealer will alert boxperson by announcing. For example: "\$25.00 cheques in action."

5. When the large denomination cheques are no longer being bet, dealer must set them in front of boxperson and announce. For example: "The \$25.00 cheque player just left."

6. Dealer's first working stack is always the lowest denomination on the table.

7. Dealer's second working stack is always the next higher denomination on the table.

8. First working stack never goes outside of the five on second base - never outside of the nine on third base.

9. Maximum height of working stacks - about 25 cheques. Minimum height about 10 cheques.

10. When dealer works with two (2) stacks of lowest denomination, cheque stacks must be same height.

11. Some dealers work with one stack of lowest denomination cheques, others work with two stacks of lowest denomination cheques.
12. The line of working stacks must be kept straight, about six inches (6") apart. (See diagram of layout.)
13. When dealer's working stack gets too high, he must cut it down by 20 cheques with his inside hand.
14. Dealer will never place a partial stack in the bankroll.
15. Dealer will never take part of a stack out of the bankroll and leave part of a stack; he must take all of the stack or nothing. Any partial stack placed in the bankroll by boxperson must be taken out first by the dealer.
16. Dealer will not play with the cheques (his working stacks). Example: He will not shuffle or constantly adjust stacks when there is no need.

VI. GENERAL DUTIES OF THE STICKPERSON

1. Stickperson runs the game; under the direction of the boxperson and higher bosses.
2. Stickperson will not run over dealers and players with the dice. He should know when dealers are finished taking and paying, and players are finished betting. Example: Stickperson must not move dice from center of the table until the dealer has paid the last self-service bet. If stickperson breaks this rule, stickperson is "running over" the dealer and players on that side of the table.
3. **STICKPERSON DOES NOT WAIT FOR DEALERS TO COUNT OUT CHANGE.**
4. Stickperson rakes dice to the shooter, when shooter rolls the dice, stickperson will announce the total number of spots on the top side of the pair of dice (calls them) and then rakes them back to the center (in front of the boxperson).
5. Stickperson must call the dice before touching them with the stick.
6. **STICKPERSON MUST KEEP HIS EYES ON THE DICE WHEN THEY ARE NOT IN THE CENTER.**
7. **STICKPERSON WILL WATCH HIS END AT ALL TIMES (AFTER HE RAKES DICE TO THE CENTER).**
8. **STICKPERSON'S END IS THE END OPPOSITE THE SHOOTER** (unless told different). The boxperson watches the other end.
9. Stickperson must be alert when watching his end of the table to be sure dealer has picked up and paid all bets correctly.

10. Stickperson is responsible for his end of the table; regardless of how many bosses are watching the same end.
11. **STICKPERSON IS IN CHARGE OF THE PROPOSITION BOX.**
12. Only stickperson or boxperson may put up or take down proposition bets.
13. Stickperson will announce all prop. bets when dice are in the center, example: "\$1.00 eleven". He announces how much prop. bet is and which prop. bet it is, and positions the bet in the prop. box according to where the player is standing at the table.
14. **STICKPERSON NEVER PAYS WINNING PROP. BETS HIMSELF OR GIVES CHANGE FOR A PROP. BET HIMSELF.** He gives nothing to the players, instead he has the dealer on base do it.
15. Stickperson always leaves winning prop. bet up for next roll of the dice, unless player asks for it back (then he announces: "The bet is down").
16. Stickperson must educate players to throw all prop. bets in to him, not the dealer.
17. Stickperson will discourage players from putting up or taking down their own prop. bets.

VII. DO'S AND DON'TS OF THE DEALER ON BASE

1. Dealer on base takes care of his end of the layout only.
2. Dealer must keep his eyes on the layout.
3. Dealer must train himself to look in the direction of the Big 6 and 8 on the layout.
4. Dealer on base never looks to the other side of the prop. box.
5. Dealer also announces all prop. bets that players throw into the stickperson (how much it is, what it is, and player's position at the table); but, only after dealer has finished his own work on the layout.
6. Dealer **MUST NOT PUT ANY PROP. BETS UP IN THE PROP. BOX WHEN ON BASE.** Dealer must put the prop. bet in the corner, formed by the cash register and prop. box. He should announce it and watch the stickperson or boxperson put it up.
7. **DEALER ON BASE DOES NOT FOLLOW THE DICE TO THE OTHER END OF THE LAYOUT.** When he cannot hear or understand the last call, the dealer should announce: "WHAT WAS THE LAST CALL, STICK?" Dealer does this as he keeps his eyes in the direction of the Big 6 and 8.

A: Stupid
Q: don't follow

8. The only time dealer can take his eyes off his end of the layout is when the table is standing dead (no players at either end, and dice are all in the bowl).
9. Dealer will announce all "buy-ins" by saying, "CHANGE ONLY". If "buy-in" is large denomination cheques, dealer would yell, "CHEQUE CHANGE".
10. Dealer counts out all change for "buy-ins" on his own time, in between rolls of the dice. Unless the "buy-in" is self-explanatory (\$5.00 bill or \$10.00 bill or \$20.00 bill, etc.), the dealer has to wait for the boxperson to tell him how much the change is, because boxperson has to count all cash.
11. DEALER ON BASE DOES NOT TELL STICKPERSON WHEN TO MOVE THE DICE, AND WHEN NOT TO MOVE THE DICE.

VIII. BASIC PRINCIPLES DEALER MUST FOLLOW

1. Five (5) basic principles
 - A. Dealer will NOT argue with the boxperson or the players.
 - B. Dealer will NOT make excuses when corrected.
 - C. Dealer will deal the game as IF the boxperson CANNOT HEAR very well.
 - D. Dealer will deal the game as IF the boxperson CANNOT SEE very well.
 - E. Dealer must NEVER ASSUME that the bosses, the stickperson, or the players know what the dealer is doing.

CHAPTER 2 - FACTS ABOUT DICE

I. FACTS ABOUT DICE

1. A DIE is a cube and has six (6) sides which are top side - bottom side - left side - right side - front side- back side. The spots on the top and bottom side of each die must add up to 7. In other words, the number of spots on one side of the cube plus the number of spots on the opposite side must add up to 7.

2. Therefore, top and bottom side must add up to 7; left and right side must add up to 7; and front and back side must add up to 7. For example: top is 5, bottom is $2 = 7$.

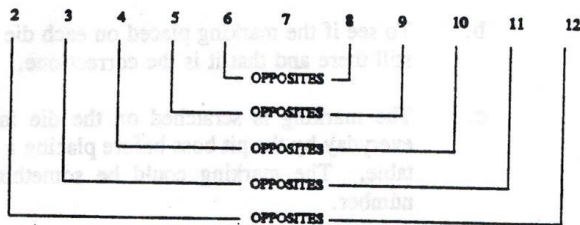
3. A Set of Dice

Number of dice (5-6 or 8) kept in a bowl on every crap table and the stickperson empties this bowl with the set of dice in it, and rakes the whole set in front of prospective shooter (player) so that from this set the player can select a PAIR OF DICE.

4. A Pair of Dice













The two (2) cubes the player (shooter) selects to roll down the table to the other end (the far end - opposite the shooter).

A. A pair of dice can roll 11 different numbers:



- B. Of the 11 different numbers, 6 numbers are called "Points" (4, 5, 6, 8, 9, 10) and 5 numbers are called "Naturals" (7, 11, 2, 3, 12).
- C. The numbers that have opposites as indicated above are also called "Running Mates" by players, because if there is one number on top of a pair of dice, the opposite must be on the bottom. Note: Opposite sides of a pair of dice must total 14.
- D. Casinos change a set of dice on a crap table three (3) times a day, usually when the new pit boss comes on duty. But the pit boss can change the set of dice anytime he thinks it is necessary, because he is superstitious or because dice may be damaged. The dice are made perfect down to 1/10,000 of an inch and the edges are razor sharp and the corners are pinpoint sharp. So, if the pit boss decides that the corners are broken off the dice or the edges are ragged, he will change the set of dice for a new one. He does this so a pair of dice does not become a pair of "marbles" (round). Dice that are damaged could affect the percentages of the game. Normally, the pair of dice used by the shooter is not changed until he rolls a "7 Out".
- E. When the boxperson says: "Turn them over!", he wants stickperson to flick the pair of dice over twice (2 times), making the number on bottom of the dice come to the top. This allows boxperson to find out if opposite sides of each die add up to 7 without picking up the dice. This operation is done when the stickperson brings dice to the center, in front of the boxperson. At this time, the boxperson could also say: "Separate them!", which means the stickperson should spread the dice with the stick so the boxperson can see if left and right side of each die adds up to 7.
1. When a boxperson checks the dice he is looking for the following:
 - a. To see if opposite sides of dice add up to 7.
 - b. To see if the marking placed on each die by the pit boss is still there and that it is the correct one.
 - c. The marking is scratched on the die in a different spot everyday by the pit boss before placing a set of dice on the table. The marking could be something like the table number.
- F. How a particular number can appear on a pair of dice on the layout is called a "Way" (the picture of how a number appears on a pair of dice).
- G. How a pair of dice can roll a particular number or "Way" is called a "Combination".
- H. A pair of dice can roll or make 36 combinations:



















Number Combinations* Ways Total Combinations**
 ("Pictures")

2	1-1	ONE			ONE
3	2-1,1-2	ONE			TWO
4	3-1,1-3,	TWO			THREE
	2-2				
5	3-2,2-3,	TWO			FOUR
	4-1,1-4				

* Combinations that can make number
 ** Ways it appears on a pair of dice











Number Combinations* Ways Total Combinations**
 ("Pictures")



6	4-2,2-4,	THREE			FIVE
	5-1,1-5,				
	3-3				
7	4-3,3-4,	THREE			SIX
	5-2,2-5,				
	6-1,1-6				
8	5-3,3-5,	THREE			FIVE
	6-2,2-6				
	4-4				



* Combinations that can make number
 ** Ways it appears on a pair of dice

Number **Combinations*** **Ways**** **Total Combinations**
 ("Pictures")

9 5-4,4-5, TWO   FOUR
 6-3,3-6  

10 6-4,4-6, TWO   THREE
 5-5  

11 6-5,5-6, ONE   TWO

12 6-6, ONE   ONE

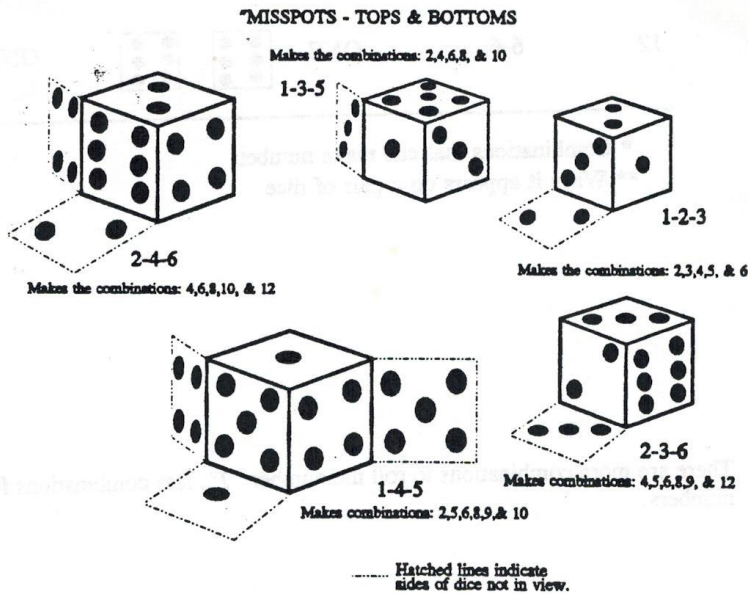
* Combinations that can make number
 ** Ways it appears on a pair of dice

6. There are more combinations to roll the number "7", less combinations for other numbers.

7. **Misspotted Dice ("Misspots")**

If opposite sides of dice DO NOT ADD UP TO 7, dice are "Misspotted". They are placed into the game by cheaters. Cheaters work in groups of three's, one to switch dice, one to distract boxperson, stickperson and dealers on base, and one to place proper bets according to the type of misspotted dice placed into game by the cheating customer.

- A. Dice could be the 4-5-6 type (4 on top, 4 on bottom, 5 on left, 5 on right, 6 in front, and 6 in back); or they could be the 1-2-3 type (one spot on top of die, one on bottom, 2 on left, 2 on right, 3 in front, and 3 in back).
- B. As you can see, it would be impossible to roll a 7 with these dice, since opposite sides of the dice do not add up to 7. The cheaters usually only want two or three rolls with these misspotted dice. Then they take them out and put the house's dice back in the game.
- C. The cheaters are hoping the boxperson will not check the dice for the next two or three rolls. This is almost assured, BECAUSE CHEATERS ONLY TRY THIS ON CRAP GAMES WHERE THEY ARE CERTAIN DEALERS AND BOXPERSON DO NOT PAY ATTENTION AND ARE EASILY DISTRACTED.



CHAPTER 3 - COUNTING CHEQUES & CHANGE - SIZING CHEQUES BOTTOM CUTTING CHEQUES - PICKING CHEQUES

I. CHEQUE HANDLING

1. Sizing

The act of measuring one stack of cheques off another, to get two stacks the same height.

A. Procedure

1. Grip a comfortable handful of cheques with fingers and thumb surrounding the cheques. The end of the thumb and fingertips flush with bottom of cheques.
2. Set the cheques on the table, as close to the existing stack of cheques as possible without knocking it over.
3. Keep the thumb and "pinky" (little) finger as close together as possible behind the cheques in your grip. Cheques are controlled by the thumb, "pinky" finger and palm of your hand.
4. With thumb and "pinky" finger push cheques against existing stack and at the same time: the finger print of the index finger lands on top of the existing stack and slides across the top of it until the crease in the last knuckle of the index finger is pressing against the cheques in your grip.
5. With this pressure, tilt the cheques in your grip about 45 degree angle. Keep this grip, pull your hand back. Now you have two stacks of cheques the same height.
6. When sizing into a stack from one to six or seven cheques: Keep the thumb and "pinky" finger anchored on the table.
7. When sizing into a stack higher than six or seven cheques: First push the cheques against existing stack, then slide thumb and "pinky" finger up from the table until it is possible to size into the other stack as described above.

B. Note: Every dealer sizes a little differently. It is accuracy and neatness that is important.

2. Bottom Cutting (Cutting)

The process of segregating one to five cheques from the bottom of the stack in your grip, without losing control of them, until you are ready to set them down.

A. Procedure

1. Grip a comfortable handful of cheques: be sure thumb and the ends of your fingers are flush with the bottom of the stack in your hand.
2. Pick up the stack.
3. Don't squeeze the cheques too hard, relax your grip, but don't let the cheques fall.
4. Have your thumb and "pinky" finger as close as possible.
5. Take your index finger off the stack.
6. Place your index finger back against the stack, anywhere from one to five cheques up from the bottom of the stack. Be sure the crease of the first knuckle is pressing against the stack. You don't want the first knuckle to crack (curve) to create a hook.
7. Apply pressure with index finger print towards the "pinky" finger and thumb. This pressure should create a small break, causing the appearance of two stacks: one large and one small. The small stack is held by the thumb and the middle finger. The large stack is held by the upper part of the thumb, index finger, ring finger, and "pinky" finger.
8. The thumb rolls the small stack forward, away from "pinky" finger.
9. Just before setting small stack on the table, crack (curve) the first knuckle of the index finger.
10. Wait until the thumb and middle finger touch the table, then "snap" the index finger straight, "nailing" the small stack to the table.
11. The number of cheques bottom cut (cut) should be accurate and neat. Practice will help accomplish this.

B. Note: NO ONE WILL EVER BE REQUIRED TO "CUT" MORE THAN 5 CHEQUES.

- C. Note: With practice, the index finger will know exactly where to land against the stack for the number of cheques to be "cut".
- D. Note: With practice, you will think the number of cheques you want to "cut" and you will automatically and accurately do it.
- E. Note: Every dealer will "cut" cheques a little differently. It is accuracy and neatness that is important.

3. Picking

The process of taking one to 5 cheques from the top of a working stack of cheques.

A. Procedure

1. Place the surface of the index finger nail almost entirely on top of the stack.
2. Place the thumb and middle finger print against the stack, from one to five cheques down from the top of the stack. Ring finger and "pinky" finger are extended.
3. Do not slide the thumb and finger print down the stack. Keep index finger nail on top and squeeze the stack with thumb and middle finger print. Now, keep this grip and carry the cheques where they will be set on the table.
4. Touch the table with the end of the thumb and middle finger and stretch the index finger. This will "nail" the stack to the table.

- B. Note: After picking accurately, the hand will be empty.
- C. Note: NO ONE WILL EVER BE REQUIRED TO PICK MORE THAN 5 CHEQUES.
- D. Note: With practice, the dealer just feels (with thumb and middle finger) the number of cheques he wants to pick up.
- E. Note: Dealer should practice not looking at the stack. Dealer's eyes should be where he is going to set the cheques down.
- F. Note: With practice, dealer thinks the number of cheques he wants to pick, and automatically feels and picks the correct number.
- G. Note: Every dealer will "pick" a little differently. It is accuracy and neatness that is important.

II. COUNTING OUT CHANGE ON COME

1. Counting Out Change on COME

- A. Always count out change on the COME. The higher the denomination, the closer to the boxperson. When you are in doubt whether you should just give a stack of cheques or count the stack of cheques out, ALWAYS COUNT IT OUT.
- B. Nothing is to be counted out outside of the letter "C" on 2nd base; nothing outside of letter "E" on 3rd base.

2. Counting Out Change

- A. Reach into bankroll with inside hand.
 - B. Pull out stack with thumb and middle finger.
 - C. Pull stack away from bankroll a couple of inches.
 - D. Pick up stack with a full grip (all fingers and thumb) and start counting on the COME.
 - E. Count change out with inside hand (cut and size).
 - F. Stack it up with outside hand and set change on the apron in front of the player.
 - G. Tell player how much you are giving him, look him in the eye, (add up change for player if more than one denomination), heel it.
3. Dealer may use the cheques in his working stacks to count out change instead of stacks from the bankroll, if he is positive (150% sure) he has enough cheques.
- A. Note: This method is frequently used when change requested is a partial stack (less than 20 cheques).
4. Never count out more than 5 consecutive stacks touching each other on the COME.
- A. Example: When counting out 30 singles, count out 4 stacks, then have about an inch break, then count the other 2 stacks. This makes the change easier to read.

B. Note: With practice dealer will be able to "read" a stack of cheques 5 high automatically. Meaning that a dealer will know how many cheques are in a stack just by looking at it. Dealer will also know automatically if a stack is more than 5 cheques high. If a stack is more than 5 high, it has to be counted down for the purpose of paying it a higher denomination.

C. Just as the eyes cannot "read" more than 5 cheques high accurately - the eyes cannot read more than 5 stacks across accurately and automatically.

5. Always complete the process of setting change in front of player on apron once started, even if dice land; **IN OTHER WORDS, PLAYER GETS ALL HIS CHANGE WITHOUT INTERRUPTION** (Change, and payoffs of any kind).

A. Note: Dealer is responsible for everything he places on the apron in front of the player until player picks it up.

6. **Procedure for Counting Out - Stacking Up and Setting Change on the Apron in Front of Player**

A. All change counted out and stacked up on the COME (unless told different).

B. Do not stack up change unless it is to be placed on apron in front of player immediately.

C. **Situation**

Dealer has counted out the change, but has not started to stack it up when dice land.

1. **Procedure**

Leave change unstacked, tell player you will be right there with his change, deal the game first, finish stacking change, and set it on apron in front of player. This procedure is used especially when there is more than one denomination cheques to be given for change.

7. 25¢ cheques are counted out in stacks of 4's. But, these exceptions occur:

A. When counting out \$5.00 worth of quarters, the 25¢ cheques are counted in stacks of 5 (\$5.00 - 4 stacks of 5).

B. When counting \$1.75 - 2 stacks of 3, release one. This means cut one stack of 3 cheques, size into it and release one cheque on the side.

C. When counting \$1.50, cut 3, size into it.

- D. When counting \$1.25, cut one stack of 5.
8. \$25.00 cheques are counted in stacks of 4's. But, these exceptions occur:
- A. When counting out \$175.00, cut one stack of 3, size into it and release one cheque on the side.
- B. When counting \$150.00, cut 3, size into it.
- C. When counting \$125.00, cut 2, size into it, release one cheque on the side. Sometimes bosses just want the dealer to cut a stack of 5.
- D. When counting \$100.00, cut 2, size into it, or just cut a stack of 4.
9. When counting out \$100.00 cheques, \$5.00 cheques (nickels) or \$1.00 cheques, basically do it the same way. The different denomination of the 3 does not matter. We will use dollar cheques for example:

A. The Standard Method

- \$ 1.00 - Cut one cheque, any denomination. Don't let the cheque just fall from the bottom of your stack. Cut it and set it down smartly, so it doesn't look sloppy.
- \$ 2.00 - Cut stack of 2, any denomination.
- \$ 3.00 - Cut stack of 3, any denomination.
- \$ 4.00 - Cut stack of 4 for quarters, dollars, and nickels. For \$100.00 cheques and \$25.00 cheques, cut 2 and size; or cut a stack of 4 cheques if the boss allows it.
- \$ 5.00 - Cut stack of 5 for quarters, dollars, and nickels. For \$100.00 cheques and \$25.00 cheques, cut 2 and size, release one on the side; or cut a stack of 5 cheques if the boss allows it.
- \$ 6.00 - 2 stacks of 3, for all denominations.
- \$ 7.00 - 2 stacks of 3, release one cheque on the side, this is the way for all denominations.
- \$ 8.00 - 2 stacks of 4
- \$ 9.00 - 2 stacks of 4, release one cheque, or 3 stacks of 3
- \$10.00 - 2 stacks of 5

- \$11.00 - 2 stacks of 5, release one cheque
- \$12.00 - 2 stacks of 5, cut stack of 2 (safest way), or 3 stacks of 4 (fastest way)
- \$13.00 - 2 stacks of 5, cut stack of 3
- \$14.00 - 2 stacks of 5, cut 2 and size
- \$15.00 - 3 stacks of 5
- \$16.00 - 3 stacks of 5, release one cheque on the side.
- \$17.00 - 3 stacks of 5, cut stack of 2
- \$18.00 - 3 stacks of 5, cut stack of 3
- \$19.00 - 3 stacks of 5, bottom cut 2 and size
- \$20.00 - 4 stacks of 5, cut and size

10. Note: When counting \$100.00 cheques, if you are counting 10 or more, you must "prove" the first stack of 5. First cut 2, then size into it and release one cheque on the side, then stack these up with the empty hand and size into it.

11. Note: All the denomination of cheques are counted out as explained when counting out change, place bet payoffs, buy bet payoffs, etc.

12. Rules

- A. NEVER PUT CHEQUES INTO A PLAYER'S HAND.
- B. Don't ever take cheques out of a player's hand (unless the boss tells you to do so).
- C. Anytime you set anything in front of the player on the apron, do it with the outside hand.
- D. Never go directly from your working stack to the player (always set cheques on the letters COME and CHANGE HANDS).
- E. Do not throw cheques at anyone. Do not slide cheques to anyone.
- F. Do not slam cheques on the layout or in front of the players on the apron (they think you are angry at them), and the boss might think you don't like your job.




COUNTING OUT CHEQUES (20 or Less)

1 Cheque 

2 Cheques 


3 Cheques 






4 Cheques  or 

5 Cheques  or  

6 Cheques  

7 Cheques   

8 Cheques  

9 Cheques    or   

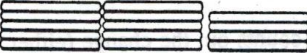
10 Cheques  

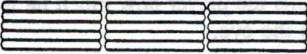
COUNTING OUT CHEQUES (20 or Less)

11 Cheques 

12 Cheques 

13 Cheques 

14 Cheques 

15 Cheques 

16 Cheques 

17 Cheques 

18 Cheques 

19 Cheques 

20 Cheques 

Note: All stacks, with the exception of the short stacks on the end, will touch each other. In the illustration the stacks appear not to be touching for clarity sake.

III. CHEQUE CHANGE

1. Player buys smaller denomination cheques with larger denomination cheques.

A. Example

When player throws in cheques, requesting small denomination in change, dealer announces: "CHEQUE CHANGE \$ AMOUNT".

1. If dealer has the denomination (the one the player threw in) in his working stack, dealer places the player's cheques after his last working stack (so that he can "lock" them up after giving change).
2. But, if dealer does not have that denomination (the one the player threw in) in his working stack, the dealer must place the cheques to be changed in front of boxperson so that he can "lock them up (put them away), AFTER change is counted, set in front of player and player has picked it up.
3. Dealer then counts out the change (either from his working stack or from bankroll). He sets the change on the apron in front of the player and tells the player how much he is giving him as he looks the player in the eye.
4. After player has picked up his change, dealer or of boxperson locks up the cheques.

IV. CHANGE COLOR OR COLOR CHANGE

1. Player wants to exchange his small denomination cheques for larger denomination cheques.

A. Example: Player sets his small denomination cheques on the layout and says: "Give me some bigger cheques for these, will you?"

1. Dealer will announce: "CHANGE COLOR COMING IN". But, dealer must never bring the checks in front of the boxperson unless the boxperson says the magic phrase: "BRING IT IN". (If no answer from boxperson, dealer must get cheques off layout, back to the apron, and tell the player to pick them up until boxperson is ready).
2. Boxperson then counts the small cheques, counting out an equal amount in larger denomination cheques, and commands the dealer to give it to the player. (Boxperson may have the dealer count out an equal amount in larger denomination cheques.)

3. Dealer picks up the stack of larger denomination cheques that the boxperson has counted and sets them on the apron in front of the player as he announces: "THERE YOU ARE SIR, THIS IS FOR YOUR COLOR CHANGE".

B. Note: Dealer does not count the small cheques, it is the boxperson's job. That is the reason the dealer sets the cheques in front of the boxperson.

V. FOREIGN CHEQUES

1. Gaming cheques from other casinos are known as "Foreign Cheques".
2. Player may bet them, but they NEVER STAY on the layout.
3. Dealer must get the "foreign cheques" off the layout as soon as possible, and set them in front of boxperson. Tell the boxperson which bet player bet it on.

A. Situation

Player bets foreign cheques on pass line.

B. Procedure

1. Dealer picks it up and sets it in front of boxperson, announcing: "FOREIGN CHEQUE PLAYS ON THE PASS LINE".
2. If boxperson okays the cheque, dealer replaces it with a cheque from his working stack.
3. If boxperson does not okay the cheque, he has the dealer give it back to the player. Dealer would say to the player: "SORRY SIR, WE DO NOT TAKE THOSE CHEQUES, YOU MUST TAKE THEM BACK TO THE CASINO WHERE YOU GOT THEM".

VI. WHEN PLAYERS THROW CASH ON LAYOUT

1. Anytime cash lands on the layout, the dealer (stickperson and also boxperson) must put a name on it.

A. Situation

Player throws cash on layout, dealer cannot hear or understand the person who threw it, BUT HE CAN SEE THE CASH.

1. Procedure

Dealer must announce: "CHANGE ONLY FOR THAT MONEY". Even though dealer may not be able to grab the cash right away (because he is dealing the game).

B. Situation

Player throws cash on layout and announces a \$3.00 bet on pass line.

1. Procedure

The dealer (or first to see the cash - stickperson, or boxperson) will announce: "\$3.00 ON THE PASS LINE OUT OF THAT MONEY". As soon as possible, the dealer will count out the change for the cash, take out \$3.00 for bet on pass line and put it on pass line, then give the remainder of the change to the player.

C. Note: If stickperson is the first to see the cash on the layout, he should shout: "CHANGE ONLY FOR THAT MONEY". Boxperson would shout it also. This would wake the dealer up.

D. Note: If stickperson or boxperson understand the bet (150% sure), they can announce the bet out of the cash; again, this will wake the dealer up so that he can go through the proper procedure as described above.

E. Note: Dealer must never refuse cash. If in doubt, dealer will just shout out: "CHANGE ONLY" and place it in front of boxperson.

F. Note: Cash from other countries is not taken on the crap table as a rule (they must take it to the cashier's cage). When in doubt, dealer will just shout out: "CHANGE ONLY" and place it in front of boxperson.

2. General Rules for Handling Cash

A. Do not deal to cash if at all possible (replace it with cheques).

B. Get cash off the layout as soon as possible.

C. Always get boxperson's permission, if player specifically demands that his cash stays on the layout.

1. Situation

Player places \$5.00 bill on pass line and says: "Money plays" (this is not specific enough).

a. Procedure

1. Dealer must try to pick up the \$5.00 bill and replace it with a \$5.00 cheque. But, player stops the dealer and says: "No! Let the money play".

2. The dealer will leave the \$5.00 bill on the pass line and announce: "CASH PLAYS ON THE PASS LINE, UP TO THE LIMIT, THE GENTLEMAN/LADY WANTS TO LEAVE IT".

3. The boxperson will usually okay it, unless the bet involves the "cash register", then the boxperson will most likely not okay it. Instead, boxperson would tell dealer to replace the cash with cheques.

4. Dealer sets the cash in front of the boxperson. Boxperson counts it and tells the dealer.

VII. COMMON BUY-INS - 25¢ MINIMUM GAME

1. \$ 5.00 - stack of 5 singles, unless player request 25¢ cheques.

2. \$10.00 - 2 stacks of 5 singles.

A. Note: As a general rule, no more than one stack of quarters is given per buy-in (and then, only if player asks for them).

1. Situation

Player buys in for \$10.00 and requests all quarters.

A. Procedure

Count him out \$5.00 worth of quarters and a stack of 5 singles. When you set it in front of him, tell him he can get more quarters if needed later.

3. \$20.00 - 20 singles, 4 stacks of 5.

4. \$30.00 - 6 nickel cheques, 2 stacks of 3; if player asks for dollars, 10 singles and 4 nickel cheques.

\$30.00 - 20 singles and 2 \$5.00 cheques, if he is a known dollar player. Dealer would announce it: "CHANGE ONLY \$30.00, 20 AND 10 (10 being 2 nickel cheques).

5. All buy-ins over \$30.00 - Player will get \$5.00 cheques automatically, unless he requests otherwise. In such a case be sure to let the boxperson know: "CHANGE ONLY \$ AMOUNT, A REQUEST FOR SOME QUARTERS AND DOLLARS".

- 6. \$50.00 - 2 stacks of nickels, 5 \$5.00 cheques in each stack.
- \$50.00 - \$5.00 quarters, 20 singles, 5 nickels; only if payer requests.
- 7. \$100.00 - 20 nickels, 4 stacks.
- \$100.00 - 20 singles, 16 nickels; only if player requests.
- \$100.00 - \$5.00 quarters, 20 singles, 15 nickels; only if player requests.

8. Note: Always count out change and payoffs in order so it can be "read" at a glance, either from left to right or right to left.

VIII. SILVER DOLLARS

1. Note: If \$1.00 cheques are being used on the crap game, silver dollars or \$1.00 slot tokens are not allowed to stay on the layout when players bet them. Dealers must exchange the silver dollars or tokens for cheques as soon as possible. Until the silver dollars or tokens are exchanged, they are a good bet on the layout. "MONEY PLAYS WHERE IT LAYS". This is just the opposite of cash. Cash is change only, unless player specifies verbally where he wants to bet it.

A. Situation

Player bets a handful of silver dollars or tokens on the pass line.

1. Procedure

As soon as possible, dealer will grab the silver dollars and announce, "SILVER DOLLARS PLAY ON THE PASS LINE", as he places the silver dollars in front of the boxperson. The boxperson will count them and tell the dealer to replace them with an equal amount in cheques.

2. Note: If dealer can read currency when player buys-in, dealer will just announce it, place it in front of boxperson and count it out and give it to player.

A. Example

"CHANGE ONLY, \$20.00 BILL".

3. Note: If player does not specify when throwing in cash: 'CHANGE ONLY FOR THAT MONEY', you are never too busy to say that, even if you are dealing the game.

**CHAPTER 4 - CASING THE LAYOUT -
FIELD BETS - BIG 6 & BIG 8 BETS**

I. CASE THE LAYOUT

1. Self-Service

A. The "self-service" bets are:

1. Pass Line
2. Don't Pass Line
3. Big 6, Big 8
4. Field
5. Come and Don't Come

B. "Self-service" means: The player does it himself. The player puts these "self-service" bets on the layout himself, and when the bet wins, the player must pick it up himself (unless player asks dealer for assistance).

1. Normally a tourist does not know when to bet these "self-service" bets, or where to place them, or when to pick them up.
2. To say the least, a tourist at the dice table is confused.
3. Many times a tourist will be trying to place a bet where it is not supposed to be placed, or the player might be trying to pick up his bet when it is not supposed to be picked up. The tourist has no concept as to where the dice are. The dice could be in the air, in front of the boxperson or ready to land, or maybe the dice have even already landed, but the player knows nothing about this or does not want to know as he is too excited.
4. It will be the dealer's duty (his job) to make sure to guard against the player doing anything that is not in the house's favor or to the house's disadvantage.
 - a. The dealer should remember **THE HOUSE WANTS TO WIN AS WELL AS LOSE.**
 - b. The dealer should never place the house in a position where it cannot win, but only lose!
 - c. When the dealer guards against the player taking advantage of the house in regards to "self-service" bets, this is called "CASING THE LAYOUT", and also "PROTECTING THE GAME".

II. CASING THE LAYOUT ON COME OUT ROLL

1. On the "Come out Roll" the dealer will case the layout for specific situations that may occur.
2. By keeping at least one eye on layout at all times, the dealer looks for certain things, such as:

a. Any cheques or "bets" on apron. **THERE SHOULD NOT BE BETS ON APRON ON COME OUT ROLL.**

b. **Split Bets**

Split bets (cheques or money between two different areas of layout). Only split bets between Big 6 and Big 8 are allowed, and they must be payable down to the last penny or no bet.

c. **Sloppy Bets**

Sloppy bets are bets not stacked up, dirty stacks, etc. All bets must be stacked neatly. Multiple color bets must be stacked in proper order starting with largest denomination on the bottom.

d. **Bets Over the Table Limit**

1. In order for money to be in "action" ("bet" means same as "action") it must stand to win or lose. If money cannot stand to win or lose - **IT CANNOT STAY ON THE LAYOUT**, in the self-service area (this does not apply to the "boss's cash register).

2. Any money on the apron of the layout, on the come out roll is nothing. If the money was intended for the pass line, it must be within the boundaries of the pass line. Otherwise, the money is not a bet, and the dealer should direct the player and inform him that the money is not a bet; and that the player should pick it up. If the player is slow, the dealer will pick the money up and heel it in front of the player on the apron.

3. **Come out Roll Situation**

Dice are in center in front of boxperson. It is the come out roll. Dealer is alert and casing layout. Dealer observes money on apron. Dealer will call out (loud and clear): **"NO BET FOR THE MONEY ON THE APRON!"**

A. As the dealer says this, he picks the money up and heels it in front of the player and says: **"NO BET FOR THAT MONEY SIR, PLEASE PICK IT UP AND PUT IT IN YOUR RACK".**

1. If the player says he wanted to bet the pass line for the money, the dealer can pick up the money again and put it on the pass line himself, explaining to the player that in order for the money to be a good pass line bet it must be between the two lines that are the boundaries of the pass line. When dealer does this and talks to the player, the dealer is EDUCATING THE PLAYER.
2. But, in this situation, the dice have left the center and the dealer has not observed the money on the apron, or if player happens to put the money on the apron just before the dice land, the dealer can still protect the house and the game by calling out (loud and clear): "No bet for the money on the apron".
3. It is important for the dealer to make this call, even though it should have been made sooner (better late than never).
4. If the dice roll a winning decision for the pass line in the above situation, the money on the apron does not win. If the dice roll a loser, the money on the apron does not lose. The player will be happy if the decision is a loser because the dealer cannot pick up the money on the apron. But, if the decision is a winner, the player will want to get paid for the money on the apron. The money on the apron will never be paid by the dealer. If the player argues, the dealer turns situation over to the boxperson.
5. This argument could have been avoided if "no bet" had been called by the dealer before the dice left the center of the table, before dice stopped rolling.

III. FIELD BETS

1. **Definition:** Betting that on the NEXT ROLL of the dice only a 2, 3, 4, 9, 10, 11, or 12 will roll.
2. **Winner:** When any 2, 3, 4, 9, 10, 11, or 12 is rolled.
3. **Loser:** When any 5, 6, 7, or 8 is rolled.
4. **Payoffs**
 - a. Even money when 3, 4, 9, 10, or 11 is rolled.
 - b. 2 to 1 when a 2 or 12 is rolled.
 - c. 3 to 1 (Downtown Las Vegas ONLY) when 12 is rolled.

5. Rules

- a. Bet may be made at any time, on come out roll, or when point is established.
- b. Bet is a "one-roll" wager only (must win or lose every roll).

6. Dealing Procedures

- a. Bet must be set in relative position to where the player is standing.
- b. Bet must be stacked up straight.
- c. It is the dealer's responsibility to keep each bet separate and to inform the players as to the proper positioning of their bets.
- d. When paying or taking field bets (if there is a point established), begin on the end away from the stickperson and work toward the stickperson.
- e. Bet may be paid or taken in sequence when paying or taking the line or the don't pass line, when a winner or a 7-out is called.
- f. Always case the layout between rolls.

7. Note: THE FIELD INCLUDES ALL DICE NUMBERS EXCEPT 5, 6, 7 & 8.

IV. BIG 8

- 1. Definition: Betting that any 8 will roll before a 7 (winner 7 or 7 out).
- 2. Winner: When any 8 is rolled.
- 3. Loser: When 7 is rolled (winner 7, and 7 out).
- 4. Payoff: Even money.

5. Rules

- a. Bet may be made or pressed at any time. It does not matter whether it is a come out roll or not.
- b. Bet or any portion may be picked up at any time.

6. Dealing Procedures

- a. Bet must be set in relative position to where the player is standing.
- b. Bet must be stacked up straight.

- c. It is the dealer's responsibility to keep each bet separate and to inform the players as to the proper positioning of their bets.
 - d. When paying or taking, use the proper hand leads.
 - e. On "Winner 7", Big 6 and Big 8 will be picked up at the same time as the don't pass line bets, in sequence from base to stick.
 - f. On "7 Out", Big 6 and Big 8 will be picked up at the same time as the pass line bets, in sequence from base to stick.
 - g. On "Winner 8" or "Winner 6", pay all pass line bets first, from base to stick, then go back and pay Big 6 or Big 8, the one that was called. When dice roll 6 or 8 any other time - pick up all field bets first, then pay Big 6 or Big 8.
 - g. Always case the layout between rolls.
7. Note: THE BIG 6 and BIG 8 ARE HANDLED EXACTLY THE SAME.

CHAPTER 5 - HANDLING STICK AND DICE

I. HANDLING THE STICK

1. The stick should be held at the end. It should always be set down across the table when not in use by the stickperson. As the game is often very crowded, these rules will help the stickperson to avoid hitting someone with the stick.
2. Never point the stick at a player. A player position may be indicated by pointing the stick at the layout in front of the player.
3. Never strike the layout with the stick. The crook of the stick is its weakest point and is broken by hitting the toe of the stick against the layout. This also causes damage to the layout. It also irritates everyone.
4. Always keep the stick with the dice except when the shooter picks up the dice to roll. When the shooter picks up the dice to roll, the stick is held up in a ready position in front of the stickperson for easy control.
5. The stick is a tool of your trade, not a toy or weapon. Your handling of the stick reflects your confidence and ability.
6. When holding the stick, the dealer is to keep his index finger on the top of the shaft, his thumb to the side and the rest of his fingers underneath the shaft.

II. MOVING THE DICE TO THE SHOOTER

1. When moving the dice, the stickperson applies pressure downward on the stick with index finger. This bends the stick (it is very hard to break this way). By bending the stick the stickperson has more control of the dice when moving them.
2. The stickperson may move the dice through the layout to the shooter. In doing this, the stickperson should avoid knocking over bets on the layout.
3. The stickperson must always keep his body square to the table. This is to protect the dice in the dice bowl and the layout in front of the stickperson. To do this, the stickperson must use the proper lead hands with the stick.
4. When moving the dice to the players on the second base side, the dealer holds the stick in his right hand.
5. When moving the dice to the players on the third base side of the table, the dealer holds the stick in his left hand.
6. This is so the stickperson can retrieve the dice without turning his body sideways to the table.

III. MOVING THE DICE GROUP TO THE SHOOTER

1. This is where downward pressure on the stick by the stickperson is most important. By placing downward pressure on the stick the dice almost line themselves up.
2. When moving the dice group, it is easiest when they are moved in rows of two's. When there are a lot of bets on the layout, the stickperson may have to move them in a single row.
3. Remember to keep the stick with the dice until the shooter picks up the two dice he wants to roll.

IV. RETRIEVING THE DICE GROUP

1. After the shooter has picked up the dice he wants to roll, the stickperson moves the remaining dice out of the way of the shooter. To do this, the stickperson moves the dice to the wall opposite to the base man. Keep your eyes on the dice in the shooter's hands until he rolls them. At the same time, pull the dice in toward the dice bowl, keeping them between the stick and the wall.
2. The dealer must be able to retrieve the dice group without taking his eyes off the shooter's hand until he rolls them. If the shooter does not wait for the stickperson to retrieve the dice group and rolls the dice, the stickperson may now put his full attention on retrieving the dice group. If the stickperson is having difficulty or is slow, he may call down to the baseman opposite the shooter to call the dice. The stickperson must continue to retrieve the dice group until he has them back in the dice bowl. Then he will retrieve the dice the shooter just rolled.
3. The remainder of the dice group is picked up with stickperson's hand and put back in the bowl.
4. The dice in the bowl should be lined up with no high or tilted dice.

V. HANDLING THE DICE BOWL

1. The dice bowl is positioned in front of the stickperson against the wall. In most casinos it is down flat against the layout. Some casinos require the dice bowl to be up flat against the wall. With the bowl turned up, the dice cannot land in the bowl when the shooter rolls them, but the floorman cannot see them, so most casinos like the bowl down so the dice can be seen by the floorman.
2. After a 7 out or if dice go off the table, the dice bowl must be dumped by the stickperson. The stickperson should not handle the dice with his hands. The stickperson picks up the dice bowl and dumps out the dice in front of the boxperson. This procedure may be different in each casino, so be prepared to do it their way.

3. When dumping the bowl, just tip it so the dice slip out onto the layout in front of the boxperson. Do not allow the dice to scatter all over when doing this. Do not bang the dice bowl on the table.
4. If the table is dead and you don't have any players, the bowl with the dice and the stick go in front of the money drop paddle and stay there until you get a shooter.

VI. RETRIEVING THE DICE AFTER THE CALL

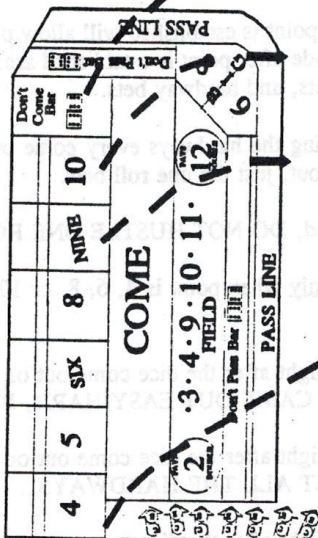
1. Never touch the dice until called. The stickperson should keep the stick in the up position until he calls the dice. If the stickperson cannot see the dice, he must say to the base man "Call it". This means for the baseman to call the total of both dice. The base man should also move the cheques so the dice can be seen by all after call has been made.
2. After the call, the base man may help the stickperson by moving the dice out from behind the bankroll stacks. When the base man moves the dice, he should pick up the dice between his fingers with his palm up and set it down in the same manner, in front of the boxperson. Do not cup the dice in your hand so that they cannot be seen.
3. The stickperson has the right of way when retrieving the dice. The dice should be out of the way before the baseman starts his take and pay.
4. Again, the proper hand leads by the stickperson will help him to remain square to the game (facing the boxperson).
5. On the diagram it can be seen that the stickperson changes hands on the stick depending on where the dice land. When the dice land on third base side of the table, the stickperson must use his right hand to get the dice to the area marked "A" then change stick to his left hand to move the dice in front of the boxperson. Second base is just the opposite.

VII. RULES FOR STICKPERSON

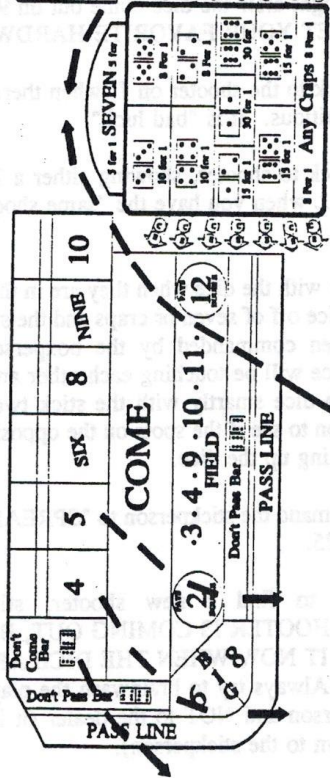
1. Stickperson runs the game (under the direction of the boxperson and higher bosses).
2. Keep your eyes on the dice at all times when they are not in the center of the table.
3. Watch payoffs on your end (end opposite shooter). When the payoffs are all made, take a quick look at the other end (boxperson's end) to make sure the dealer there is finished and if he is, return the dice to the shooter.

4. 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 to complete his work without getting tangled up with the stick.
5. Be courteous to all players.
6. Craps - Eleven - and Seven will be mentioned on EVERY come out roll. All three, not just eleven.
7. Announce all proposition bets loud and clear (how much bet is and what the bet is).
8. When announcing a proposition payoff, always add: "AND YOU'RE STILL UP THE SAME WAY" or "AND YOU'RE STILL UP TO WIN AGAIN".
9. Only talk to the other dealers or boxperson in the line of duty when there are players at the table.
10. Correct all mistakes you see on your end, regardless of how many bosses are watching the same end. You are responsible for the dealer on that end. Be diplomatic when correcting mistakes.
11. Don't argue with a player. When you advise a shooter, always leave the dice in the center. To get shooter's attention, place stick in front of him (do not tap it on the table) and look him/her in the eye. After you advise shooter the first time, if he does not comply, the boxperson will take over.
12. If you don't understand a bet and the dice are in the air, announce: "NO ACTION THIS ROLL".
13. Get all the rolls you can without running over anyone. If both dealers are standing straight, they must be finished, and you should already have moved the dice.
14. Stickperson does not wait for dealers to count out change (unless told different by boxperson).
15. After calling the dice and raking them back to the center, you will watch your end, then PICK UP ALL LOSING PROP. BETS, then pay winning prop. bets, then put up the new prop. bets and then give the dice back to the shooter.
16. Do not hustle any prop. bets after you move dice out of the center.
17. Once you leave the center with the dice, do not return if players throw in late prop. bets (prop. bets made after dice leave center). You will hear boxperson or dealer announcing them (booking them). If there are too many, boxperson will order you to bring dice back to the center.

3rd BASE



2nd BASE



RIGHT HAND

LEFT HAND

RETRIEVING THE DICE AFTER THE CALL

18. Never give change or payoff from the stick.
19. A short pause after the point is established will allow players to make their bets. Bets that are usually made after point is established are: Come bets, don't come bets, place bets, buy bets, and hardway bets.
20. Unless someone is betting the hardways every come out, you do not hustle the hardways on the come out, just the one roll bets.
21. After point is established, DO NOT HUSTLE ONE ROLL BETS.
22. Hustle hardway point only when point is 4, 6, 8, or 10. Hustle ALL hardways when point is 5 or 9.
 - A. For example: Right after the dice come out on 6, you announce, "THE POINT IS 6, IT CAME OUT EASY/HARD, BET IT BACK HARD".
 - B. For example: Right after the dice come out on 5, you announce, "THE POINT IS 5, BET ALL THE HARDWAYS".
 - C. For example: Right after the dice come out on 9, you announce, "THE POINT IS 9, "BET YOUR FAVORITE HARDWAY".
23. Do not rake the dice back to the shooter on 7, when there is a point established. Players are often superstitious. It is "bad luck".
24. Do not rake the dice back to shooter, showing either a 2, 3, or 12 (craps) ON THE COME OUT ROLL when you have the "same shooter coming out". It is "bad luck".
25. Stickperson will not play with the dice when they are in the center, except to turn over one die to get the dice off of seven or craps and the stickperson must TURN THE DICE OVER when commanded by the boxperson to "TURN THEM OVER". The pair of dice will be touching each other and the boxperson wants stickperson to push both dice smartly with the stick two (2) times to make it possible for the boxperson to see if the spots on the opposite side of each die add up to seven without picking up the dice.
26. Boxperson may also command the stickperson to "SPREAD THE DICE!". Same reason as above in No. 25.
27. When stickperson has to find a new shooter, stickperson makes this announcement: "NEW SHOOTER IS COMING OUT, BET CRAP, ELEVEN, OR ANY SEVEN, BET IT NOW WHEN THE DICE ARE IN THE CENTER. ALL BETS DOWN?". Always try to brainwash the players into throwing the prop. bets to the stickperson and NOT to the dealer (it is a house rule that all prop. bets must be thrown to the stickperson).

28. When the shooter causes a decision for Pass and Don't Pass Lines on the come out roll, he would be coming out again. He would be known as "the same shooter". Stickperson would announce: "SAME SHOOTER IS COMING OUT. BET CRAP, ELEVEN OR ANY SEVEN, BET IT NOW WHEN THE DICE ARE IN THE CENTER. ALL BETS DOWN? DICE ARE COMING OUT?".
29. Shooter loses the dice on a SEVEN-OUT ONLY (or if he runs out of money and cannot make a bet on the pass or don't pass line on the come out roll).
30. "New shooter" is always offered all of the dice in the bowl, so he can select a pair.
31. "Same shooter" is always given back the same pair of dice unless he wants to exchange them, or unless he throws them off the table.
 - A. Should the shooter roll the dice off the table, he is allowed to request the same pair of dice. The house will let the shooter have the same pair of dice if they can find them, if not, the shooter will be offered the rest of the dice in the bowl.
 - B. ONLY THE SHOOTER CAN ASK FOR THE SAME DICE. Other players may ask for the same dice, but we only listen to the shooter.
32. When shooter rolls ONE DIE off the table, stickperson makes this announcement (loud and clear): "ONE DOWN, NO ROLL!". Stickperson must rake remaining die back to the center and EMPTIES THE BOWL, unless shooter has already asked for the same dice.
33. When shooter rolls both dice off the table, stickperson will announce: "DICE DOWN, NO ROLL!" and EMPTIES THE BOWL, unless shooter has already asked for the same dice. When shooter asks for the same dice in time, the stickperson will not empty the bowl, but instead announces: "THE SHOOTER REQUESTS THE SAME DICE". Then stickperson waits for orders from the boxperson.
34. When dice go off the table, Stickperson OR DEALERS NEVER GO AFTER THEM, floorman usually does or players pick the dice up.
35. If dice go off the table and are NOT found, the crap game will continue with a selection from other dice in the bowl. DEALERS ON BASE MUST DEAL THE GAME WITH ONE EYE ON THE LAYOUT AND ONE EYE OFF THE TABLE. When dealer sees anyone picking up a die off the floor, close to his end of the table, the dealer should scream: "HOLD IT, SIR/MISS, DON'T THROW IT IN, HAND IT TO THE DEALER". Dealer will put his outside hand out, thank the person, and dealer will then put die in boxperson's hand or on top of the \$25.00 cheques in the bankroll against the wall.

36. Procedure above in No. 35 must be followed so the person picking up the die does not throw it on the table. **IF A THIRD DIE IS THROWN ONTO THE LAYOUT BEFORE Stickperson CALLS THE DICE, IT WILL HAVE TO BE CALLED A NO ROLL".**
37. **Situation**
- A. Our crap table is not missing any dice, so dealers have both eyes on the layout and are not on the alert for a die to be picked up off the floor. But, someone finds a die on the floor from some other table and throws it on our layout while the dice are in the air.
1. **Procedure**
- If foreign die lands on our layout **AFTER** stickperson has made the call, the dealer on that end of the table had better break his neck trying to grab the foreign die, before players try to add up the three dice.
2. **Procedure**
- If foreign die lands on our layout **JUST BEFORE** stickperson announces call, there would be three (3) dice on the layout. Stickperson would have to announce: **'NO ROLL, TOO MANY DICE"**. He would rake the three dice to the center. Boxperson would pick up and inspect all three dice. But, the stickperson would empty the bowl and offer the shooter the remaining dice, so the game can continue. Again, shooter may request same dice and would get them as soon as the boxperson takes out foreign die.
38. Stickperson must ask everyone at the table if they care to roll the dice, every time around. He will ask each player **CLOCKWISE** from the last one. He must push the whole set of dice with the stick in front of each player and asks **"WOULD YOU LIKE TO ROLL THE DICE"**. Every time a player refuses, stickperson will announce, **"PASSING THE DICE"**. Player does not have to refuse verbally, he may ignore you or wave his hand to indicate for you to pass him by. Upon each refusal, stickperson announces loud and clear: **"PASSING THE DICE"**.
39. To qualify to roll the dice the player must have a minimum bet **ON THE PASS LINE OR DON'T PASS LINE.**
- A. For example: If player had a large bet in the field, he would still need a bet on the Pass or Don't Pass in order to roll the dice.
40. Stickperson **AND DEALER** are responsible for making sure player has a Pass or Don't Pass bet when player agrees to roll dice.
41. Stickperson **AND DEALER MUST BE SURE SHOOTER HAS PASS OR DON'T PASS BET EVERY COME OUT ROLL.**

42. Stickperson AND DEALER must remind a potential shooter that his bet is on the Don't Pass, because most players that roll the dice would rather have their bet on the Pass Line. This will avoid arguments.

43. Situation

Stickperson pushes all the dice to potential shooter and asks: "SIR/MISS, DO YOU CARE TO ROLL THE DICE?".

A. Procedure

As soon as the player agrees to roll the dice, the stickperson MUST observe:

1. Does the player have a minimum bet on Pass or Don't Pass Line. If player does not, stickperson will say: 'SIR/MISS, YOU MUST HAVE A BET ON THE PASS OR DON'T PASS LINE IN ORDER TO ROLL THE DICE".
2. Is the player's bet on the Don't Pass? If it is, stickperson will advise the shooter personally before he rolls the dice: "YOUR BET IS ON THE DON'T PASS". If player does not switch bet to Pass Line, then stickperson will announce loud and clear for players and bosses: "SHOOTER IS ON THE DON'T PASS, DICE ARE COMING OUT".
3. Note: If player's bet is on Pass Line when he agrees to roll the dice, stickperson does not advise him. Stickperson just announces: "DICE ARE COMING OUT".
4. Note: If stickperson does not observe whether player has a bet or not when he agrees to roll the dice, the dealer on that base has to do the stickperson's job.
5. Note: When player agrees to roll dice, if stickperson does not advise the player about his bet on the Don't Pass, the dealer on that base MUST do the stickperson's job.
6. Note: Player is only advised PERSONALLY about his bet on the Don't Pass, before the original come out roll. All other come out rolls, until shooter rolls a seven out, the stickperson only has to advise publicly the bosses and the other players. If the shooter has his bet on the Don't Pass, stickperson announces: "SHOOTER IS ON THE DON'T PASS, DICE ARE COMING OUT".

44. On a seven out, stickperson empties the bowl AS SOON AS THE TWO DICE ARE RAKED TO THE CENTER. The bowl is emptied ABOVE the any seven bet, by the money drop.

45. When stickperson tries to push all of the dice to the player, the dice must all be touching each other. Stickperson **MUST BEND THE STICK BY GRASPING IT WITH INDEX FINGER ON TOP.**
46. Never attempt to push more than two (2) dice across when moving all the dice to the player.
- A. Note: Either push all the dice in columns of one or columns of two only. Do not attempt to push three dice across as they will separate.
 - B. Note: Dice should be pushed until they are on apron between shooter and his bet.
 - C. Note: Stick should be kept down close to layout.
 - D. Note: Stickperson's **ELBOW** must be kept **CLOSE** to his **BODY**.
47. Stickperson must have only one hand on the stick at a time. But, he should be a **TWO-HANDED** stickperson. He should reach for the pair of dice after he calls them, **WITH THE STICK IN THE HAND CLOSEST TO THE DICE.**
- A. Note: Stickperson should have stick in hand opposite the shooter when starting to rake dice from the center.
48. Dice **MUST BE CALLED BY** Stickperson **OR THE BOXPERSON** (dealer in emergencies) **BEFORE BEING TOUCHED.**
49. After new shooter has selected a pair of dice, the remaining dice are to be retrieved by raking into stickperson's hand, as he keeps his eyes on the shooter's hand with the dice. Then he will follow the throw of the dice to the other end of the table as he deposits dice in his hand in the bowl.
- A. Note: If stickperson is unable to watch dice land, he announces: **"CALL IT, DEALER"**. Dealer on base calls the dice. In emergencies, if stickperson is unable to rake the dice after dealer has called them, dealer will use his inside hand to move the dice to the center.
50. Stickperson should advise player (shooter or potential shooter) not to reach for the dice until stickperson has pushed the dice on apron between shooter's bet and the shooter.
51. If the thrown dice knock over a bet, the dealer on base announces it: **"OFF THE POSITION OF BET!"**.
- A. For example: If a field bet was knocked over, dealer would announce: **"OUT OF THE FIELD"**.
 - B. Note: If bet was knocked over in "self-service" area, dealer must straighten it up before dealing game.

52. Stickperson ALWAYS GETS DICE OUT OF THE DEALER'S WAY FIRST, SO DEALER CAN DEAL THE GAME.

A. Note: If dice are widely separated after they land, get the farthest one first.

53. When it becomes necessary to call a "no roll" after the dice are in the air, the stickperson should try to break up the roll by hitting the first die that lands with the stick. By doing this, the players will not get a chance to see what the call should have been. This way we avoid arguments.

A. Situation

Player becomes the shooter, after selecting a pair of dice and rolling them one time. Stickperson will push same pair of dice to the same shooter after each roll, until a Seven-out is rolled. But, if a player, other than the shooter, grabs them:

1. Procedure

Stickperson will try to stop him, telling him he is not the shooter. If the player rolls the dice anyway, the stickperson starts screaming: "NO ROLL, NO ROLL!!!" and tries to break up the roll by hitting the first die that lands with the stick. Then the stickperson will rake the dice back to the correct shooter and game will continue as before, only that one roll did not count.

B. Note: Only persons standing clockwise from the shooter will be asked to roll the dice after a seven-out. Anyone WALKING up to the table counter-clockwise from the last shooter will have to wait until all the players clockwise from the last shooter have had a chance to roll the dice first. Only boxperson can make an exception to this rule. When boxperson makes exception, the stickperson must announce to all the players at the table: "FOLKS, I SKIPPED A SHOOTER, WE HAVE TO BACK THE DICE UP".

1. Note: Stickperson makes this announcement at the request of the boxperson and after a seven-out.

2. Note: Maybe the stickperson really did skip a player who was there and wanted to roll the dice, or maybe a good customer (big loser) walked up who wanted to roll the dice and just could not wait. Regardless, the stickperson takes the blame in the announcement.

3. Note: After the player out of order rolls a seven-out, then we skip the next player (because he already rolled the dice before we backed them up) and ask the next player if he wants to roll the dice.

54. When a shooter refuses to continue rolling the dice BEFORE rolling a seven-out, the stickperson will announce: "WE HAVE LOST A SHOOTER" and offer the SAME pair of dice to the next player in line clockwise from the shooter who gave up the dice before rolling a seven-out. This player will be asked if he wants to finish the "hand". Usually the player says: "Yes". If he said: "No", he would lose his turn. The player that agrees to finish the "hand" will continue rolling the dice until he rolls a seven-out. Then the stickperson will empty the bowl and offer the same shooter all the dice, so he can select a pair to roll for his own turn.

A. Note: When a player gives up the dice before a SEVEN-OUT, if a point is established, PLAYERS CANNOT PICK UP THEIR MONEY OFF THE PASS LINE, THEY HAVE TO WAIT UNTIL THE SUBSTITUTE SHOOTER EITHER ROLLS THE POINT NUMBER OR SEVEN-OUT. THE SAME GOES FOR COME BETS ON THE NUMBER. FOR COME BETS THE PLAYER HAS TO WAIT FOR THE COME BET NUMBER TO BE ROLLED OR A SEVEN.

B. Note: PLAYERS MAY PICK UP THEIR BETS OFF THE DON'T PASS ANYTIME.

C. Note: The shooter that gives up the dice before a seven-out CANNOT have his money either if his bet is on the Pass Line and point is established, he cannot have his come bets either. Shooter that has to leave before a seven-out can leave a friend in charge of his bets or leave them for the dealers to have if they win. He has to specify one way or the other before he leaves the table. Otherwise, the house gets his bets whether they win or lose.

55. Shooter may request a different pair of dice or request all of the dice in the bowl (for another selection). If shooter does not request different dice, as a rule he is allowed to roll the same pair until he sevens-out.

A. Note: SHOOTER IS NEVER ALLOWED TO HOLD ONE DIE WHILE EXCHANGING ANOTHER ONE. THE PAIR OF DICE PUSHED TO THE SHOOTER MUST START FROM THE CENTER BEFORE EACH ROLL. STICK MUST ALWAYS BE USED TO MOVE DICE. When shooter decides to change one die after he picks up the pair, he usually throws just one towards the stickperson and requests a new die out of the bowl. The stickperson announces: "NO ROLL", then requests that the shooter set the remaining die down and rakes it to the center, while at the same time exchanging the first die the shooter threw for one out of the bowl.

56. **Stickperson WILL KEEP HIS EYES ON THE SHOOTER'S HAND, FOR ONE SECOND, MAKING SURE BOTH DICE HAVE LEFT THE SHOOTER'S HAND.**

A. Situation

Shooter rolls dice with forward motion to opposite end of table, but one die accidentally falls out of his hand and lands in front of the shooter, while the other die rolls to the other end of the table.

1. Procedure

Because the shooter's hand moved forward naturally and die fell out accidentally, **IT IS A GOOD ROLL**, even if the shooter grabs the one die he drops and hangs on to it. **BUT, IT CAN ONLY BE A GOOD ROLL IF Stickperson, DEALER, OR BOXPERSON SAW THE NUMBER OF SPOTS ON THE SIDE OF THE DIE THAT WAS ON TOP BEFORE THE SHOOTER GRABBED IT.** Stickperson will be able to see the die before the shooter grabs it if he keeps his eyes on the shooter's hand before **FOLLOWING** them to the other end. But, it is also the dealer's job on base to keep his eyes on the layout in front of him. So when the dealer sees the die the shooter dropped, the dealer **MUST ALSO** call it. The dealer sees only one die on his end, so he will only call one die.

a. For example: The die shooter dropped was a one, so dealer's call would be: **"ACE HERE"**.

b. Stickperson will add what he sees or hears the dealer call with the number of the die rolled on the opposite end of the table.

1. For example: The die that rolled all the way to the opposite end was a five, so the stickperson's call will be: **"SIX, EASY SIX"**. He rakes that die to the center.

c. This is one of two times that the dealer on base calls the dice **WITHOUT BEING COMMANDED**.

1. The other time dealer calls the dice without being commanded is when he is 150% sure stickperson has miscalled the dice. **DEALER SHOULD ANNOUNCE THE CORRECT CALL LOUD AND CLEAR, BEFORE Stickperson HITS THE DICE.** If the dealer cannot announce the correct call before the stickperson hits the dice, dealer should keep quiet. Otherwise, he will create problems.

B. Situation

If shooter rolls one die and the other falls out of his hand, and the shooter picks it up and rolls it anyway.

1. Procedure

If stickperson, dealer, or boxperson had already seen what number the die rolled before shooter picked it up, that number is added to the other die, and **THAT IS THE CALL THAT COUNTS**. Any number showing on the pair of dice after the "late-thrown" die lands is just ignored as stickperson rakes both dice to the center.

2. But, if shooter rolls one die, drops and picks up the other die, and rolls it before dealer, stickperson, or boxperson sees it, the stickperson calls: "NO ROLL".

C. Note: Shooter must release both dice at the same time and with the same forward motion.

D. Note: Shooter must pick up the dice with only one hand, shake them with only one hand. If shooter starts doing it with two hands the stickperson should advise: "USE ONLY ONE HAND ON THE DICE, SIR/MISS. THANK YOU."

57. Stickperson will not allow the shooter TO RUB THE DICE TOGETHER.

A. Procedure

Stickperson should leave dice in front of boxperson, point stick in front of player (do not tap it), look him in the eye, and say: **"SIR/MISS, SHAKE THE DICE ALL YOU WANT WITH ONE HAND, BUT PLEASE DO NOT RUB THE DICE TOGETHER. IT BREAKS THE EDGES OF THE DICE. THANK YOU."** Advise only once, then the boxperson takes over.

58. Boxperson says to stickperson: "TELL THEM ABOUT THE FRONT ROW". There are people standing against the table that are not playing.

A. Procedure

Stickperson stops dice in front of boxperson and looks at both ends of the table as he makes this announcement: **"FOLKS! FRONT ROW IS FOR PLAYERS, IF YOU ARE NOT PLAYING PLEASE STEP BACK. LET THE PLAYERS SEE THE ROOM."**

59. Shooter must keep the dice inside the table and within the boxperson's and stickperson's view at all times.

A. Situation

Shooter picks up the dice and takes them out of the stickperson's sight by going to his pocket or purse, or after his drink on the drink rail, or walks around another player to get a better position to roll the dice from.

1. Procedure

Just as soon as the dice are taken out of the stickperson's and boxperson's sight, the stickperson should start screaming: "SET THE DICE DOWN, SIR/MISS, SET THEM DOWN!!". While the stickperson is saying this, he should have the stick ready to rake dice back to the center for boxperson's inspection.

Stickperson would say to boxperson: "THESE DICE WENT OUT OF MY SIGHT". Boxperson picks up the pair of dice for inspection, meanwhile, stickperson empties bowl and offers remaining dice to the shooter for a new selection.

a. Situation

Shooter rolls the dice (in previous situation) not listening to the stickperson's request.

1. Procedure

Stickperson announces: "NO ROLL, NO ROLL!" and tries to hit the first die that stops with the stick. Then stickperson rakes both dice back to the center for boxperson's inspection; again, stickperson empties bowl for new selection.

b. Situation

Shooter drops one die on floor while shaking them.

1. Procedure

Stickperson tries to stop the shooter from going after the die on the floor by screaming: "SET THAT ONE DOWN, SIR/MISS. WE WILL GIVE YOU SOME MORE". If shooter sets the one die down, stickperson will rake it to the center and empties the bowl. Then gives shooter all the dice for a new selection (dealers on base be alert for the die on the floor).

c. Situation

Shooter drops one die on floor, does not listen to stickperson and goes down to get it, taking the other one with him.

1. Procedure

Stickperson waits with stick pointing to shooter's position after announcing: "ONE DOWN". He waits for the shooter to stand up with the dice, then tells shooter to set dice down and rakes the dice to the center. Stickperson announces to boxperson: "THESE DICE WENT ON THE FLOOR". Boxperson picks up the pair of dice for inspection, meanwhile, stickperson empties bowl and offers remaining dice to the shooter for a new selection.

60. When dice land on any part of the bankroll and stops, the stickperson announces: "ON TOP OF MONEY, NO ROLL".

A. Note: If die lands on dealer's working stack, it is a good roll.

B. Note: If die lands on the marker, it is a good roll.

C. Note: If die lands on the bets or any other cheques on the layout or apron, it will be a good roll.

61. Situation

Die lands on player's rack.

A. Procedure

Stickperson will announce: "TOO HIGH, NO ROLL". He will ask the player to: "DROP IT DOWN, SIR/MISS". If player doesn't or there is no player, stickperson will flick it out with the corner of the stick onto the layout and rake both dice back to the center.

62. If die lands in the bowl, whether it has any dice in it or not, the stickperson's announcement will be: "DIE IN THE BOWL, NO ROLL". He will empty the bowl and offer the shooter all of the dice for a new selection.

63. If shooter does not try to roll dice to the opposite end, but instead rolls them to the wrong end, stickperson must announce: "NO ROLL. THE WRONG END". Stickperson rakes dice to the center, then tells the shooter: "SIR/MISS, YOU MUST ROLL THE DICE TO THE OPPOSITE END, PAST THE BOXPERSON". Then the stickperson will rake the dice back to the shooter.

64. If one die ever lands on top of the other and stays there, stickperson announces: "NO ROLL".

A. Note: If boxperson wanted to call it a good roll, he would have to stop the stickperson before he hits the dice with the stick. The boxperson would, or he would have the dealer closest to the stacked up dice, separate them. This should be done with palms up and the die on top should be picked up and set down with die between index and middle finger. Then the call is made.

65. Situation

Shooter wants to "play" with the dice before rolling them (school them). How long is he allowed to do it?

A. Procedure

The length of time shooter is allowed to "play" with the dice depends on how much money he is betting.

1. For example: If shooter has \$1,000.00 on the pass line he can usually "play" with the dice as long as he wants to before rolling them. But, if shooter has just \$2.00 on pass line, he is usually told to: "PICK THEM UP AND ROLL THEM PLEASE" after playing with the dice a couple of times.

2. Note: Playing with the dice or "schooling" them means the shooter DOES NOT roll the dice with a forward motion to the opposite side. Instead, he just picks the pair of dice up and drops them in front of him or bangs them against the wall in front of him, or attempts to "set them" the way he wants the dice to land on the opposite end of the table (the casino counters this "setting of the dice" by insisting that each roll the dice bounce against the opposite wall which is covered with rubber knobs).

66. Dice must ROLL down the table. DICE MUST NOT SLIDE ALL THE WAY DOWN THE TABLE WITHOUT BOUNCING OFF THE BACKBOARD. Should this ever happen, stickperson must definitely announce: "NO ROLL". Then the stickperson would rake the dice to the center and tell shooter: "SIR/MISS, YOU MUST ROLL THE DICE ALL THE WAY TO THE END. THANK YOU".

A. Note: If dice slide part of the way and roll the rest of the way, the roll is good. But, if the shooter does this two times in a row, the stickperson must advise the boxperson.

67. Stickperson must call out the dice to the best of his ability and with confidence. Knowing the boxperson is also right there making sure the call is made correctly. If the boxperson ever announces a different call from the stickperson, Stickperson **MUST IMMEDIATELY START ANNOUNCING THE SAME CALL AS THE BOXPERSON** with no hesitation whatsoever. And, the stickperson should repeat the boxperson's call three or four times and finish by announcing: **"THE LAST CALL IS OFFICIAL"**. Hopefully, this will wipe out the memory of the stickperson's original wrong call.
68. Dealer must come back from his 20 minute break **ONE MINUTE EARLY**. He stands behind the stickperson and waits for one roll of the dice to go by. By waiting for the one roll the dealer will know:
- A. Who the shooter is.
 - B. What the point is.
 - C. If dice are coming out, is it the same shooter coming out, or if it is a new shooter coming out.
 - D. If it is a new shooter coming out, the dealer will know who the last shooter was, so he will know where to start looking for the new shooter.
 - E. Note: While waiting for the one roll of the dice to go by, the dealer coming in on the stick may also discover that the dealers on base have the wrong point marked, one dealer has one number marked and the other dealer has a different point marked. If this situation exists, the dealer coming in should whisper in the stickperson's ear: **"WHAT IS THE REAL POINT?"**. Let him and the boxperson straighten out the situation before you tap him on the shoulder.
69. Detail No. #68 above is very important, so important that the stickperson must inform the dealer coming in of all those items, A through D and in addition, must also tell the dealer coming in which player, if any, has his hardways off on the come out roll.
- A. For example: Point is 6, the shooter is down the center on third base and player next to the dealer on second base has a hard 6 and hard 8 bet. Stickperson's direction to the new dealer would be: **"THE POINT IS 6, THE SHOOTER IS RIGHT HERE"** (as he points the end of the stick right in front of the shooter where his pass or don't pass bet is). **"THE HARDWAYS FOR THE GENTLEMAN NEXT TO THE DEALER (he points to the player's hardway bet) ARE OFF ON THE COME OUT"**.
 - B. For example: Shooter has rolled the dice and has rolled at least one decision for pass and don't pass. Now he is coming out again, no point established yet. Stickperson points the end of the stick in front of the shooter and announces to the dealer coming in: **"SAME SHOOTER IS COMING OUT, RIGHT HERE"**.

- C. For example: On last roll shooter rolled a SEVEN-OUT, stickperson has emptied the bowl. Stickperson points end of stick down in front of the player clockwise from last shooter and says to dealer coming in: "DICE ARE COMING OUT, NEW SHOOTER IS RIGHT HERE IF HE/SHE WANTS THEM".
 - D. Note: Stick and dice are always in the center when stickperson shows his "clean" palms up.
 - E. Stickperson turns away from dealer coming in, NEVER TURN IN DIRECTION FACING DEALER COMING IN.
 - F. Note: Dealer coming in on the stick must have empty shirt pocket, not even a toothpick in it.
 - G. Note: Stickperson getting off the stick must empty his pocket of all "tokens" before going on base. "Tokens" go in token boxes in the pit.
70. When shooter rolls dice with a forward motion to the opposite end of the table, IT IS A GOOD ROLL, even if the dice do not go past the boxperson, unless the boxperson says "NO ROLL". The shooter must be advised before the next roll and shown where the end of the table is that the dice must be rolled to.
71. On a SEVEN-OUT, stickperson will EMPTY BOWL, WATCH HIS END, PICK UP LOSING PROP. BETS, HAVE DEALER PAY WINNING PROP. BETS, AND THEN PUT UP THE NEW PROP. BETS; in that order.
72. If die hits a dealer's hand or it hits a player's hand, the roll is good. But, to be good, the die must fall on the layout naturally. If the die is stopped deliberately or caught and then thrown on the layout it is a "NO ROLL".
73. Situation
- Shooter throws the dice without a bet on the pass/don't pass line.
- A. Procedure
- If it is discovered before the dice land, stickperson will announce: "NO ROLL, NO ROLL" and will hit the first die that stops. Then dice will be raked back to the center and the shooter will be told to put a bet down on pass or don't pass line. Then the game will continue. (A few bosses will want the stickperson to handle this situation differently.)

B. Procedure

If it is not discovered, the stickperson would call the dice. The call would be good and counted. If the call is a "natural" winner or a "natural" loser for pass and don't pass line, all bets will win or lose; except those of the shooter, his bet doesn't win or lose because he didn't have one. But, if a point is established, it remains the point and the shooter is told to put a minimum bet on the pass line.

C. Note: NOBODY can put a bet on the don't pass after the point is established.

D. Note: None of this would happen if the stickperson and dealer on that base were doing their jobs.

74. Advise shooter not to bank dice off the mirror, if told to by boxperson or other bosses.
75. Stickperson must never listen to the player's call. If stickperson cannot see both dice plainly, he must say to the dealer on the base: "CALL IT, DEALER".
76. THE DEALER WILL MARK THE POINT, AFTER HE TAKES AND PAYS THE "SELF-SERVICE" BETS; some bosses require dealer to mark point first.
77. Dealer WILL NOT slide marker across "cash-register". He will pick it up with his outside hand and mark the point if it's one of three numbers close to the don't come box. He will pick up the marker with the outside hand and switch it to the inside hand to mark the point if it's one of the three numbers closest to the prop. box.
78. When the dice roll an even number (4, 6, 8, or 10), the SECOND word must be "EASY" or "HARD". The word "easy" or "hard" MUST be mentioned as the SECOND word in the call.
 - A. For example: "6 HARD 6"
79. When an even number is a winner (4, 6, 8, or 10), the THIRD word must be "EASY" or "HARD".
 - A. For example: "WINNER EIGHT EASY", or "WINNER FOUR HARD".
80. 5 and 9 sound alike. So, to let the dealers know the difference, the stickperson announces: "5 NO FIELD 5" and "9 FIELD 9".
81. Stickperson must announce each number a minimum of two times, and announce a description in between each time. The word "hard" in "8 HARD 8" is a description. By separating the two numbers by a description, the call is understood easier and quicker by the dealers, players, and bosses.

82. The stickperson should finish his call by announcing: "MARK IT". This should remind the stickperson to make sure both dealers mark the point and make sure both dealers mark the SAME point.
83. ON A "SEVEN-OUT" THE DEALER MUST PICK UP THE BIG 6 AND 8 AS PART OF THE PASS LINE TUNNEL (as he goes around the outside corner of the layout).
84. On a WINNER 6 or a WINNER 8, DEALER MUST PAY EVERY BET ON THE PASS LINE FIRST, AND THEN GO BACK AND PAY THE BIG 6 OR BIG 8.
85. When the point is established the player IS ALLOWED TO BET THE PASS LINE.
86. If player has bet on pass line and the point is established, PLAYER IS ALLOWED TO PRESS (increase) HIS BET ALL THE WAY TO THE TABLE LIMIT.
87. When the player bets on the pass line after the point is established, it is good for the casino, so we let him do it. But, the dealer must tell the player: "SIR/MISS, YOU ARE BETTING THE DICE ROLL # POINT". If the player picks up the bet BEFORE the dice land ONE TIME, he can have it, but, if the dice land one time and bet is still on the pass line, IT HAS TO STAY THERE UNTIL IT IS DECIDED by the dice. If player tries to pick it up, dealer must stop him. Dealer should tell him: "SIR/MISS, YOU MUST LEAVE YOUR BET THERE NOW, YOU HAVE HAD A ROLL FOR YOUR MONEY, YOU HAVE TO LEAVE IT THERE UNTIL IT IS DECIDED, IT'S IN ESCROW".
88. If player presses (increases) his past line bet after point is established, he can change his mind, but, he must do it before the dice land ONE TIME. After dice land one time, dealer must stop the player from picking up ANY PART of his bet. The player could have picked up JUST the amount he had pressed before the dice stopped rolling.
89. PLAYERS CAN ONLY BET DON'T PASS ON COME OUT ROLL.
90. DEALER WILL STOP PLAYER FROM BETTING THE DON'T PASS AFTER POINT IS ESTABLISHED.
91. If player did bet on don't pass after point is established, he would be "PAST-POSTING" (betting a horse after it comes out of the gate). THIS IS NOT ALLOWED. If player gets away with it, dealer will be in trouble.
92. PLAYER IS ALLOWED TO TAKE HIS BET OFF THE DON'T PASS AFTER THE POINT IS ESTABLISHED.

93. WHEN PLAYER TAKES ANY PART OF HIS BET OFF THE DON'T PASS, AND A POINT IS ESTABLISHED, DEALER MUST NOT ALLOW PLAYER TO PUT IT BACK ON DON'T PASS UNTIL NEXT COME OUT ROLL.

A. Note: The reason player is allowed to take his bet or part of it off the don't pass is it is good for the casino.

B. Note: After the point is established, the don't pass bet wins when the dice roll a SEVEN-OUT. There are 6 combinations on a pair of dice to roll a 7.

94. When a player tries to PAST-POST the don't pass, dealer must take the bet off the don't pass, set it in front of the player on the apron and say: "NO BET FOR THAT MONEY, YOU CAN ONLY BET THE DON'T PASS ON THE COME OUT ROLL. WE ALREADY HAVE A POINT ESTABLISHED, IT'S #".

95. When it is the same shooter, the boss DOES NOT want to hear: "The same good shooter" or "Same lucky shooter", or "Same fantastic shooter".

A. Note: Stickperson must just say: "SAME SHOOTER IS COMING OUT".

B. Note: Stickperson and dealers must be neutral, they should not show favoritism.

96. When a point is established, the stickperson will announce: "THE POINT IS # ", as he rakes the dice back to the shooter.

97. Stickperson WILL NOT MAKE SYMPATHY CALLS! He must make all calls in the same loud voice, whether the call is a winner or a loser, it makes no difference.

VIII. HIGH DICE

1. Definition

When the dice (one or both) come to rest against an object (cheques on layout, point marker, wall, etc.) on the table causing them to be tilted.

2. Procedure

Call the side that would be on top, if the object (obstacle) was removed. NEVER REMOVE THE OBJECT, just imagine. Stickperson calls it if he sees it clearly, if not, he will tell dealer, "CALL IT, DEALER!". If dealer sees only one die, he calls that one only: "# HERE". Stickperson then makes a regular call adding what the dealer called to the value of the die he can see. If stickperson sees the side of the tilted die that would be top, he would not ask for the dealer's assistance, he would just make the regular call himself.

3. Note: This situation may become controversial because the players may think a different side should have been called on the tilted die. THEREFORE, Stickperson MUST HIT THE "HIGH DIE" FIRST AS SOON AS THE TOTAL CALL HAS BEEN MADE.
4. Note: If a dealer on base is commanded to call the dice, when he sees only one die on his end, he calls only one die. BUT, HE LETS EVERYONE KNOW HE IS CALLING JUST ONE DIE BY ANNOUNCING IT THIS WAY (LOUD AND CLEAR): "ACE HERE" (one); "DEUCE HERE" (two); "THREE HERE"; "FOUR HERE", "SIX HERE", etc.
5. Note: If a die lands between two bets which are real close together, it could be leaning against both bets. The call would have to be "NO ROLL" because if one bet wasn't there, one side would be on top, but if the other bet wasn't there, a different side would be on top. The stickperson and the dealer are not allowed to decide which players win and which players lose, therefore, "NO ROLL".
6. Note: Stickperson and dealers can keep this situation from happening by making sure Pass Line bets with odds are at least one chequ space apart -GIVE THEM SOME AIR.

IX. DIE LANDING BEHIND DEALER'S WORKING STACKS

1. Situation

One die lands behind dealer's working stack, stickperson can see it, but cannot hit it without knocking stacks over.

A. Procedure

DEALER MUST WAIT UNTIL CALL IS MADE, THEN HE LIFTS STACK STRAIGHT UP ABOUT FIVE (5) INCHES SO Stickperson CAN FLICK THE DIE TO THE APRON.

2. Situation

One die lands behind dealer's working stack, stickperson cannot see it, but he can see the other one.

A. Procedure

Stickperson announces: "CALL IT, DEALER". Dealer will call it FIRST, then lift the stack or stacks up.

3. Note: If dealer sees only one die, he will call only one die using the word "HERE" after it. Stickperson will add up what he sees on one die with what the dealer calls and makes the complete call.

- 4. Note: If dealer sees both dice, he will announce the number once with a description if it is a "natural".
 - A. For example: "Winner 7", or "7-out" or "12 craps".
 - B. But, if it is not a natural, dealer must announce the number two times with a description in between.
 - 1. For example: 5 no field 5, 6 easy 6, and so on.
- 5. Note: Stickperson must always announce the complete call.
- 6. Note: DEALER MUST WAIT UNTIL Stickperson GETS THE DICE OUT OF HIS WAY BEFORE DEALING GAME.
- 7. Note: Dealer and stickperson SHOULD AVOID TOUCHING THE DICE IF AT ALL POSSIBLE. If a die lands right next to the bowl, stickperson may pick it up with his palm up, between index and middle finger, and set it in front of boxperson with the other die. If boxperson says stickperson cannot use his hand, then stickperson will use the stick.

X. DICE CALLS

- 1. Come Out Roll
 - 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. The point is 6. Mark it.
 - 6 hard 6. The point is 6. Mark it.
 - Winner 7. Front line winner 7. (Note #5 on page 61)
 - 8 easy 8. The point is 8. Mark it.
 - 8 hard 8. The point is 8. Mark it.
 - 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. Yo 11.

12 craps 12. Line away. Standoff the don'ts and triple the field; or double the field, depending on the casino.

2. We Have a Point

2 craps 2. Take the come and double the field.

3 craps 3. Take the come and single the field.

4 easy 4. Field 4.

4 hard 4. Field 4.

5 no field 5.

6 easy 6. No field. Big 6.

6 hard 6. No field. Big 6.

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

8 easy 8. No field. Big 8.

8 hard 8. No field. Big 8.

9 field 9.

10 easy 10. Field 10.

10 hard 10. Field 10.

Yo 11. Field come. You 11.

12 craps 12. Take the come and triple the field; or double the field, depending on the casino.

3. The Point is Made

Winner 4 easy. Front line winner 4.

Winner 4 hard. Front line winner 4.

Winner 5. Front line winner 5.

Winner 6 easy. Front line winner 6.

Winner 6 hard. Front line winner 6.

Winner 8 easy. Front line winner 8.

Winner 8 hard. Front line winner 8.

Winner 9. Front line winner 9.

Winner 10 easy. Front line winner 10.

Winner 10 hard. Front line winner 10.

4. When shooter has MADE ONE point number, it is the same shooter coming out. Stickperson will announce: "SAME SHOOTER IS COMING OUT, BET CRAPS, ELEVEN, OR ANY SEVEN. BET IT NOW. ODDS, PLACE BETS AND BY BETS ARE OFF, THE HARDWAYS WORK".
5. When shooter has MADE ONE point number, it is the same shooter coming out. The same shooter rolls a WINNER SEVEN. Stickperson's call will be: "WINNER SEVEN, FRONT LINE WINNER SEVEN. ALL WORKING BETS GO DOWN, SAVE THE ODDS IF THEY WERE OFF".
 - A. Note: Working bets would be, come bets, don't comes behind the numbers and any odds or place bets or buy bets which had been called "on" by the player, also working hardways.
 - B. Note: In saving the odds, dealer starts with the odds bet for the player closest to the stickperson. Dealer sets each odds bet in front of the number on the COME line. Then the dealer stacks them all up in sequence and sets them on the apron in front of the player, announcing: "SIR/MISS, THESE ARE YOUR ODDS". If there is only one odds bet to save, dealer follows same procedure; but tells the player which number it comes from. Example: "SIR/MISS, THESE ARE YOUR ODDS OFF THE 9."

CHAPTER 6 - PASS LINE BETS & ODDS BETS

I. PASS LINE

1. Pass Line

Betting on the come out a 7 or 11 will roll, or the shooter will roll a number (4, 5, 6, 8, 9, or 10) for a point, and will re-roll that point before rolling a 7.

2. Winner

- A. When 7 or 11 is rolled on the come out roll.
- B. When the point is rolled again before a 7.

3. Loser

- A. When 2, 3, or 12 craps is rolled on the come out roll.
- B. When 7 is rolled before the point.

4. Payoff

Even money.

5. Rules

- A. Bet may be made at anytime.
- B. Bet may be pressed (increased) at anytime.
- C. Bet MUST NOT be picked up until after the decision.

6. Dealing Procedures

- A. Bet must be positioned directly in front of the player.
- B. Bet must be stacked up straight.
- C. When paying or taking line bets, begin on the outside (end) and work toward the inside (middle) of the table from dealer to stickperson.
- D. Pay and take in sequence, never skip a bet.
- E. When paying or taking line bets, use the proper hand leads. On second base begin with the right hand, and on the third base begin with the left hand.
- F. Always case (size up the situation) the layout between rolls.

- G. When the point is established, the player IS ALLOWED TO BET THE PASS LINE.
- H. If the player sets a bet on the pass line and the point is already established, it is good for the casino, so it is allowed. But, the dealer must tell the player: 'SIR/MISS, YOU ARE BETTING THE DICE ROLL #'. If the player picks up the bet BEFORE the dice land ONE TIME, he can have it, but if the dice land one time and bet is still on the pass line, IT HAS TO STAY THERE UNTIL IT IS DECIDED by the dice. If player tries to pick it up, dealer must stop him. Dealer should tell the player: "SIR/MISS, YOU MUST LEAVE YOUR BET THERE NOW, YOU HAVE HAD A ROLL FOR YOUR MONEY, YOU HAVE TO LEAVE IT THERE UNTIL IT IS DECIDED, IT'S IN ESCROW".
- I. When the point is established the player is ALLOWED TO BET THE PASS LINE.
- J. If player presses (increases) his pass line bet after point is established, he can change his mind, but he must do it before the dice land ONE TIME. After dice land one time, dealer must stop the player from picking up ANY PART of his bet. The player could have picked up JUST the amount he had pressed before the dice stopped rolling.

7. Various Ways Players Refer to the Pass Line

Player throws in \$100.00 bill and calls out: "\$5.00 on front line". Dealer will respond: \$5.00 ON THE PASS LINE OUT OF A \$100.00 BILL, \$95.00 CHANGE".

- 1. In the above example, the player could call out: "\$5.00 they DO", or "\$5.00 they PASS", or "\$5.00 they STRIKE", or "\$5.00 they WIN", or "\$5.00 WITH THEM" ("they" or "them" is referring to the dice).
- 2. As long as the dealer understands that the player is referring to the pass line, the dealer will "BOOK" the bet using the correct name "PASS LINE".
- 3. If the dealer does not understand player's reference to the pass line, dealer will simply call out: "CHANGE ONLY, NOTHING PLAYS".

II. THE ODDS BET

- 1. The casino allows a player to make an additional bet called "The odds bet". This odds bet may be made under four (4) different conditions:
 - A. Player must have a flat bet on the pass line.

- B. Player must have a come bet in the number box.
 - C. Player must have a flat bet on the don't pass line before a point is established.
 - D. Player must have a flat don't come bet in the box behind the number, which got there from don't come box.
2. An odds bet is known as a "FREE" bet. It is known as a "free" bet because the player does not give any percentage to the casino when he makes the odds bet. The casino gets a percentile of ALL OTHER BETS ON THE LAYOUT, BUT NONE FROM THE ODDS BET. This means the casino is REALLY gambling for the odds bet (same as flipping a coin). I repeat, the casino DOES NOT GAMBLE for any other bet on the layout, only the odds bet. Why? Because the casino wants the player to make the flat bet on the pass line, on the come line, on the don't pass line and in the don't come box. On these flat bets the casino makes a sure profit, no gambling. For this reason, the casino allows players to take advantage of the odds bet if they want to. If they don't want to, it is alright with the casino. That is the reason a player may put his odds down (take odds) behind his pass line bet anytime after a point is established, and pick them up anytime before the dice roll a decision (win or lose). On the don't pass line, player may also pick up his odds or put them down (lay odds) anytime after point is established, but before there is a decision. On the pass and don't pass line, the player "takes" and "lays" the odds himself, but the dealer makes sure the player does it correctly. Therefore, if the player wants to pick up his odds behind the pass line or his odds off the don't pass line, he does so himself because he is the one who places them there. The casino also allows a player to have his odds on come bets and the odds against the don't come bets, out of action at anytime, but the player cannot do it himself, he must tell the dealer his wishes. The more the odds of any kind are out of action, the better the casino likes it.
3. The odds are called true odds because they are figured from a pair of dice. And, as long as the dice are honest, the odds cannot change. There will always be:
- A. 6 combinations for the dice to roll a 7.
 - B. 5 combinations for the dice to roll a 6 or 8.
 - C. 4 combinations for the dice to roll a 5 or 9.
 - D. 3 combinations for the dice to roll a 4 or 10.

III. MAXIMUM (FULL ODDS)

1. 4 or 10 Taking Single Odds, Pass Line and Come Bets

Player may take (put down) the same amount of money for an odds bet as he has bet flat. This would be the full or maximum single odds bet. Player may take less than what he has bet flat, this is known as a partial odds bet.

Remember, player does not have to take (put down) any odds at all.

2. 4 or 10 Laying Single Odds, Don't Pass Line and Don't Come Bets

A. Player may lay (put down) double the amount he has bet flat. He may lay less (partial odds), but not more. Another way to figure maximum odds bet player may lay is: the most player can win for full odds bet on the pass line bet (if the flat bet on both lines are the same amount).

1. Example: You have \$3.00 flat bet on the don't pass. Imagine the \$3.00 is on the pass line.

a. Question: What is the full odds bet player may take on a \$3.00 flat bet on the pass line?

1. Answer: \$3.00

b. Question: What does \$3.00 odds bet pay?

1. Answer: \$3.00 odds bet paid at even money is \$3.00 plus an extra \$3.00 (100%) equals \$6.00.

c. Therefore, the maximum odds bet a player may lay against a \$3.00 flat bet on don't pass is \$6.00 which will get paid \$3.00 since we pay 1 for every 2 laid against 4 or 10.

B. Note: Player may lay partial odds, he doesn't have to lay odds at all.

C. Note: Payoff for maximum odds bet laid on the don't pass line is always the amount of the full odds bet the player could have taken on the pass line, if both flat bets were the same amount.

3. 5 or 9, Taking Single Odds, Pass Line and Come Bets

A. Rules to follow when trying to figure maximum (full) odds bet player may take on 5 or 9.

1. Think cheques, not money, when looking at flat bets.

2. When taking odds, a correct unit would be a multiple of 2. If it is not a multiple of 2 that can be paid down to the last penny, it is considered an incorrect odds bet. An incorrect odds bet **WILL GET PAID**, but the player will suffer "breakage".

3. **EVEN** number of cheques flat: maximum odds bet player can take is same even number of cheques.

4. Odd number of cheques flat: maximum odds bet player can take is the next even number of cheques up from the flat bet.
 - a. Example: 3 nickel cheques flat takes 4 nickel cheques for maximum odds bet.
 5. The odds bet on 5 or 9 gets paid EVEN MONEY, PLUS AN ADDITIONAL 50% OF THE ODDS BET.
- 4. 5 or 9, Laying Single Odds, Don't Pass Line and Don't Come Bets**
- A. Odds against 5 or 9 must be laid in multiples of 3.
 - B. The maximum odds player may lay against 5 or 9 is the most player can win for full odds on pass line bet (if flat bets on both lines are the same amount).
- 5. 6 or 8, Taking Single Odds, Pass Line and Come Bets**
- A. True odds on 6 or 8 are 6 to 5, which means the odds will be paid EVEN MONEY, PLUS AN ADDITIONAL 20% OF THE ODDS BET.
 - B. A correct unit of odds on 6 or 8 is 5.
 - C. Note: A correct unit of odds is one that gets paid down to the last penny.
 - D. On a dollar minimum game, the flat bet must be a minimum of \$3.00 in order for the dealer to pay the extra 20% for the odds bet. If the flat bet is less than \$3.00, odds get paid JUST EVEN money.
 - E. On a 25c minimum game, the flat bet must be a minimum of 75c in order for the dealer to pay the extra 20%. If the flat bet is less than 75c, odds get paid EVEN MONEY.
 - F. On a flat bet of 3, 4, or 5 cheques; player may take ONE (1) UNIT of odds.
 - G. On a flat bet of 6, 7, 8, 9, or 10 cheques; player may take TWO (2) UNITS of odds.
 - H. On a flat bet of 11, 12, 13, or 14 cheques; the player may take THREE (3) UNITS of odds.
- 6. 6 or 8, Laying Single Odds, Don't Pass Line and Don't Come Bets**
- A. Odds bet against 6 or 8 must be laid in multiples of 6. Dealer's job is to be sure that they are. Because, for every unit (multiple) of 6 laid, the casino pays 5.

- B. When trying to figure maximum single odds, player may LAY against 6 or 8 just imagine flat bet is on the pass line. Figure what would be the maximum odds bet he could TAKE. The payoff for this maximum odds bet would be the maximum (full) odds bet he could lay.
- C. Note: This procedure can be used ANYTIME in figuring maximum (full) odds that can be LAID against 4 or 10, 5 or 9, 6 or 8.
- D. Note: NO SINGLE ODDS MAY BE LAID IF FLAT BET AGAINST 6 OR 8 IS 50¢ OR LESS; NEVER, NEVER. Single odds CANNOT be laid against 6 or 8 on \$1.00 minimum game if flat bets are \$2.00 or less.

IV. DOUBLE ODDS

1. Taking Double Odds (Pass Line and Come Bets)

A. Taking double odds on the "outside numbers" (4, 5, 9, or 10)

- 1. On the "outside numbers" the player may take (put down) TWICE (2 times) as much odds as the flat bet.
 - a. Example: \$2.00 flat, when point is 4, 5, 9, or 10, player may take \$4.00 maximum.
- 2. REMEMBER!!! - The true odds payoff do not change. only the amount that may be taken changes.
- 3. If point is 4 or 10, odds bet still gets paid 2 to 1.
- 4. If point is 5 or 9, odds bet still gets paid 3 to 2.
- 5. If point is 6 or 8, odds bet still gets paid 6 to 5.

B. Taking odds on 6 or 8, in a double odds casino

- 1. When point is 6 or 8, player may take (put down) (2 1/2) two and one-half times what he has bet flat.
 - a. Example: Flat bet is \$2.00, player may take \$5.00 odds.

2. Laying odds in a double odds casino (don't pass line and don't come bets)

A. Against 4 or 10, player may lay 4 times what the flat bet is.

- 1. Example: Flat bet is \$2.00, the player may lay maximum of \$8.00.

B. Against 5 or 9, player may lay 3 times what the flat bet is.

- 1. Example: Flat bet is \$2.00, player may lay maximum of \$6.00.

C. Against 6 or 8, player may lay 3 times what the flat bet is.

1. Example: Flat bet is \$2.00, player may lay maximum of \$6.00.

3. Dealer's Duties in Regards to Odds Bets

A. Dealer must be sure all odds laid against 5 or 9 are in multiples of 3. For every 3 laid the casino pays 2.

B. Dealer must be sure the odds are laid in the correct multiples for the established point. The casino does not want the player to suffer any "breakage" when laying odds on the don't pass line or against the don't come bets.

C. When odds are laid in a double odds casino, DEALER MUST STILL BE SURE the odds are laid in correct units (multiples) against 4 or 10, units of 2; against 5 or 9, units of 3; against 6 or 8, units of 6.

D. REMEMBER!!! - WHEN EVERYTHING ELSE FAILS, THE MOST PLAYER CAN WIN FOR HIS ODDS BET ON THE PASS LINE, THAT IS THE MAXIMUM ODDS BET HE CAN LAY AGAINST HIS DON'T PASS BET OR HIS DON'T COME BET IF FLAT BETS ARE THE SAME AMOUNT.

E. Odds must be set directly behind the pass line bet about one cheque space from pass line boundary (see diagram).

F. Odds must be paid first and then the line bet, one player at a time.

G. Dealer must be sure player is not over-taking odds.

H. There must be enough "air" between odds bet and flat bet. "Air" is the space (1 1/2 " - about the space of one cheque) between the odds bet and pass line flat bet (see diagram).

V. PASS LINE ODDS

1. After a point is established, a player betting on the pass line may make a bet in back of his pass line bet and receive a payoff of "true odds" on this additional money if the pass line wins.

A. Example: The point is 4. The player is betting on the pass line that the point of 4 will roll before a 7. The player may put another bet down behind his pass line bet and receive a payoff of 2 to 1 on this bet if the pass line wins.

2. Making an "odds" bet is actually like adding money to the pass line bet. However, the odds bet only receives a "true odds" payoff. The odds win and lose along with the pass line flat bet.

VI. TRUE ODDS

1. True odds are actually determined by comparing the number of combinations there are for the dice to ROLL a number as opposed to the number of combinations there are for the number to lose. "Odds" bets are only concerned with THE TRUE ODDS ON THE POINT NUMBERS AND NOTHING ELSE, since odds are only bet after there is a point established. By comparing the number of combinations it takes for the dice to roll a 4, 5, 6, 8, 9, or 10 to the number combinations it takes for the dice to roll a 7; we can figure the correct payoffs for "odds" bets.
2. The following are the payoffs for each point number. These payoffs should be memorized and understood.
 - A. If the point is 4 or 10 - payoff is 2 to 1, which means the odds bet will be paid EVEN money, PLUS an additional 100% of the odds bet.
 - B. If the point is 5 or 9 - payoff is 3 to 2, which means the odds bet will be paid EVEN money, PLUS an additional 50% of the odds bet.
 - C. If the point is 6 or 8 - payoff is 6 to 5, which means the odds bet will be paid EVEN money, PLUS an additional 20% of the odds bet.
 1. To figure out what the extra 20% is, when the odds on 6 or 8 have to be paid:
 - a. For every stack of 5 cheques player takes for odds, dealer will pay the odds bet even money, PLUS ONE EXTRA CHEQUE.
 - b. For every nickel cheque player takes for odds, dealer will pay the odds bet even money, PLUS ONE EXTRA \$1.00 CHEQUE FOR EVERY NICKEL CHEQUE.
 - c. For every \$25.00 cheque player takes for odds, dealer will pay the odds bet even money, PLUS ONE EXTRA \$5.00 CHEQUE FOR EVERY \$25.00 CHEQUE.
 - d. For every \$100.00 cheque player takes for odds, dealer will pay the odds bet even money, PLUS AN EXTRA \$20.00 FOR EVERY \$100.00.
 - E. Another way to figure 20% of the odds bet, when odds on 6 and 8 have to be paid:

In your mind, double the odds bet, drop the last zero on the total and ADD that figure to the EVEN odds payoff.

1. Example: Odds bet is \$5.00; double \$5.00, total is \$10.00; drop the last zero and move decimal point to the left, one digit; 20% of \$5.00 is \$1.00. \$5.00 odds bet will be paid \$5.00 plus \$1.00, total of \$6.00.

VIII. RULES FOR TAKING PASS LINE ODDS BET

1. Odds may be taken only after the point has been established.
2. Odds may be taken in proportion to the pass line bet.
3. Odds or any portion may be picked up at any time.
4. Odds or any portion may be replaced at any time before a decision.

COMPARISON CHART BETWEEN TRUE ODDS AND PLACE BETS

TRUE ODDS

4 or 10 are 2 to 1

This means odds bets on 4 or 10 are paid 2 to 1, which means odds bet is paid even money, plus 100% bonus. (100% of the odds bet)

PLACE BETS

4 or 10 pay 9 to 5

This means every increment or unit of 5 will be paid 9.

TRUE ODDS

5 or 9 are 3 to 2

This means odds bets on 5 or 9 are paid 3 to 2, which means odds bet is paid even money, plus 50% bonus. (50% of the odds bet)

PLACE BETS

5 or 9 pay 7 to 5

This means every increment or unit of 5 will be paid 7.

TRUE ODDS

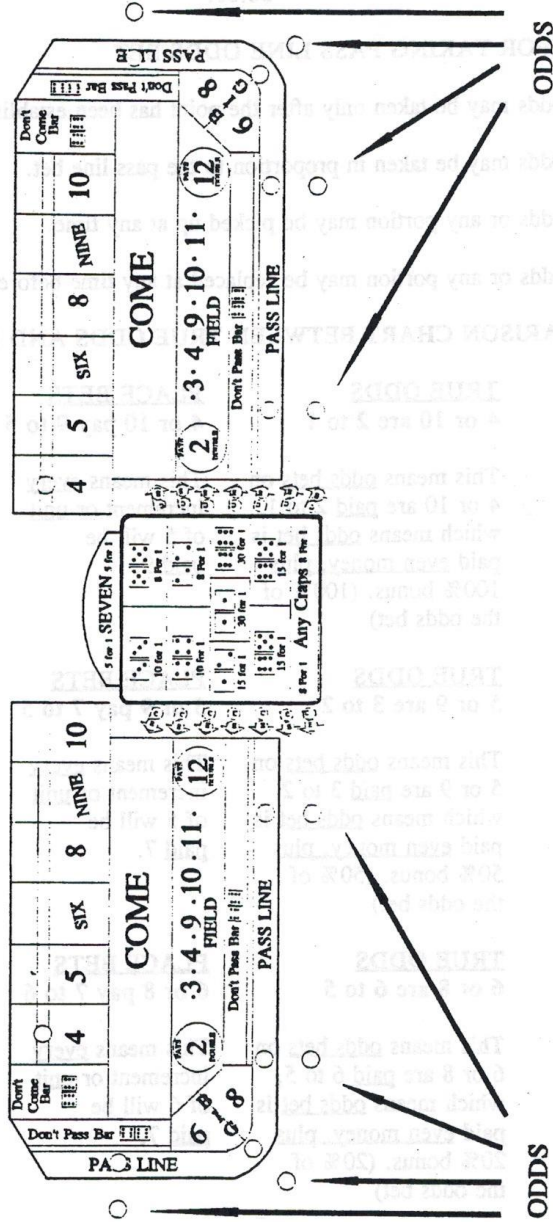
6 or 8 are 6 to 5

This means odds bets on 6 or 8 are paid 6 to 5, which means odds bet is paid even money, plus 20% bonus. (20% of the odds bet)

PLACE BETS

6 or 8 pay 7 to 6

This means every increment or unit of 6 will be paid 7.



POSITIONING OF ODDS ON PASS LINE BETS

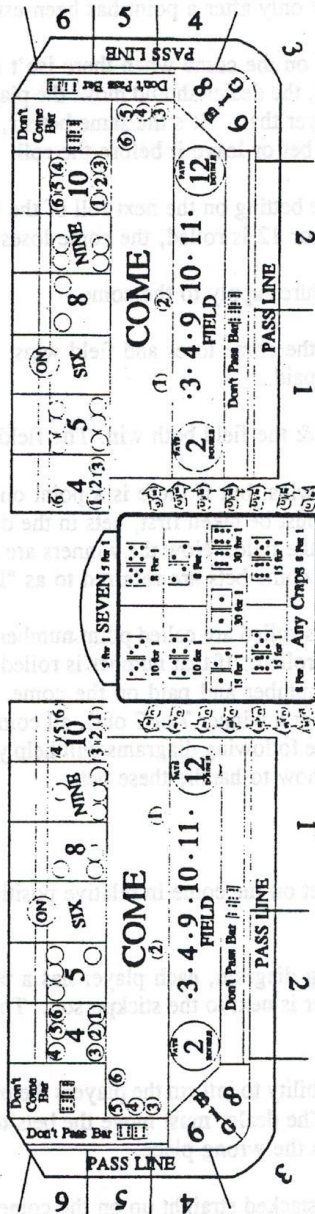
CHAPTER 7 - COME BETS

I. COME BETS

1. The come should be bet only after a point has been established on the pass line.
2. If a player makes a bet on the come when there isn't a point established on the pass line (come out roll), the dealer should move the player's money onto the pass line and instruct the player that: "It's the same bet sir, we're coming out". The player may pick up the bet or leave it before the roll.
3. All bets on the come are betting on the next roll of the dice. If 7 or 11 is rolled, the come wins; if 2, 3, or 12 is rolled, the come loses.
4. All take and pay procedures apply to the come.
 - A. On 2, 3, or 12, the come loses and field wins. The come is taken first, then the field is paid.
 - B. On 11 the come & the field both win. The field is paid first, then come.
 - C. On 7, the come wins, but if there is a point on the pass line, this is a 7 out. All losers must be taken first, bets in the don't come box, pass line, big 6 and 8, and the field. Now the winners are paid, don't pass line, and come bets (these come bets are referred to as "last come bets").
 - D. All other numbers rolled are called point numbers. Player's come bets go onto the number rolled. If that number is rolled again before a 7, the bet is taken off the number and paid on the come. When ANY 7 is rolled (any 7 means either a winner 7 or 7 out), all come point numbers lose and are removed. The following diagrams will help you to understand this and show the dealer how to handle these bets.

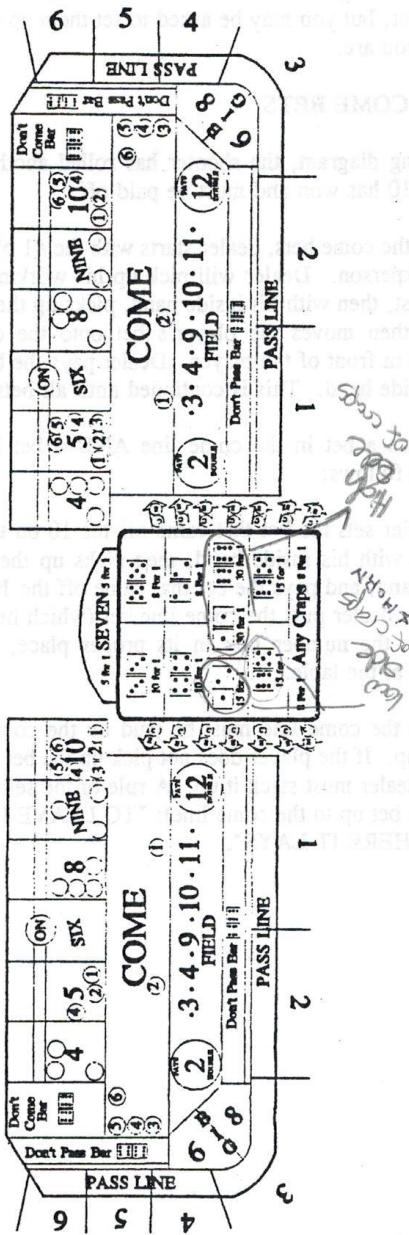
II. POSITIONING COME BETS

1. All come bets must be set on the come in relative position to where the player is standing.
2. As seen on the following diagram, each player has a position that is his on the come line. The #1 player is next to the stickperson. The #6 player is next to the base dealer.
3. It is the dealer's responsibility to inform the players the proper positioning of their bets on the come line. The dealer must move the bets to their proper position if the player puts his bet in the wrong place.
 - A. All bets must be stacked straight up on the come line (one stack for each player).



POSITIONING OF PLAYERS COME BETS

DIAGRAM #1



POSITIONING OF PLAYERS COME BETS

DIAGRAM #2

- B. There are two ways to position come bets. The diagrams illustrate both of these. Diagram #1 is the easiest for it eliminates a lot of confusion for the dealer, but you may be asked to set them up either way depending on where you are.

III. PAYING OFF THE COME BETS

1. On the adjoining diagram, the shooter has rolled another 10. This means the come point of 10 has won and must be paid off.
 - A. To pay the come bets, dealer starts with the #1 player or player closest to the stickperson. Dealer will pick up his working stack with his outside hand first, then with his inside hand, picks up the player's bet in the box. Dealer then moves the player's bet onto the come line in its proper position in front of the player. Dealer pays the bet by sizing into it with the outside hand. This is continued until all bets on the 10 are paid.
2. If the player has a bet in the come line AND a bet in the number box, the procedure is as follows:
 - A. The dealer sets the bet that came off the 10 on the INSIDE of the come line bet with his inside hand, then picks up the come line bet with his inside hand, and pays the bet that came off the 10 with his outside hand. Then the dealer puts the come line bet (which he is holding in his inside hand) in the number box in its proper place, relative to the player's position at the table.
3. All winners on the come line must be paid on the come and left there for the player to pick up. If the player does not pick up the bet after it has been paid on the come, the dealer must stack it up. A rule of the self-service area, (come bet is a self-service bet up to the come line); "TO LEAVE IT IS TO BET IT", also, "IT PLAYS WHERE IT LAYS".

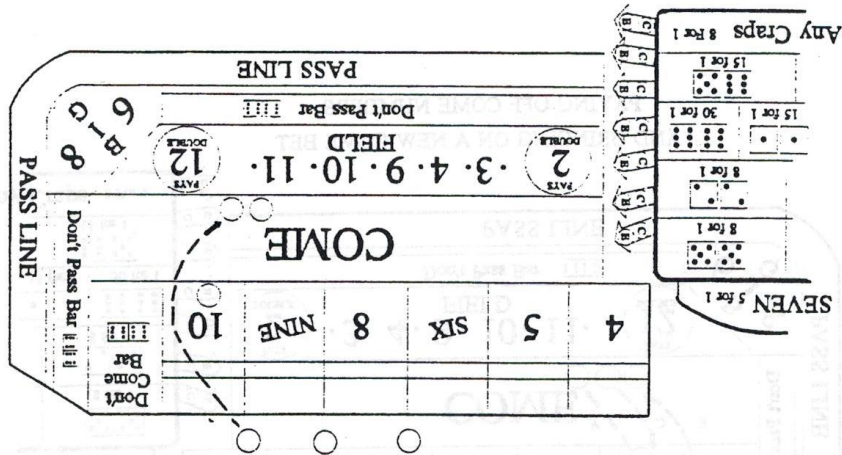
IV. OFF AND ON

- When bet is on come line it is referred to as a come bet - after come bet is moved to the number it is referred to as "the bet" on the number.

A. Example: Bet on 10.

- On the following diagram, the player has a come bet and a bet on the ten (10). The bet on the ten and the come line bet are the same amount.
- The roll is ten. The dealer may now pay the come bet directly and say "OFF AND ON" to the player, without touching the bet on the #10. If the dealer took the bet off the ten (10) and paid it and put the new bet on the ten (10) it would be the same thing.
- Note: To off and on a bet, the COME bet and the flat bet in the BOX must be the same amount.

OFF AND ON A COME BET



V. TAKING DOWN LOSING COME POINT NUMBERS

1. The only time the come point numbers lose is on "7". On the come out roll for the pass line a "7" is a winner, but the come numbers still lose.
2. If the "7" rolled is a "winner 7", this means it is the come out roll. The dealer must take the losers first, but this does not include the come point numbers. The dealer must take the don't pass line, big 6 and 8, and the field. The dealer now pays the pass line. Finally, the dealer may take the losing come point numbers. Dealer picks up these losers last, after all winners are paid, because players are not allowed to touch anything in these number boxes (referred to as the boss's "cash register").
3. If the "7" rolled is a "7 out", the dealer must take the losing bets first. The losers are: the bets in the don't come box, pass line, pass line odds bets, big 6 and big 8, and the field. The dealer must pay the winners: don't pass line, don't pass line odds bets, the come line bets, and don't come bets behind the numbers. Now he may pick up the losing come point numbers.
4. Note: When the dealer picks up the pass line and other losers on "7 out", he must place this losing money (dirty money) on the boxes with the come point numbers. When cleaning up the come point numbers the dealer cleans up this dirty money also.
5. Note: If the call is "winner 7", the dealer would pick up all the losing bets and place that "dirty money" to the inside of his last working stacks, not in the come boxes.
6. Dealer must handle bets closest to the players as soon as possible. This helps to lessen the chance that a player may try to press up a winner or remove a loser without the dealer knowing.

VI. COME BET REVIEW

1. Definition

Betting on the NEXT roll of the dice a 7 or 11 will roll OR the shooter will roll a number (4, 5, 6, 8, 9, or 10) and will re-roll that number before rolling a 7.

2. Winner

A. When 7 or 11 is rolled before a number is established for the come bet.

B. When that established number is rolled before a 7.

3. Loser

A. When 2, 3, or 12 craps is rolled before a come bet number is established.

- B. When 7 is rolled before that established number.
4. **Payoff - Even money**
5. **Rules**
- A. Bet may be made anytime after the pass line point is established.
- B. Bet may be pressed (increased) at anytime, also after it goes in the number box. Pressing (increasing) this bet is not to be misunderstood for "taking odds" on the bet. "Taking odds" on the come bets will be explained in another chapter.
- C. Bet CANNOT be taken down after its number has been established.
6. **Dealing Procedures**
- A. Bet must be stacked up straight on the come line.
- B. It is the dealer's responsibility to inform the players as to the proper positioning of their bets on the come line.
- C. It is the dealer's responsibility to keep the bets separate and in the proper sequence on the established number.
- D. Bets must be moved to the established number in sequence and set down in relative position to where the player is standing.
- E. All come bets must be paid on the come line and left there for the player to pick up.
- F. If the player does not pick up the bet after it has been paid on the come line, the dealer must stack it up.
- G. When paying come bets, start with player closest to stickperson and work towards player closest to dealer in sequence.
- H. When paying come bets, take the bet off the number with the INSIDE hand and pay with the OUTSIDE hand.
- I. If the player is betting the same amount on the come line as on a winning number, the bet may be paid "OFF and ON".
- J. When there are losing come bets on the numbers, dealer MUST pay and take all other bets FIRST and clean up the come bet numbers last.

VII. TAKING COME BET ODDS

1. Definition

Betting a separate wager (on the come bet) that the dice will roll that established number before rolling a 7.

2. Winner - When that number is rolled before a 7.

3. Loser - When 7 is rolled before that number.

4. Payoffs

A. On numbers 4 or 10, payoff is 2 to 1, which means odds get paid EVEN money, PLUS an additional 100% of the odds bet.

B. On numbers 5 or 9, payoff is 3 to 2, which means odds bet gets paid EVEN money, PLUS an additional 50% of the odds bet.

C. On numbers 6 or 8, payoff is 6 to 5, which means odds bet gets paid EVEN money, PLUS an additional 20% of the odds bet.

D. Maximum or full odds (single odds casino)

1. On numbers 4 or 10, same as pass line.

2. On numbers 5 or 9, same as pass line.

3. On numbers 6 or 8, same as pass line.

5. Rules

A. Odds bet may be taken only after come bet number has been established.

B. Odds bet, or any part of it, may be taken down at anytime.

C. Odds bet, or any part of odds bet, may be replaced at anytime.

D. Odds bet, or any part of it, may be called "OFF" at anytime.

E. Odds bets are "OFF" on the come out roll, unless player designates that they are "WORKING". This rule is the same in every casino.

F. Odds bet must be set on top of the flat come bet and set half way across the front part of the flat bet .

6. Note: THE PAYOFFS AND MAXIMUM ODDS BET PLAYER MAY TAKE ON FLAT COME BETS (the part of the come bet that gets paid even money) ARE EXACTLY THE SAME AS ON THE PASS LINE.

VIII. DEALING PROCEDURE FOR COME BET WITH ODDS

1. The dealer moves the bet off the number into the proper position on the come line with inside hand, holding the odds in place with his index finger (index finger is bent with top of nail pressed flat on top of stack).
2. Dealer would then remove the odds from the flat bet, setting odds in front, between flat bet and come line border.
3. The dealer first pays the odds bet, then the flat bet.
4. Note: Dealer may also pay "Off and on with odds", but rules for paying "Off and on" must also apply. If the flat come bet coming off the number is the SAME amount as the bet on the come line, the dealer may add the odds bet payoff and the flat bet payoff together. The flat bet with the odds will remain on the number rolled. Dealer will explain how TOTAL was arrived at and announces: "YOU ARE OFF AND ON WITH ODDS, SIR", as dealer sets total next to come bet.

A. Example

Dice rolled a 4. Sitting on the 4 is a flat \$5.00 bet, with a \$5.00 odds bet on it, and there is also a \$5.00 bet on the come line. Dealer announces: "\$15.00 OFF AND ON WITH \$5.00 ODDS" and sets the \$15.00 total heeled next to the bet on the come.

IX. OFF AND ON WITH ODDS

1. Rules for paying "Off and On With Odds"
 - A. Rules for paying "Off and On" must apply.
 - B. If the flat come bet coming off the number is the SAME amount as the bet on the come line, the dealer may add the odds payoff and the flat bet payoff together. And, that total amount will be paid next to the bet on the come line.
 - C. The flat bet with the odds will remain on the number rolled.
 - D. Dealer will explain how TOTAL amount was arrived at and announces: "YOU ARE OFF AND ON WITH ODDS SIR".

X. DIFFERENT SITUATIONS THAT CAN OCCUR IN PAYING OFF COME BETS

A. Situation #1

Take come bet with odds off # - separate and pay with stack in outside hand, no come bets going on.

B. Situation #2

Take come bet with odds off the # - pick up come bet with outside hand. Set come bet with odds down and separate odds from flat bet. Put come bet on #, then pay odds and flat bet with two hands.

C. Situation #3

Total come bet with odds, "color for color" - no come bets going on.

D. Situation #4

Totaling* with higher denomination, with no come bet going on.

E. Situation #5

Totaling* with higher denomination, with come bet going on.

F. Situation #6

"Off and On" - pick each pay off, because different denominations are needed for each payoff.

G. Situation #7

Use two hands because each "off and on" payoff takes the same one or two denominations.

* Totaling: when dealer adds the odds bet payoff and the flat bet payoff together.

CHAPTER 8 - DON'T PASS LINE BETS

I. DON'T PASS LINE

1. Don't Pass Line

Betting that on the come out roll a 2 or 3 will roll, OR the shooter will roll a number (4, 5, 6, 8, 9, or 10) for a point, but WILL NOT re-roll that point before a 7.

2. Winner

A. When 2 or 3 craps (Bar or stand-off 12) is rolled on the come out roll.

1. Note: If craps 12 is rolled on come out roll, don't pass line bets do not lose and do not get paid (described as a "bar roll").

B. When 7 is rolled before the point.

3. Loser

A. When 7 or 11 is rolled on the come out roll.

B. When the point is rolled before a 7.

4. Payoff - Even money

5. Rules

A. Bet must be made before the point is established.

B. Bet CANNOT be pressed (increased) after point is established.

C. Bet or any part of may be picked up at anytime by player.

D. If the bet or any part of is picked up, it CANNOT be put down again until the next come out roll.

6. Dealing Procedures

A. Bet must be positioned directly in front of the player.

B. Bet must be stacked up straight.

C. When paying or taking don't pass bets, begin on the outside (end) and work toward the inside (middle) of the table (from bets closest to dealer to bets closest to stickperson).

- D. Pay and take in sequence.
 - E. When paying or taking don't pass bets, use the proper hand leads. Second base begin with right hand, and on the third base begin with left hand.
 - F. Always case (size up the situation) the layout between rolls.
7. THE PASS LINE AND THE DON'T PASS LINE ARE COMPLETE OPPOSITES, WITH EXCEPTION OF 12 ON COME OUT ROLL.
 8. Players refer to the Don't Pass Line with names and phrases that are just the opposite of the names and phrases used to call bets on the pass line.
 - A. Example: Player throws in \$100.00 bill and calls out : "\$5.00 on back line". The player could call out "\$5.00 they DON'T", or "\$5.00 they DON'T HIT", or "\$5.00 they DON'T PASS", or "\$5.00 they MISS", or "\$5.00 AGAINST them" (they or them is referring to the dice).
 1. As long as the dealer understands that the player is referring to the Don't Pass Line, the dealer will "BOOK" the bet using the correct name "Don't Pass Line".
 2. If the dealer does not understand player's reference to the Don't Pass Line, dealer will simply call: 'CHANGE ONLY, NOTHING PLAYS'.

II. LAYING DON'T PASS LINE ODDS

1. When a player has a Don't Pass Line bet on the come out roll, player qualifies for an additional bet called "the odds bet" or "laying the odds". The odds bet on the don't pass is "laying don't pass line odds".
 - A. Betting a separate wager (on the don't pass line) that the dice will roll a 7 before they re-roll the established number.
2. **Winner**
When a 7 is rolled before the point.
3. **Payoff**
Remember, the don't pass bet has the odds in its favor so the player has to put up the larger amount (lay) to win the lesser amount.
 - A. Against the points 4 or 10, player lays units of 2 to win 1, the casino pays 1 for every 2 laid, or in other words: when player puts up (lays) an odds bet against 4 or 10, the odds bet will get paid half of what the player puts up (lays).

- B. Against the points 5 or 9, player lays units of 3 to win 2, the casino pays 2 for every 3 laid.
- C. Against the points 6 or 8, player lays units of 6 to win 5, the casino pays 5 for every 6 laid.

4. **Maximum (Single Odds Player Can Lay)**

Against 4 or 10, against 5 or 9, and against 6 or 8 **THE MAXIMUM ODDS PLAYER CAN LAY IS THE MOST PLAYER CAN WIN FOR FULL ODDS ON PASS LINE BET** (assuming the flat bet on the don't pass line is the same amount as the flat bet on the pass line).

A. **Example**

You have a \$4.00 flat bet on don't pass, point is 5 or 9. Imagine the \$4.00 is on the pass line, ask yourself these questions:

1. **Question**

What is the full single odds player can take on a \$4.00 flat bet on the pass line?

Answer: \$4.00

2. **Question**

What does \$4.00 odds pay?

Answer: \$4.00 odds pays even, PLUS \$2.00 (50%), equals \$6.00. Therefore, the odds that could be laid is \$6.00 to win \$4.00.

Note: Payoff for maximum odds laid on don't pass is always the amount of the full odds the player could have taken on the pass line. This is always true, assuming the flat bets on both lines are the same.

5. **Rules**

- A. Odds bet may be laid only after a point has been established.
- B. Odds bet may be laid only in proportion to the flat bet. A player must have a flat bet before he can lay the odds bet. The flat bet **MUST** be made on the come out roll, **BEFORE** a point is established.
- C. Odds bet, or any part of it, may be picked up at anytime, before dice roll a decision (loser or winner).

- D. Odds bet, or any part of it, may be replaced at anytime, before dice roll a decision (loser or winner).

Note: If flat bet is picked up, it cannot be put back down until the come out roll.

- E. Odds bet must be set along side the flat bet on the don't pass line (see diagram).

- F. On the don't pass, dealer will pay the odds and flat bets as he comes to them, from dealer to stickperson.

1. If the flat bet is first, PAY FLAT BET FIRST AND THEN THE ODDS BET.

2. If odds bet is first, PAY ODDS BET FIRST AND THEN THE FLAT BET.

3. Note: Some bosses may want the dealer to always pay the odds first, regardless of sequence; dealer will do it the way boss wants it done.

III. RULES FOR BRIDGING

1. Payoff on the odds bet must be same as payoff on flat bet.
2. Against 4 or 10 mixed color bets CANNOT be bridged. But, against 5 or 9 and 6 or 8, it is OKAY if rules one and three apply.
3. If you have bridged correctly, you should be able to size into the flat bet 2 times with ONE color and with one hand and have a correct payoff.

IV. WHEN ODDS ARE LAID ON DON'T PASS

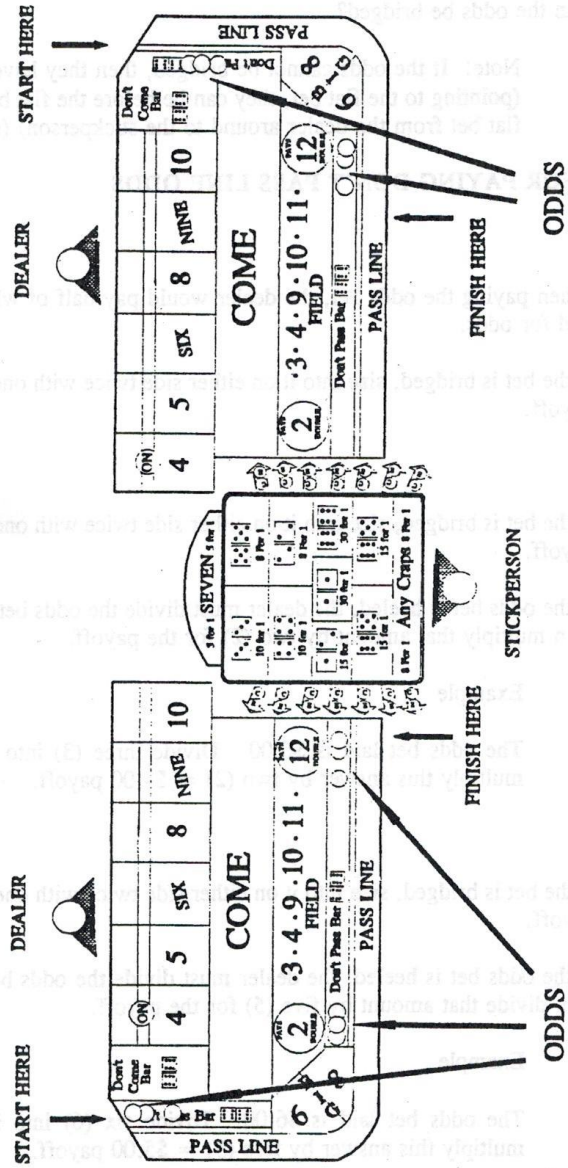
1. When dealer observes an odds bet on the don't pass, the dealer must know or find out the answer to three questions, as soon as possible.

- A. Is player over-laying the odds (is the odds bet too big in proportion to the flat bet?)

- B. Is odds bet a correct multiple for the established point?

1. Against 4 or 10 odds bet must be laid in multiples (units) of 2 and dealer must be able to pay the exact payoff.

2. Against 5 or 9 odds bet must be laid in multiples (units) of 3, and dealer must be able to pay the exact payoff.



POSITIONING OF ODDS ON DON'T PASS LINE

3. Against 6 or 8 odds bet must be laid in multiples (units) of 6, and dealer must be able to pay the exact payoff.

C. Can the odds be bridged?

1. Note: If the odds cannot be bridged, then they have to be heeled (pointing to the flat bet, they can be before the flat bet or after the flat bet from the dealer around to the stickperson) (see diagram).

V. PROCEDURE FOR PAYING DON'T PASS LINE ODDS

1. 4 or 10

- A. When paying the odds bet, the dealer would pay half of what the player laid for odds.
- B. If the bet is bridged, size into it on either side twice with one hand for the payoff.

2. 5 or 9

- A. If the bet is bridged, size into it on either side twice with one hand for the payoff.
- B. If the odds bet is heeled, the dealer must divide the odds bet by three (3), then multiply that amount by two (2) for the payoff.

1. Example

The odds bet laid is \$6.00. Divide three (3) into it = 2; then multiply this answer by two (2) = \$4.00 payoff.

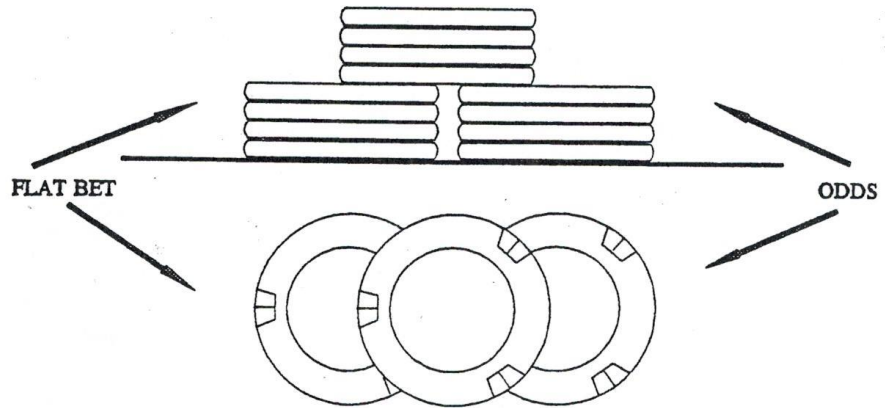
3. 6 or 8

- A. If the bet is bridged, size into it on either side twice with one hand for the payoff.
- B. If the odds bet is heeled, the dealer must divide the odds bet by six (6), then divide that amount by five (5) for the payoff.

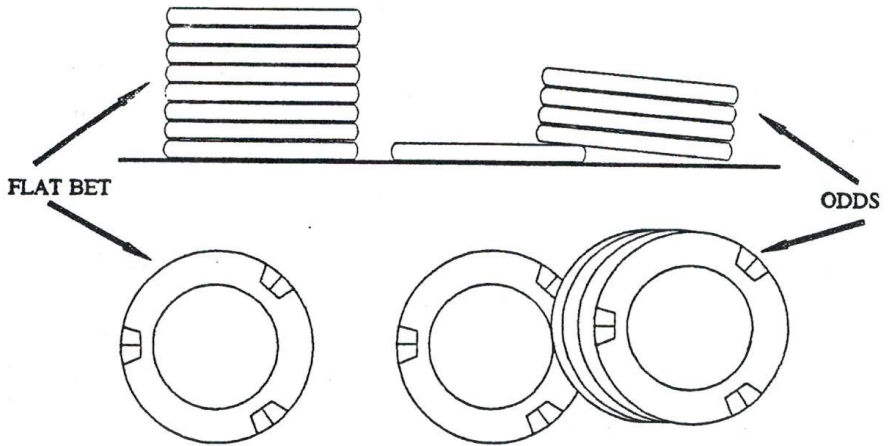
1. Example

The odds bet laid is \$6.00. Divide six (6) into it = 1; then multiply this answer by five (5) = \$5.00 payoff.

BRIDGING ODDS



HEELING ODDS



CHAPTER 9 - DON'T COME BETS

I. DON'T COME BOX

1. The Don't Come Box should be bet only after a point has been established on the pass line. If a player has a bet on the don't come during the come out roll, the dealer should move the bet to the don't pass line and tell the player: "SIR/MISS, IT'S THE COME OUT ROLL, THIS IS THE SAME BET".
2. When the shooter is coming out on the pass line, the don't come box is the same as the don't pass line.
3. All bets in the don't come box are betting against the next roll of the dice.
 - A. If 2 or 3 is rolled, the bets in the don't come box win.
 - B. If 12 is rolled, the bets in the don't come box do not win or lose. This is what the word:
BAR III
in the Don't Come Box is indicating.
 - C. If 7 or 11 is rolled, the bets in the don't come box lose.
 - D. On 2 or 3, the bets on the come lose and the field bets and the bets on the don't come box win. The dealer takes the losers first (come bets). He now pays the winners, first the field bets, then the don't come bets.
 - E. On 11, the bets on the don't come lose and are taken first, then the field bets and come bets are paid.
 - F. On 7, the bets on the don't come are taken first before any other losing bets. This is to protect the casino from a player removing it before the dealer gets back to it. Remember on 7 out the dealer must take the don't come bets first.
 - G. If any other number rolled other than 7, 11, 2, 3, or 12 it is called a don't come point number. Player's don't come bets go behind the number rolled. If that number is rolled again before a 7, the bet is a loser and is the first thing the dealer must take. The dealer must announce: "DOWN BEHIND (the number rolled)". When any 7 is rolled, all the don't come bets behind the numbers are winners and are paid off (see Procedure for Dealing the Game).
4. The following diagrams will help you to understand.


II. POSITIONING DON'T COME BETS

1. All don't come bets must be positioned on the don't come box in relative position to where the player is standing. As can be seen on the following diagram, each player has a position that is his in the don't come square. The #1 player is next to the stickperson. The #6 player is next to the dealer.
2. It is the dealer's responsibility to inform the players as to the proper positioning of their bets in the don't come box. The dealer must move the bets to their proper position if the player puts his bet in the wrong position.
3. Note: On third base, the #1 player is still next to the stickperson and #6 player is next to the baseman.

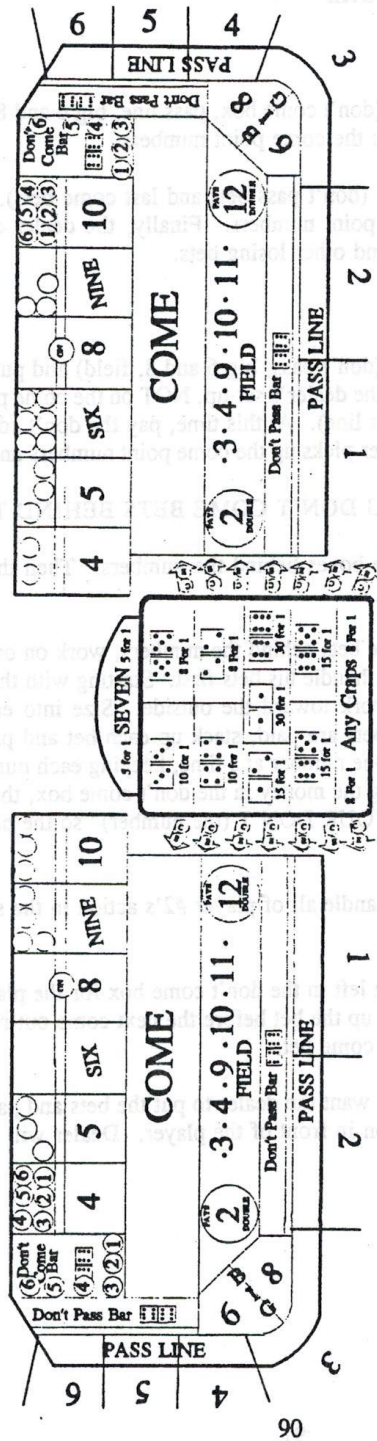
III. POSITIONING BETS BEHIND THE DON'T COME POINT NUMBER

1. As can be seen on the diagram, the number 1, 2, and 3 players are positioned on the front side of the number and player 4, 5, and 6 are positioned on the back side of the number. On this diagram the roll was 10 on the dice.
2. Note: The don't come point numbers are positioned using the back half of the number, the come point numbers are placed on the front half of the number.
3. It is the dealer's responsibility to keep the bets separate and in the proper position behind the don't come point numbers. This is very important as each player does not bet every roll in the don't come box and the bets could easily get mixed up.

IV. TAKING DOWN LOSING DON'T COME NUMBERS

1. The last dice roll was 4, and bets were set behind the #4. Now let's say another 4 was rolled by the shooter. Those bets behind the 4 would be losers.
2.  When taking losing don't come bets behind the numbers, the dealer must take these bets DOWN FIRST before taking or paying any other bets on the layout. The dealer must call out: "DOWN BEHIND (that number)" for all to hear.
3. As can be seen on the upper diagram on page 93, the dealer takes this money and puts it on the apron between the boxperson and his working stacks. He would then follow the rest of the dealing procedure, the new don't come bets are moved in behind the last number called (as shown on the lower diagram on page 93).
4. When everything else is finished, the dealer comes back and cleans up the dirty money which he placed on the apron and puts it in his working stacks.
5. **Paying Winning Don't Come Numbers**

The only way a don't come bet behind the number can win is when a "7" is rolled. This includes "winner 7" or "7-out".



POSITIONING OF PLAYERS DON'T COME BETS

V. TAKE AND PAY PROCEDURE

1. 7-Out

- A. Take the losers (don't come box, pass line, big 6 and 8, field) and put this losing money on the come point numbers.
- B. Pay the winners (don't pass bets and last come bets). At this time, pay the don't come point numbers. Finally, the dealer cleans up the come point numbers and other losing bets.

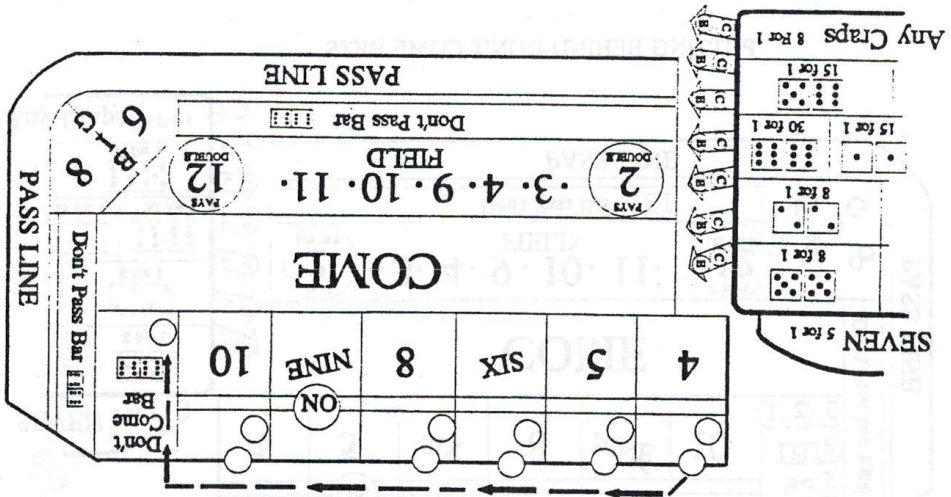
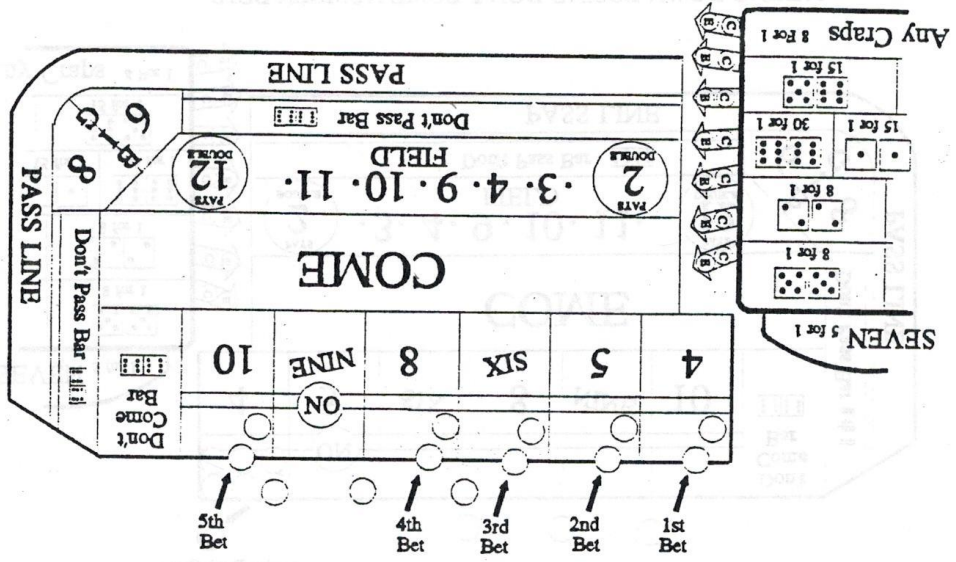
2. Winner 7

- A. Take the losers (don't pass, big 6 and 8, field) and put this losing money on the inside of the dealer's set-up, NOT on the come point numbers. Pay the winners (pass line). At this time, pay the don't come point numbers. Finally, the dealer picks up the come point numbers and other losing bets.

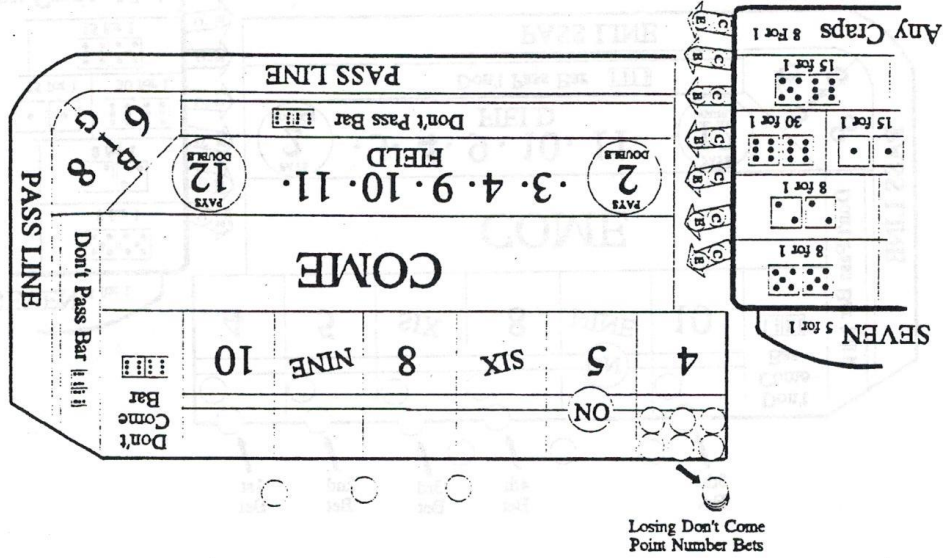
VI. PROCEDURE FOR PAYING DON'T COME BETS BEHIND THE NUMBER

1. The bets are paid in the boxes behind the numbers. Then they are moved (see diagram).
2. When paying don't come bets behind the numbers, work on one player at a time. Start with the #1 player, handle his bets first. Starting with the bet that is closest to the boxperson and work toward the outside. Size into each bet behind the number. After all his bets are paid, stack up each bet and pay off and move it to the don't come box, one number at a time, keeping each number separate from the others. When setting the money in the don't come box, the dealer should tell the player: "THIS IS YOUR DON'T (the number)" so the player knows which number it came from.
3. Now the dealer would handle all of player #2's action in the same manner, then #3, and so on.
4. The bets and payoffs are left in the don't come box for the player to pick up. If the player does not pick up the bet before the next come out roll, the dealer will treat it like a new don't come bet.
5. Note: Some bosses will want the dealer to put the bets and payoffs from behind the numbers on the apron in front of the player. Dealer will follow orders.

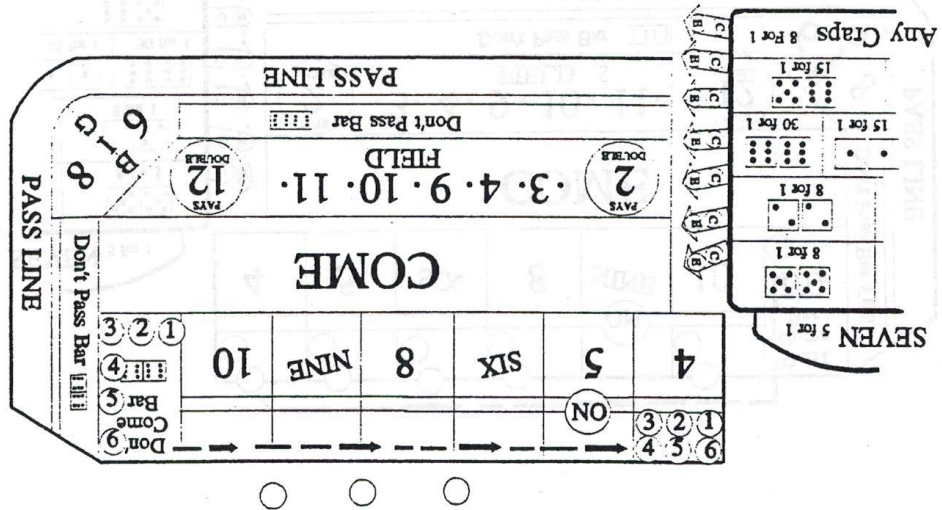
PAYING WINNING DONT COME BETS



TAKING DOWN LOSING DONT COME NUMBER BETS



PUTTING BEHIND DONT COME BETS



VII. DON'T COME REVIEW

1. Definition

Betting that on the NEXT ROLL of the dice, a 2 or 3 will roll OR the dice will roll (establish) a number (4, 5, 6, 8, 9, or 10), but WILL NOT re-roll that number before rolling a 7.

2. Winner

A. When 2 or 3 craps (bar 12) is rolled before a don't come bet number is established.

B. When 7 is rolled before that established don't come bet number.

3. Loser

A. When a 7 or 11 is rolled before a don't come bet number is established.

B. When that established don't come bet number is rolled before a 7.

4. Payoff - Even money.

5. Rules

A. Bet may be put down anytime after the pass line point is established.

B. Bet CANNOT be pressed (increased) once it goes behind the established number.

C. Player may ask for bet, or any part of it, back at any time.

D. If the bet, or any part of it, is given back to the player, it CANNOT be replaced behind the number.

VIII. DEALING PROCEDURES

1. Bet must be stacked up straight in the don't come box.

2. It is the dealer's responsibility to inform the players as to the proper positioning of their bets in the don't come box.

3. It is the dealer's responsibility to keep the bets separate and in the proper order behind the established number.

4. Bet must be set behind the established number in relative position to where the player is standing.

5. When paying don't come bets, work on one player at a time. Pay all of the bets for the first player by sizing into each bet of his behind the numbers, and then set them off in the don't come box calling each number out. Then handle the next player, etc.
6. When taking losing don't come bets behind the numbers, dealer **MUST TAKE** the bet **FIRST BEFORE PAYING OR TAKING ANY OTHER BETS ON THE LAYOUT, CALLING OUT: "DOWN BEHIND #"**.
7. When player wants his don't come bet behind the number back, he can have it. Dealer will announce: **"NO ACTION BEHIND THE #"**. Dealer will put bet on the apron in front of the player, look the player in the eye, talk to him and say: **"HERE IS YOUR BET, SIR/MISS"**.
8. Player can have his don't come bet behind the number, put back in the don't come box, dealer will announce: **"NO ACTION BEHIND # , GOING BACK TO THE DON'T COME"**.
9. When player refuses to let dealer put his don't come behind the number rolled, dealer will leave bet in don't come box and announce: **"NO ACTION ON THE DON'T COME"**.
10. When player cannot reach the don't come box, player throws bet to dealer, dealer will put bet in don't come box and announce: **"DON'T COME FOR THIS MONEY"**.

IX. LAYING ODDS AGAINST THE DON'T COME NUMBERS

1. Definition

Betting a separate wager (against the don't come bet behind the number) that the dice will roll a 7.

2. Winner

When a 7 is rolled.

3. Loser

When the number that don't come is betting against is rolled.

4. Payoffs

A. Against numbers 4 or 10, payoff is 1 for every 2 laid or one-half of everything laid.

B. Against numbers 5 or 9, payoff is 2 for every 3 laid or two-thirds of everything laid.

C. Against number 6 or 8, payoff is 5 for every 6 laid.

5. **Maximum or Full Odds That May be Laid**

A. Against numbers 4 or 10, 5 or 9, and 6 or 8, same odds can be laid as on the don't pass line against 4 or 10, 5 or 9, and 6 or 8

6. **Rules**

A. Odds may be laid only after the bet has gone behind a number.

B. Odds may be laid only in proportion to the flat bet. A player must have a flat bet before he can lay odds.

C. Player may ask for his odds, or any part of the odds, down at anytime.

D. Odds, or any part of the odds, may be replaced at anytime.

E. Odds must be set along side the flat bet in the box behind the number.

F. Odds OR flat bet can be paid first. Handle one player's action then others. Start with player closest to the stickperson.

X. **PROCEDURE FOR PAYING DON'T COME ODDS**

1. **4 or 10**

A. When paying the odds, the dealer would pay half of what the player laid for odds.

B. If the bet is bridged, size into it on either side twice for the payoff.

2. **5 or 9**

A. If the bet is bridged, size into it on either side twice for the payoff.

B. If the odds laid are heeled, the dealer must divide the odds by three (3), then multiply that amount by two (2) for the payoff.

3. **6 or 8**

A. If the bet is bridged, size into either side twice for the payoff.

B. If the odds laid are heeled, the dealer must divide the odds laid by six (6), then multiply the answer by five (5) for the payoff.

4. **Note: Always pay the don't come odds and flat bet in the boxes behind the number.**

CHAPTER 10 - MIXED COLOR BETS

I. MIXED TWO COLOR BETS

1. Dealer separates the colors and sizes into them, color for color, if the stacked bet totals more than five (5) cheques.
2. Mixed two color bets involving \$25.00 cheques or \$100.00 cheques must also be separated and sized into color for color, regardless of how many cheques are involved.
3. Mixed two color bets totaling five (5) cheques or less will be paid by cutting the amount of the largest denomination cheque in the bet with a stack in one hand, setting a stack of the smaller denomination cheques on top of it with other hand, and sizing into the bet. Exception to this rule would be high denomination cheques.
4. All mixed color bets must be stacked up in order, largest denomination always on the bottom.
5. Do not size into 4 quarters, pay them with a dollar cheque instead.
6. When there are more than 2 colors (denominations) on the layout, dealer will pick up loser's dirty (all mixed up). That is why losing money is set down after the dealer's last working stack; so the dealer can separate all the different denominations after paying all the winners (dealing the game).

II. MIXED THREE OR MORE COLOR BETS

1. Multi-colored bets, totaling five (5) cheques or less (anywhere on the layout). When paying, dealer does not separate the colors because it can be read. Dealer counts the payoff for these type bets on the COME, announcing the amount to boxperson, stacks the payoff and heels it next to the bet. By heeling the payoff next to the bet, it indicates to all which is the bet and which is the payoff.
2. If multi-colored bet totals more than five (5) cheques, dealer must separate the colors before paying, as in #1 above.
3. If multi-colored bet totals more than five (5) cheques and one of the denominations in the bet is also more than five (5) cheques, dealer must separate colors and also count bet down first before paying as in #1 above.
4. These are some exceptions to some of the rules in the "Change" chapter:
 - A. When counting down a bet which involves \$1.00 cheques and 25c cheques, always count the quarters in stacks of four's.
 - B. When counting down a bet which involves \$5.00 cheques and \$1.00 cheques, always count the dollars in stacks of five's.

- C. When counting down a bet which involves \$25.00 cheques and \$5.00 cheques, always count the \$5.00 cheques in stacks of five's.
- D. When counting down a bet which involves \$100.00 cheques, \$25.00 cheques, \$5.00 cheques, and \$1.00 cheques; always count the \$25.00 cheques in stacks of four's, the \$5.00 cheques in stacks of five's, and the \$1.00 cheques in stacks of five's. If these exceptions are followed when dealer counts bet down, it will be much easier for everyone to know how much the bet is.

5. **Summary**

- A. One color bets - size into them if possible.
 - B. Two color bets (less than 5 cheques) - cut and size into them.
 - C. Two color bets (more than 5 cheques) - separate colors, size into them color for color.
 - D. Three color bets - separate, count down, announce payoff to boxperson on the way to working stacks, count out payoff on COME, stack it up and heel next to the bet.
6. Note: When dealer pays these multi-colored bets that have been separated and counted down, dealer does not stack the bet up. Dealer finishes dealing the game, then if player has not stacked his bet up, the dealer will do it.

CHAPTER 11 - PLACE BETS - PART I

I. PLACE BETS - PART I

1. Place Bet

A player may place a bet on 4, 5, 6, 8, 9, or 10; individually or all at once.

2. A player may bet the place bets in groups, such as: "across", "outside", or "inside".

3. Place bets are paid off at less than true odds.

4. Place Bet Payoffs

Place bets pay: 9 to 5 for 4 and 10; 7 to 5 for 5 and 9; and 7 to 6 for 6 and 8.

5. Place bets are not self-service bets. Player throws money to the dealer, and the dealer will call it out and set it up on the number or numbers player wants. Bets are set up on the front or back line of the come boxes. Their positioning depends on where the player is standing at the table (see diagram on page 4).

6. Place bets can be made at anytime.

7. Place bets win if the number the bet is on is rolled before a 7.

8. Place bets lose when a 7 is rolled.

9. Place bets are paid in order from the stickperson around to the dealer; which is the opposite direction the pass and don't pass line are handled.

10. In order for a place bet to get FULL correct payoff, it must be made in correct UNITS of dollars (dollar game) or quarters. However, a bet of any amount (table minimum to maximum) is accepted. When a place bet is not a correct unit, we pay what we can, computed at 9 to 5, 7 to 5, or 7 to 6; and whatever is left is paid even money.

II. CORRECT UNIT BETS

1. Correct Unit Bets

The 4 and 10.....Units of 5 (Multiples of 5)

The 5 and 9.....Units of 5 (Multiples of 5)

The 6 and 8.....Units of 6 (Multiples of 6)

2. The rate at which place bets are paid off

A. The 4 and 10 at 9 to 5 (Player wins 9 for each 5 bet and still has his bet invested (in action).

- B. The 5 and 9 at 7 to 5 (Player wins 7 for each 5 bet and still has his bet invested (in action).
- C. The 6 and 8 at 7 to 6 (Player wins 7 for each 6 bet and still has his bet invested (in action).

III. CALCULATING PAYOFFS FOR PLACE BETS

1. Calculating the 4 and 10 Payoff

A. Key: Minus 10% of the bet doubled.

B. Examples

$$\text{Bet } \$1.00 \times 2 = \$2.00 \times 10\% = .20\text{c} \quad \$2.00 - .20\text{c} = \$1.80$$

$$\text{Bet } \$1.25 \times 2 = \$2.50 \times 10\% = .25\text{c} \quad \$2.50 - .25\text{c} = \$2.25$$

2. Calculating the 5 and 9 Payoff

It is the bet, plus 40%

A. Key: Quadruple the bet, drop the last zero, and add to bet.

B. Examples

$$\text{Bet } \$1.00 \times 4 = \$4.00 = (.40) \quad \$1.00 + 40\text{c} = \$1.40$$

$$\text{Bet } \$1.25 \times 4 = \$5.00 = (.50) \quad \$1.25 + 50\text{c} = \$1.75$$

3. Calculating the 6 and 8 Payoff

For the 6 and 8 it is necessary to memorize the payoff for certain CORRECT and INCORRECT unit bets.

A. The payoff for any amount bet is figured by thinking of a correct unit bet nearest to the bet to be figured and working from there.

B. Example

Bet is \$8.00 - Nearest correct unit bet known is \$6.00 which pays \$7.00. This leaves \$2.00 (an incorrect bet) which is known to pay \$2.25. The payoff: \$7.00 + \$2.25 = \$9.25. We know \$2.00 pays \$2.25 because the nearest correct unit known is \$1.50 which pays \$1.75, and the 50¢ left over is paid even money: \$1.75 + 50¢ = \$2.25.

C. Note: It is also necessary to memorize certain payoffs (correct and incorrect units for the 4 and 10, and the 5 and 9.

IV. PLACE BET PAYOFFS 4 AND 10

ALL of these payoffs MUST be memorized. If you know these, you will be able to figure payoffs for all place bets.

1. Place Bet Payoffs 4 and 10 - Correct Unit Bets

<u>Bet</u>	<u>Payoff</u>	<u>Bet</u>	<u>Payoff</u>
\$ 1.25	\$ 2.25	\$25.00	\$45.00
\$ 2.50	\$ 4.50	\$30.00	\$54.00
\$ 3.75	\$ 6.75	\$35.00	\$63.00
\$ 5.00	\$ 9.00	\$40.00	\$72.00
\$10.00	\$18.00	\$45.00	\$81.00
\$15.00	\$27.00	\$50.00	\$90.00
\$20.00	\$36.00		

2. Common Incorrect Unit Bets 4 and 10

You will memorize the exact payoffs and pay down to the last quarter on a .25c minimum game and down to the last dollar on a \$1.00 minimum game.

<u>Bet</u>	<u>Payoff</u>
\$.75	\$ 1.35
\$ 1.00	\$ 1.80
\$ 2.00	\$ 3.60
\$ 3.00	\$ 5.40
\$ 4.00	\$ 7.20

V. **PLACE BET PAYOFFS 5 AND 9**

ALL of these payoffs MUST be memorized. If you know these, you will be able to figure payoffs for all place bets.

1. **Place Bet Payoffs 5 and 9 - Correct Unit Bets**

<u>Bet</u>	<u>Payoff</u>	<u>Bet</u>	<u>Payoff</u>
\$ 1.25	\$ 1.75	\$25.00	\$35.00
\$ 2.50	\$ 3.50	\$30.00	\$42.00
\$ 3.75	\$ 5.25	\$35.00	\$49.00
\$ 5.00	\$ 7.00	\$40.00	\$56.00
\$10.00	\$14.00	\$45.00	\$63.00
\$15.00	\$21.00	\$50.00	\$70.00
\$20.00	\$28.00		

2. **Common Incorrect Unit Bets 5 and 9**

You will memorize the exact payoff and pay down to the last quarter on a .25c minimum game and down to the last dollar on a \$1.00 minimum game.

<u>Bet</u>	<u>Payoff</u>
\$.75	\$ 1.05
\$ 1.00	\$ 1.40
\$ 2.00	\$ 2.80
\$ 3.00	\$ 4.20
\$ 4.00	\$ 5.60

VI. PLACE BET PAYOFFS 6 AND 8

ALL of these payoffs MUST be memorized. If you know these, you will be able to figure payoffs for all place bets.

1. **Place Bet Payoffs 6 and 8 - Correct Unit Bets**

Bet	Payoff	Bet	Payoff
\$ 1.50	\$ 1.75	\$30.00	\$35.00
\$ 3.00	\$ 3.50	\$36.00	\$42.00
\$ 4.50	\$ 5.25	\$42.00	\$49.00
\$ 6.00	\$ 7.00	\$48.00	\$56.00
\$12.00	\$14.00	\$54.00	\$63.00
\$18.00	\$21.00	\$60.00	\$70.00
\$24.00	\$28.00		

2. **Common Incorrect Unit Bets 6 and 8**

These payoffs are not exact: You are memorizing them down to the nearest quarter. On a .25c minimum game, payoffs will be exactly as memorized; and on a \$1.00 minimum game, all payoffs will be down to the last dollar.

Bet	Payoff	Bet	Payoff
\$.75	\$.75	\$ 25.00	\$ 29.00
\$ 1.00	\$ 1.00	\$ 50.00	\$ 58.25
\$ 2.00	\$ 2.25	\$ 75.00	\$ 87.50 (Exact Payoff)
\$ 4.00	\$ 4.50	\$100.00	\$116.50
\$ 5.00	\$ 5.75	\$200.00	\$233.25
\$10.00	\$11.50	\$400.00	\$466.50
\$15.00	\$17.50	\$500.00	\$583.25
\$20.00	\$23.25		

3. Note: Whether a game is \$1.00 minimum, \$5.00 minimum, \$25.00 minimum, or even \$100.00 minimum, ALL place bets will be paid down to the last dollar. ALL bankrolls will have dollar cheques.

VI. PLACING ACROSS, INSIDE, OR OUTSIDE

A. A player may wish to place all the numbers across, or certain combinations of numbers at one time. He does this by calculating the amount wanted on each number and adding it all up. He gives the dealer the total amount and says: "\$\$\$\$ INSIDE!", or "\$\$\$\$ OUTSIDE!", or "\$\$\$\$ ACROSS!"

B. These bets are usually "STANDARD BETS".

VII. STANDARD BET RULES

1. To be a standard bet, it must have CORRECT UNITS on each number and the SAME QUANTITY of units on each number.

2. Note: THE STANDARD BETS THAT DO NOT FOLLOW THE STANDARD RULES ARE AS FOLLOWS.

\$ 4.50 ACROSS \$ 3.00 OUTSIDE \$ 3.00 INSIDE

\$ 3.75 ACROSS \$ 2.25 OUTSIDE \$ 2.25 INSIDE

\$18.00 ACROSS \$12.00 OUTSIDE \$12.00 INSIDE

\$15.00 ACROSS \$ 9.00 OUTSIDE \$ 9.00 INSIDE

3. Standard bets are made on all numbers.

A. ACROSS Numbers - (4, 5, 6, 8, 9, 10) OR 5 numbers across; usually NOT INCLUDING THE POINT.

1. When the ACROSS, standard bet does not include the point, I call it the bet derived from the standard bet, because it is the standard bet MINUS whatever would have gone on the point.

B. OUTSIDE Numbers - (4,5,9,10) or three outside numbers, usually NOT INCLUDING the point.

C. INSIDE Numbers - (5, 6, 8, 9) or three inside numbers, usually not including the point.

4. Note: Usually the player wants to leave out the point when requesting a standard bet that includes all but one number in the group. Dealer assumes this and announces: "\$\$\$ ACROSS, NOT INCLUDING THE POINT". If player wants to leave out any other number but the point, player has to specify.

IX. BOOKING STANDARD BETS

1. Standard Bets

- A. Player wants: \$8.00 across all the numbers on come out roll
Dealer says: "8.00 ACROSS, OFF ON THE COME OUT".
- B. Player wants \$8.00 across all numbers after come out, BUT, player has bet on pass line or don't pass line bet.
Dealer says: "\$8.00 ACROSS, INCLUDING THE POINT".
- C. Player wants \$8.00 across all numbers after come out, BUT no pass line bet or don't pass line bet.
Dealer says: "\$8.00 ACROSS, INCLUDING THE POINT".
- D. Player wants \$6.75 across five numbers, has bet on pass or don't pass line.
Dealer says: "\$6.75 ACROSS, NOT INCLUDING THE POINT".
(Player does not have to mention whether bet includes or does not include point.)
- E. Player wants \$6.75 across five numbers, no pass or don't pass line bet.
Dealer says: "6.75 ACROSS, NOT INCLUDING THE POINT".
- F. Player wants \$20.00 outside (all outside numbers).
Dealer says: "\$20.00 OUTSIDE NUMBERS: \$5.00 EACH" or "\$20.00 ACTION OUTSIDE".
- G. Player wants \$22.00 inside (all inside numbers).
Dealer says: "\$22.00 ACTION INSIDE".

2. Note: If the point is one of the OUTSIDE or INSIDE numbers, dealer MUST say whether the bet includes the point or not, player does not. Below are examples.

- A. Point is 5, player wants \$17.00 INSIDE. Dealer says: "\$17.00 ACTION INSIDE, NOT INCLUDING THE POINT".
- B. Point is 5, player wants \$15.00 OUTSIDE. Dealer says: "\$15.00 ACTION OUTSIDE, NOT INCLUDING THE POINT".

3. Standard bets must be repeated this way, to avoid confusion between dealer and player. Sometimes players will think the outside numbers are just 4 and 10 and the inside numbers are just 6 and 8, you can see where the confusion is.
4. When a point is established, an ACROSS, INSIDE or OUTSIDE, player will usually tell the dealer to move his bet to the open number in that particular group.
 - A. When the dealer moves the place bet to the open number, he says (for example): "MOVING THE 4 TO THE 10".
 - B. A player that bets ACROSS, usually wants to continue covering the ACROSS numbers.
 - C. A player that bets INSIDE, usually wants to continue covering the INSIDE numbers.
 - D. A player that bets OUTSIDE, usually wants to continue covering the OUTSIDE numbers.
 - E. For example: If a player bets \$6.50 ACROSS, when the point is 6, the point 6 is made, then dice come out on 5, dealer should automatically say: "MOVING YOUR 5 TO THE 6 SIR. THROW ME A QUARTER". (Because, \$6.75 across requires \$1.50 on the 6. The \$6.50 across becomes \$6.75 across when point is any of the outside numbers.
 - F. If dice make the point of 5, in the above example, then they come out on 6 or 8. Dealer would say automatically: "MOVING YOUR 6 OR 8 TO THE 5, HERE IS YOUR 25c CHANGE SIR." Dealer sets change on apron in front of player as he looks him in the eye.
 - G. If the point made is a 4, the dice come out on 5; dealer would say: "MOVING YOUR 5 TO THE 4, SIR".
5. When a player has all of the ACROSS numbers, or all of the INSIDE numbers, or all of the OUTSIDE numbers; if one of those numbers in the particular group becomes the point, the player will likely:
 - A. Take that number down and ask dealer to add it to the opposite number in that group.
 1. Example: 4 to the 10, 5 to the 9, 6 to the 8, or vice versa.
 - a. If the player has the dealer do this, this would give the player DOUBLE the amount of money on one of the numbers in the group.
 - b. Dealer would say: "PRESSING THE 5 WITH THE 9".

2. But, most of the time, the player just has the dealer take his bet down off of the point number.
 - a. Dealer says: "THE 9 IS DOWN".
 - b. The dealer sets the bet on the apron in front of the player and heels it and looks player in the eye.
6. It is important for all dealers to use "DIALOGUE". By doing so, dealer will keep bosses informed, as well as, players.
7. Some of these procedures are pretty well automatic, but you never know when a player may want to do or try something different. Do not take anything for granted; call everything out. AND, whenever a player wants you to do or make a move out of the ordinary, always make an issue of it.
 - A. Example: Players usually press the place bet number that wins (if they press at all), BUT, sometimes they like to press a different number instead. Dealer should say: "THE CALL WAS 5, PRESSING THE 9".
8. If a player makes an ACROSS, OUTSIDE, or INSIDE bet that dealer does not recognize as a standard bet; dealer must find out what player wants, before booking it. If dice are in the air, dealer must say: "NO BET THIS ROLL SIR!", GIVE THE PLAYER HIS MONEY BACK.
 - A. When dice get back to the center, dealer should explain to player why he had no bet that roll.
 - B. But, if dice happen to roll a number that player wanted and player complains, dealer should say only: "I DIDN'T KNOW WHAT YOU WANTED SIR".
9. IT IS OBVIOUS THE DEALER SHOULD KNOW A STANDARD BET WHEN HE HEARS ONE.
10. Note: IF DICE ARE IN FRONT OF BOXPERSON AND DEALER DOES NOT UNDERSTAND A BET THROWN TO HIM, DEALER WILL PICK IT UP AND SET IT IN FRONT OF THE BOXPERSON AND REPEAT WORD FOR WORD WHAT THE PLAYER SAID, THEN ASK THE PLAYER, "HOW DO YOU WANT IT SIR?".

X. DOWN WITH ODDS

1. In order to transact down with odds, the player must have a come bet and a place bet on the number just rolled.

2. Dealer will follow the procedure, handle ALL come bets FIRST from stickperson to dealer. Then start paying place bets from stickperson to dealer. When dealer starts counting payoff for place bet that player wants taken down, dealer announces: "DOWN WITH ODDS". He counts out payoff on COME, then puts place bet next to it. Out of the total of the PAYOFF AND PLACE BET, dealer takes the amount needed for odds. Then the dealer sets the change on apron in front of player and announces: "YOU ARE DOWN WITH ODDS SIR". This means player has full odds on his come bet.
3. If player doesn't have enough for full odds, dealer just gives him as much odds as he can afford, the closest correct unit (on 6 or 8, 5, or 9). Then the dealer tells the player: "SIR, YOU ARE DOWN WITH (as much odds as was put on his come bet)."
4. Note: Correct unit off odds is not important on 4 or 10, because the odds bet on 4 or 10 is paid 2 to 1 (double).
5. **Same Bet With Odds**

A player may request the same bet for his place bet and use some of the place bet payoff for odds on his come bet. In this situation the dealer would announce: "SAME BET WITH ODDS". Dealer will count out place bet payoff, take what is needed for full odds on the come bet, then hands off any change on the apron. Place bet stays on the number. If there wasn't enough money for full odds, dealer will inform the player when setting change in front of him: "SAME BET WITH \$\$\$\$".

XI. MOST COMMON STANDARD BETS

1. You must know the most common standard bets. By working them out on paper you will get to know them in your mind.
 - A. Note: In the following pages the diagrams represent the point numbers (cash register). Six common standard bets have been spread out on paper, just like the dealer has to spread them out on the layout. By studying these and keeping the two rules for standard bets in mind, the student should be able to spread out the rest of the standard bets and standard bets derived from them.
2. A STANDARD BET, "INSIDE", "OUTSIDE", or "ACROSS", must follow these two rules:
 - A. Each standard bet must have a CORRECT UNIT on each number.
 - B. Each standard bet must have the SAME QUANTITY of units on each number.

C. Explanation of above two rules:

1. "Correct unit" on each number means every place bet will get paid exactly what its supposed to get paid (down to the last penny).
2. "Same quantity" of units on each number means, for example, \$8.00 across has one unit of quarters on each number; \$16.00 across has two units of quarters on each number; \$24.00 across has three units of quarters on each number, etc.
3. \$32.00 across with \$12.00 on 6 and \$5.00 on each 4, 5, 9, and 10, point 8, is not a standard bet. Why? Because \$12.00 is two units of dollars, but \$5.00 is one unit of dollars.

4. Most Common Standard Bets

\$ 8.00 ACROSS and all bets derived from it.

\$ 16.00 ACROSS and all bets derived from it.

\$ 24.00 ACROSS and all bets derived from it.

\$ 32.00 ACROSS and all bets derived from it.

\$ 64.00 ACROSS and all bets derived from it.

\$ 96.00 ACROSS and all bets derived from it.

\$128.00 ACROSS and all bets derived from it.

\$160.00 ACROSS and all bets derived from it.

\$320.00 ACROSS and all bets derived from it.

\$640.00 ACROSS and all bets derived from it.

\$ 4.50 ACROSS and all bets derived from it.

\$ 18.00 ACROSS and all bets derived from it.

- A. Note: \$4.50 ACROSS and \$18.00 ACROSS and all the bets derived from them do not follow the standard bet rules. These two (\$4.50 and \$18.00) have the same number of cheques on each number and all the bets derived from them have the same number of cheques on each number.

"\$ 8.00 ACROSS - INCLUDING POINT"

\$ 1.25 \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$ 1.25

(\$2.25) FOUR	(\$1.75) FIVE	(\$1.75) SIX	(\$1.75) EIGHT	(\$1.75) NINE	(2.25) TEN POINT
------------------	------------------	-----------------	-------------------	------------------	------------------------

\$ 1.25 \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$ _____

"\$ 6.75 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ 1.25 \$ 1.25 \$ _____ \$ 1.50 \$ 1.25 \$ 1.25

"\$ 6.50 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 5.00 ACTION OUTSIDE - INCLUDING POINT"

\$ 1.25 \$ 1.25 \$ _____ \$ _____ \$ 1.25 \$ 1.25

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ 1.25 \$ _____ \$ _____ \$ _____ \$ 1.25 \$ 1.25

"\$ 3.75 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 5.50 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$ _____

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ _____ \$ _____ \$ 1.50 \$ 1.50 \$ 1.25 \$ _____

"\$ 4.25 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT POINT	NINE	TEN
------	------	-----	----------------	------	-----

\$ _____ \$ 1.25 \$ 1.50 \$ _____ \$ 1.25 \$ _____

"\$ 4.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 4.50 ACROSS - INCLUDING POINT"

\$.75 \$.75 \$.75 \$.75 \$.75 \$.75

(\$1.35) FOUR POINT	(\$1.05) FIVE	(\$.87½) SIX	(\$.87½) EIGHT	(\$1.05) NINE	(1.35) TEN
---------------------------	------------------	------------------	--------------------	------------------	---------------

"\$ 3.75 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$.75 \$.75 \$ _____ \$.75 \$.75 \$.75

"\$ 3.75 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 3.00 ACTION OUTSIDE - INCLUDING POINT"

\$.75 \$.75 \$ _____ \$ _____ \$.75 \$.75

FOUR POINT	FIVE	SIX	EIGHT	NINE	TEN
---------------	------	-----	-------	------	-----

\$ _____ \$.75 \$ _____ \$ _____ \$.75 \$.75

"\$ 2.25 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 3.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$.75 \$.75 \$.75 \$.75 \$ _____

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ _____ \$ _____ \$.75 \$.75 \$.75 \$ _____

"\$ 2.25 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ _____ \$.75 \$ _____ \$.75 \$.75 \$ _____

"\$ 2.25 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$18.00 ACROSS - INCLUDING POINT"

\$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00

(\$5.40) FOUR POINT	(\$4.20) FIVE	(\$3.50) SIX	(\$3.50) EIGHT	(\$4.20) NINE	(5.40) TEN
---------------------------	------------------	-----------------	-------------------	------------------	---------------

\$ _____ \$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00

"\$15.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ 3.00 \$ 3.00 \$ _____ \$ 3.00 \$ 3.00 \$ 3.00

"\$15.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$12.00 ACTION OUTSIDE - INCLUDING POINT"

\$ 3.00 \$ 3.00 \$ _____ \$ _____ \$ 3.00 \$ 3.00

FOUR POINT	FIVE	SIX	EIGHT	NINE	TEN
---------------	------	-----	-------	------	-----

\$ _____ \$ 3.00 \$ _____ \$ _____ \$ 3.00 \$ 3.00

"\$9.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$12.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ 3.00 \$ 3.00 \$ 3.00 \$ 3.00 \$ _____

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ _____ \$ _____ \$ 3.00 \$ 3.00 \$ 3.00 \$ _____

"\$9.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ _____ \$ 3.00 \$ _____ \$ 3.00 \$ 3.00 \$ _____

"\$9.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 16.00 ACROSS - INCLUDING POINT"

\$ 2.50 \$ 2.50 \$ 3.00 \$ 3.00 \$ 2.50 \$ 2.50

(\$4.50) FOUR POINT	(\$3.50) FIVE	(\$3.50) SIX	(\$3.50) EIGHT	(\$3.50) NINE	(4.50) TEN
---------------------------	------------------	-----------------	-------------------	------------------	---------------

\$ _____ \$ 2.50 \$ 3.00 \$ 3.00 \$ 2.50 \$ 2.50
 "\$ 13.50 ACROSS - NOT INCLUDING POINT"
 THE POINT is an outside number

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ 2.50 \$ 2.50 \$ _____ \$ 3.00 \$ 2.50 \$ 2.50
 "\$ 13.00 ACROSS - NOT INCLUDING POINT"
 THE POINT is a SIX or EIGHT

"\$ 10.00 ACTION OUTSIDE - INCLUDING POINT"

\$ 2.50 \$ 2.50 \$ _____ \$ _____ \$ 2.50 \$ 2.50

FOUR POINT	FIVE	SIX	EIGHT	NINE	TEN
---------------	------	-----	-------	------	-----

\$ _____ \$ 2.50 \$ _____ \$ _____ \$ 2.50 \$ 2.50
 "\$ 7.50 ACTION OUTSIDE - NOT INCLUDING POINT"
 THE POINT is an outside number

"\$ 11.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ 2.50 \$ 3.00 \$ 3.00 \$ 2.50 \$ _____

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ _____ \$ _____ \$ 3.00 \$ 3.00 \$ 2.50 \$ _____
 "\$ 8.50 ACTION INSIDE - NOT INCLUDING POINT"
 THE POINT is a FIVE or NINE

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ _____ \$ 2.50 \$ _____ \$ 3.00 \$ 2.50 \$ _____
 "\$ 8.00 ACTION INSIDE - NOT INCLUDING POINT"
 THE POINT is a SIX or EIGHT

"\$ 32.00 ACROSS - INCLUDING POINT"

\$ 5.00 \$ 5.00 \$ 6.00 \$ 6.00 \$ 5.00 \$ 5.00

(\$9.00) FOUR POINT	(\$7.00) FIVE	(\$7.00) SIX	(\$7.00) EIGHT	(\$7.00) NINE	(9.00) TEN
---------------------------	------------------	-----------------	-------------------	------------------	---------------

\$ _____ \$ 5.00 \$ 6.00 \$ 6.00 \$ 5.00 \$ 5.00

"\$ 27.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT POINT	NINE	TEN
------	------	-----	----------------	------	-----

\$ 5.00 \$ 5.00 \$ 6.00 \$ _____ \$ 5.00 \$ 5.00

"\$ 26.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 20.00 ACTION OUTSIDE - INCLUDING POINT"

\$ 5.00 \$ 5.00 \$ _____ \$ _____ \$ 5.00 \$ 5.00

FOUR	FIVE	SIX	EIGHT	NINE	TEN POINT
------	------	-----	-------	------	--------------

\$ 5.00 \$ 5.00 \$ _____ \$ _____ \$ 5.00 \$ _____

"\$ 15.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 22.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ 5.00 \$ 6.00 \$ 6.00 \$ 5.00 \$ _____

FOUR	FIVE	SIX	EIGHT	NINE POINT	TEN
------	------	-----	-------	---------------	-----

\$ _____ \$ 5.00 \$ 6.00 \$ 6.00 \$ _____ \$ _____

"\$ 17.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ _____ \$ 5.00 \$ _____ \$ 6.00 \$ 5.00 \$ _____

"\$ 16.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

CHAPTER 12 - PLACE BETS - PART II

I. PLACE BETS - PART II

1. Place bets, as we know them, are strictly a Nevada invention to accommodate the volume of people that wish to pick out a point number and bet it without having to make a come bet.

A. A player that picked out a number to bet on; on a similar crap layout; in a crap game back east in the "old days", would have to say: "Give me 4 and 1 on the 4".

1. This meant the player wanted to place the 4 for \$5.00. The dealer would set one cheque flat and offset the other 4 cheques. It looked like a come bet with quadruple odds.

2. Then the dealer would pay the FIRST cheque even money and the other 4 cheques true odds of 2 to 1 in this case, since player was betting 4. If you add this up, you will find that the player received \$9.00; \$1.00 for the first dollar and 2 to 1 or \$8.00 for the other \$4.00.

B. On the 5 and 9, player would have to do the same thing and say: "Give me 4 and 1 on the 5".

1. Dealer would set it up the same way on the 5 or 9, as he did on the 4 or the 10.

2. ONLY, this time, dealer would pay even money on FIRST cheque and true odds of 3 to 2 on remaining 4 checks. If you add this payoff up, you will find that the player received \$7.00; \$1.00 for his first dollar and 3 to 2 or \$6.00 for the other \$4.00.

C. On the 6 and 8, the house could NOT have the player say: "Give me 1 and 4 on the 6 and 8".

1. If the house allowed this, they would have to pay true odds of \$4.80 on the \$4.00. But, since they only had dollar minimum games, this would be impossible. So, the house allowed the player to say: "Give me 1 and 5 on the 6 and 8".

2. Dealer would set it up the same way on the 6 and 8 as he did on the 4 and 10 and the 5 and 9. EXCEPT this time it would be the FIRST cheque flat and he would offset the other 5 cheques.

3. Then the dealer would pay the FIRST cheque even money and the remaining 5 cheques true odds of 6 to 5. On the above bet of 1 and 5 on the six, a player would receive \$1.00 for his first dollar and \$6.00 for the remaining 5; for a total of \$7.00.

- D. Therefore, on this type of place bet, the first cheque of each unit, whether it was a unit of 5 for the "5 and 9", "4 and 10"; or a unit of 6 for the "6 and 8", it always was paid "EVEN" money. And, the remaining part of the unit was always paid "TRUE" odds.
- E. This way of making place bets was too slow for the legalized gambling of the State of Nevada. Too slow and too confusing, especially when one considers the volume of place bets we "BOOK". Also, it would be difficult to distinguish between place bets and come bets. That is why in the State of Nevada we place the place bets where we do. But, the same principle is used in computing the payoff as the "old days back East". Only, now we stack the whole place bet up and place it across the front or back line of the number box, according to the player's position at the table, and it is taken for granted and understood that the house has to make a profit so each unit of 5 on "4 and 10" will pay 9 to 5; each unit of 5 on "5 and 9" will pay 7 to 5; each unit of 6 on "6 and 8" will pay 7 to 6.
2. Place bets can be made at anytime. They win if the number that the bet is on is rolled before a 7 shows. They lose when a 7 is rolled.
- A. Exception: Place bets are automatically "off" on come out roll, UNLESS called "on" or "working" by player.
3. If player does not specify his place bet will be "off" on the come out roll, until the dice established a point. After point is established, place bets will automatically be "working" or "on" unless player specifies that he wants to be "off" another roll or maybe he wants his place bet down completely.
4. On come out roll, place bets are indicated "off" by big marker turned on "off" in don't come box. If player wants his place bets working on come out roll, he must tell the dealer. The dealer will tell the boxperson: "PLACE BETS ARE WORKING ON THE COME OUT".
- A. Dealer will then put a small "on" button on one place bet the player has that is closest to the boxperson. But, if dealer cannot find small "on" button on top of bankroll, he should turn the big marker over on "on" in don't come box and put it on the one place bet the player has closest to don't come box.
- B. If dice come out on any number with player's place bet on it, dealer will mark the point, then pay it (after taking and paying "self-service" bets).
- C. After the point is established, player may also call place bets off. Dealer will call out loud and clear: "PLACE BETS (or if only one place bet, dealer must specify number) ARE OFF THIS ROLL". Then dealer will place small "off" button on one of the place bets the player has closest to the boxperson.

D. Note: In an emergency, dealer could turn the big marker which is marking the point, on "off". This would indicate to the eye-in-the-sky that someone is calling his bet "OFF" that particular roll. Dealer should keep marker on the point when he turns it over on "off", but he should move it to the position of the player's place bets in the other boxes, although he keeps the marker on the point at all times.

E. After the one roll goes by, the dealer will do his work. If dice have not rolled a 7-out, and before dice leave the center again, dealer must check with player to find out whether player wants his place bets to work or not on the next roll. Dealer should not give player a choice, when he checks with him, dealer should say (loud and clear, and look player in the eye): "SIR! YOUR PLACE BETS ARE STILL OFF".

1. If the player says they are working, dealer should say: "PLACE BETS ARE WORKING". And, dealer takes the small "OFF" button off the player's place bet nearest the boxperson.

2. After point is established, player may request his place bets down. Dealer would say (loud and clear): "PLACE BETS ARE DOWN". Then the dealer takes each of the player's place bets, one by one, and sets them on the COME in front of each number and makes sure he has not forgotten to take down any. Then he stacks them up dirty (it would take too long to clean them up) and sets them on the apron in front of the player and heels the stack. Dealer will say (loud and clear, as he looks the player in the eye): "THERE YOU ARE SIR/MISS, YOUR PLACE BETS ARE DOWN".

II. PROCEDURE FOR PAYING

1. Place bet payoffs are counted on the COME and set heeled on the apron in front of the player, and the original bet is left up. As the dealer's hand moves toward the working stacks, he should say (loud and clear): "SAME BET".

A. This is to let the player know that his bet is going to be left up on the winning number. Dealer must not wait for the player to give the dealer orders as to what to do about his place bet.

B. If player does not tell dealer how to handle his place bet, instantly, after dealer says: "SAME BET", dealer should just leave player's winning place bet (that he had just before dice were called) up and give player the payoff.

- C. If player speaks up after payoff has been placed in front of him, dealer should say to player: "I WILL BE BACK SIR/MISS". Then continue paying the rest of the place bets and "BUY" bets in the same sequence, and then go back to that particular player and see what he wants to do in regard to his place bet.
- D. Note: If player says: "PRESS IT", BEFORE dealer says: "SAME BET", dealer should NOT say "SAME BET", INSTEAD dealer should repeat: "PRESS IT" or "MAKING IT LOOK LIKE \$\$\$\$".
- E. The reason for dealer saying "SAME BET" is so that, if that player wants something done to his place bet, the player can probably communicate this to the dealer before payoff is set on the apron in front of him, thereby the dealer saves time and moves.

III. COMMON PLAYER OPTIONS AFTER A PLACE BET WINS

- 1. Player wants place bet down in addition to payoff.
 - A. Dealer announces: "THE 6 IS DOWN" as he counts out payoff on COME, takes bet down and sets it on COME.
 - B. Then dealer stacks it up and sets it in front of player, heeled and says (loud and clear): "YOUR 6 is down".
- 2. Player wants to increase his bet.
 - A. If player says: "PRESS IT", he wants his bet doubled (this is what "PRESS IT" means). Dealer says (loud and clear): "PRESS IT".
 - B. Dealer counts payoff on COME, gives player any change, heeled on apron in front of player, and doubles player's winning bet.
 - 1. Note: If dealer does not know how much change to give the player, dealer should take what he needs out of the payoff on the COME, first double the bet, and then stack up any change that is left and gives it to the player.
 - 2. Note: If player's original place bet was an incorrect unit, and orders dealer to "Press It", dealer will increase the bet up to the next correct unit. In this case, dealer does not say: "PRESS IT", he will say: "MAKING IT LOOK LIKE \$\$\$".
 - A. Example

Player has 75¢ on 4, he says: "PRESS IT". Dealer will count out \$1.25 payoff, give player 75¢ change and make original place bet look like \$1.25 (a correct unit).

3. Dealer will memorize correct unit payoffs so it is much quicker to pay correct unit bets. Therefore, a boss will allow a dealer to make an incorrect unit bet look like a correct unit when it wins the first time (but, player has to request a "Press").

A. But, if player balks at this procedure, because he does not know what he is doing, dealer should automatically do what the player wants, even though it gives him another incorrect unit place bet. Dealer is not expected to know every incorrect unit payoff, so when the incorrect unit place bet wins, boxperson and dealer will figure the payoff together. Of course (since it is an incorrect unit bet) the House will not be able to pay the full payoff. The player will not be paid any pennies, nickels, dimes; or on a dollar minimum game, not even quarters. The amount the house will not be able to pay (because player insists on making incorrect unit bets for table minimum) is called "BREAKAGE".

B. Note: Dealer should not advise player of this fact (incorrect unit bets) unless player ASKS, or boss TELLS dealer to advise player. When player asks dealer any question about the game, the dealer should answer it, if he can, honestly and to the point. If he cannot answer it, dealer should direct player to boxperson.

4. More Options That The Player Has When His Place Bet Wins

A. PLAYER WANTS PLACE BET INCREASED TO A SPECIFIC AMOUNT

1. Example: Player has \$15.00 place bet on 4. It wins. It pays \$27.00. Player says: "Go to \$25.00". Dealer says: "MAKING THE 4 LOOK LIKE \$25.00", and gives player \$17.00 change.

B. PLAYER WANTS WINNING PLACE BET INCREASED BY A SPECIFIC AMOUNT

1. Example: Player has \$2.50 place bet on 4. It wins. It pays \$4.50. Player says: "Go up \$1.25". Dealer says: "GOING UP \$1.25 ON THE 4".

C. PLAYER WANTS TO PRESS A BET ON A NUMBER, BUT NOT THE ONE THAT WON

Dealer should make an issue of this, since most people always press the number that wins.

1. Example: 4 wins. Player says: "Press the 10". Dealer does what player requests, but dealer says: "CALL WAS 4, PRESSING THE 10".

- D. Note: By making an issue of this, the dealer is protecting himself and the game against a possible claim from the player, should the dice roll another 4 before a 10.

IV. PLACE BETS ARE "BOOKED"

1. Example: Dealer says (loud and clear): "PLACING THE 6 FOR \$12.00".

- A. Or, dealer could say: "\$12.00 - 6".
- B. If player says: "Placing the 6 for \$12.00", dealer would repeat example: "\$12.00 - 6".
- C. If dealer cannot read player's bet and player does not specify amount (assuming dealer is 150% sure it is not over the table limit), dealer will book bet by saying: "PLACING THE 6 FOR THE MONEY".
- D. If player specifies amount of place bet, but dealer cannot read it, and dice are in the air, dealer will "book" bet by saying (loud and clear): "PLAYS FOR \$12.00 - 6".

1. Example: Player says: \$12.00 - 6". Dealer is not sure if all the money is there or not, so dealer "books" bet by saying: "IT PLAYS FOR A \$12.00 - 6", and sets money in front of boxperson.

V. COUNTING OUT PLACE BET PAYOFFS

1. All place bet payoffs are counted out on the COME. There are three methods for doing this, and all three are used depending on the situation.

- A. Cutting and cutting, or cutting and sizing, with 2 hand full of cheques.

It is the most accurate, but the slowest. It is used for large denomination payoffs, like hundred dollar cheques and \$25.00 cheques.

- B. Pick with one hand and cut with the other hand, or cut and size with the other. Dealer picks with the hand that sets off the payoff. Dealer picks smallest denomination with outside hand.

This method should be used when players are repeatedly taking the same bet. Also, when each payoff has to be made with cheques of the same denomination.

- C. Picking with both hands.

1. This method is the least accurate, but it is the fastest.

2. This method should be used when most the place bettors are pressing their bets, or when each bet has to be paid with different denominations.
 3. This method gives the dealer two free hands to do his work of pressing the bet and giving the change.
- D. Note: it would be wise for the student to practice using the first method first, since it is the most accurate. Then, the student should try to master the second method, and finally the third method.
2. When setting off payoffs or change, be careful not to put it directly behind player's pass line bet. Set it slightly on one side or the other so it will not be mistaken for odds.
 3. Keep the number of cheques on a place bet to a minimum. The reason is, it is easier to read and pay, and there is less chance of bet getting knocked over by the dice.
 - A. Dealer will only try to do this when he has time, in other words, dealer should not do it when he has other bets to pay. This would slow up the game.
 - B. Dealer does this by:
 1. Changing up 4 quarters for a dollar cheque. Dealer says: "CHANGING 4 QUARTERS UP FOR A DOLLAR CHEQUE".
 2. Changing up 5 one dollar cheques for a \$5.00 cheque. Dealer says: "CHANGING \$5.00 UP FOR A NICKEL CHEQUE".
 3. Changing up 5, \$5.00 cheques for a \$25.00 cheque. Dealer says: "CHANGING 5 NICKELS UP FOR A \$25.00 CHEQUE".
 4. The announcements above are made so boxperson and players can see and hear what dealer is doing with player's money.

VI. PLACE BET OFFSET

1. The offset on place bets is used primarily to make the bet easier to read and to expose the largest denomination cheques on the bottom of the bet.
2. Note: "Offset" is also known as a "Cap".
3. In the case of the 6 and 8 the offset may also be used (only if offset is a correct one) to:
 - A. Indicate how many units of 6 in the bet.

B. Aid in calculating payoff

1. Offset x 7 = payoff
2. Offset plus bet = payoff

C. Indicates change player gets if he presses his bet.

1. Player's change is the correct offset or cap.
2. To be correct, the offset, or cap, on 6 and 8 should be one cheque for each unit of 6.

\$ 6.00 - correct offset is \$ 1.00

\$ 12.00 - correct offset is \$ 2.00

\$ 18.00 - correct offset is \$ 3.00

\$ 24.00 - correct offset is \$ 4.00

\$ 30.00 - correct offset is \$ 5.00 - Or one nickel cheque.

\$ 36.00 - correct offset is \$ 6.00

\$ 42.00 - offset is \$ 12.00 - It is not correct, it is just the popular way to offset it.

\$ 48.00 - correct offset is \$ 8.00

\$ 54.00 - correct offset is \$ 9.00 - If bet contains \$25.00 cheques, just offset "garbage" (\$4.00) .

\$ 60.00 - correct offset is \$ 10.00 - Or two nickel cheques.

\$ 66.00 - offset is \$ 6.00 - Not correct, but makes bet easier to read and figure.

\$ 72.00 - correct offset is \$ 12.00

\$ 78.00 - offset is \$ 18.00 - Not correct, with 25.00 cheques, offset "garbage" (\$3.00).

\$ 84.00 - offset is \$ 24.00 - Not correct, with \$25.00 cheques, offset "garbage" (\$9.00).

\$ 90.00 - correct offset is \$ 15.00

\$ 96.00 - correct offset is \$ 16.00

\$120.00 - correct offset is \$ 20.00

\$192.00 - correct offset is \$ 32.00 - Remember, correct offset should be \$32.00, offset "garbage" (\$17.00).

\$384.00 - correct offset is \$ 64.00 - Remember, correct offset should be \$64.00, offset "garbage" (\$84.00 or \$9.00).

\$240.00 - correct offset is \$ 40.00

\$480.00 - correct offset is \$ 80.00

\$600.00 - correct offset is \$100.00

VII. PLACE BET REVIEW

1. Place bet is a bet on a specific number of the player's choice (4, 5, 6, 8, 9, or 10) that the dice will roll that number before rolling a 7.
2. Wins - when that specific number is rolled before 7.
3. Loser - When a 7 is rolled before that specific number.
4. Bet may be placed at anytime.
5. Bet is automatically "off" (not in play) on the come out roll
6. Bet may be called "on", or "working (in play) by the player on the come out roll or he may call it "working at all times on the come out roll".
7. Bet may be taken down or called "off" at anytime.
8. Bet may be increased or decreased at anytime.
9. Amount of bet and number being placed must be called out by the dealer.
10. An "on" button must be used to designate that the bets are "working" on the come out roll. Set button on the place bet closest to the boxperson.
11. An "off" button must be used to designate the bet(s) "off" during play, except on the come out roll. The button is set on the place bet closest to the boxperson.
12. If player calls the bet down, the dealer would set the bet(s) on the come line, in front of each number, and then stack it up and place it on apron in front of player.
13. Call out the bets for all to hear. If the player has change coming, it must be given first, then the bets are set up.

CHAPTER 13 - BUY BETS

I. BUY BETS

1. Buy bets are bets on any number for which a point can be established.
2. A buy bet wins if the number is rolled before a "7-out". It loses if a 7 is rolled before the number appears, however, on the come out roll, buy bets are "OFF" unless called "ON" by the player.
 - A. If player called his buy bets "ON" on come out roll, dealer would alert boxperson by saying (loud and clear): "BUY BETS ARE WORKING".
 - B. Dealer would at the same time put an "ON" button on ONE of that player's buy bets closest to the boxperson.
 - C. Then, if dice come out on one of those buy bet numbers, the bet would get paid in full.
 - D. But, if dice roll a "winner-7" all of that player's buy bets would lose.
3. If a player calls his buy bets "on" or "working" on a come out roll, dice establish the point then make it; the next come roll, dealer should check with player. Dealer does this to find out if player wants to have his buy bets working on this come out roll also. Dealer does this checking by saying: "SIR/MISS, YOUR BUY BETS ARE "OFF" ON THE COME OUT".
 - A. If the player says: "They are working", this will have been the second consecutive time. So, the dealer should alert the boxperson and put the "on" button in the right place and then talk to the player again right away. This is what the dealer should say: "SIR/MISS, DO YOUR BUY BETS ALWAYS WORK ON THE COME OUT ROLL?"
 1. If the player says: "No, only when I tell you", the dealer says: "YOUR BUY BETS WILL BE "OFF" ON THE COME OUT SIR, UNLESS YOU TELL ME THEY WORK".
 2. If the player says: "I always work on the come out", dealer will tell boxperson by saying: "BUY BETS ALWAYS WORK ON THE COME OUT ROLL".
 - a. After this, since the player has declared himself always working on his buy bets on the come out roll, the dealer will not check with the player anymore. But, on each come out roll, dealer will automatically call out (loud and clear): "BUY BETS ARE WORKING". As the dealer calls this out, he automatically puts the "on" button on top of the one buy bet that player has closest to the boxperson. This will indicate that all this player's buy bets are working.

4. Buy bets are similar to place bets, in that they are made without going through the COME. UNLIKE PLACE BETS, THEY PAY TRUE ODDS.

4 and 10 pay 2 to 1

5 and 9 pay 3 to 2

6 and 8 pay 6 to 5

5. When the player buys a number, he is charged a commission which is called "VIGORISH" or "VIG" (sometimes "JUICE"). Dealer should not use the word "Juice" as it confuses the player. The player will pay the "VIG" when he buys the number and after each time it wins, as long as the player leaves his bet up after he wins (in other words, takes the same bet). When player takes the "same bet", he leaves the buy bet up, the player has to pay the "VIG" again.

A. The buy bet is made when the player throws his money in to the dealer and says he wants to buy one or more numbers. The player may or may not throw the "vig" in with his money for the buy bet (sometimes he does, and sometimes he does not). The dealer "books" the bet by saying: "BUYING THE 4 FOR \$20.00" (if the "vig" accompanies the bet, the dealer adds: "THE 'VIG' IS PAID".)

B. If the "VIG" does not come in with the bet, the dealer says to the player after "booking" bet: "YOU OWE ME \$1.00 FOR THE 'VIG' SIR/MISS". If the player throws it in, the dealer must announce: "THE 'VIG' IS PAID".

C. Dealer will pick up "vig" and flash it so the bosses can see it, as he says the above dialogue. Then dealer can put it on his working stack. If dealer does not have time to flash the "vig", he should set it down after his last working stack and lock it up when he has finished his work.

D. If player asks to "MARK THE VIG" or "I'LL PAY IT LATER", or "IGNORES THE DEALER", when the dealer asks him for the "VIG", dealer should tell the boxperson (loud and clear): "GENTLEMEN OWES THE 'VIG'".

E. Note: The boxperson is the scorekeeper for the unpaid "VIG". Boxperson will tell dealer to ask player for the marked up "vig" (or "vig" player owes) when dice 7-out or before, if player starts to leave the table. The player may throw in the unpaid vigorish (the "vig" he refused to pay earlier when he made his bet) that the boxperson has marked up, BEFORE the 7-out or BEFORE he leaves the table. All marked up money must be settled on a 7-out.

6. Buy bets are positioned according to the player's table position. Buy bets go in the same position as the come bets, if player does not have a come bet. But, if player has a come bet, the buy bet goes behind the come bet (for the first 4 players) or in front of the come bet (for the last 4 players).

7. Just remember, between the come bet and buy bets the come bet always has priority over a certain position on the number in the cash register.
8. Note: If ever in doubt as to where to put a buy bet, ask your BOXPERSON.
9. As soon as a buy bet is put up AND BEFORE dealer does ANYTHING else, he MUST put a "BUY" button on top of each buy bet. The buy buttons are kept on top of the bankroll near the dealer.
 - A. Buy bets are paid from stickperson around to the dealer. There are two orders for paying buy bets:
 1. Always pay come bets first, then pay place bets and buy bets together, in sequence, from stickperson around.
 2. Always pay come bets first, then all place bets second, and then buy bets last, from stickperson around.
 - B. The first order of paying buy bets, is probably the most common. The order you will use on the job depends on the boss.
 - C. Buy bet payoffs are handled like place bets. The payoff is counted out on the COME and set off in front of player on the apron and heeled. The bet is left up, unless player wants it down. If player leaves his buy bet up or presses it, remember he must pay the "vig" again on whatever he buys after the winning decision.
 1. In other words, player may also press (double) the bet or increase it by some other amount.
 - a. If player takes the "same bet", presses it up and buys other numbers, he must be charged "VIG" BASED ON THE TOTAL AMOUNTS PUT IN ACTION AFTER THE DECISION OF THE DICE.
 - b. The "vig" is not deducted from payoff, unless player requests it, in which case the dealer would say: "39.00 CHANGE, THE 'VIG' IS PAID". Assuming in the above example, the player had taken the "same bet" for a \$20.00 bet on 4.
 - D. If player wants buy bet, for which "VIG" has been paid or marked up, taken down, the "vig" is RETURNED" or marker is REDUCED, depending on the situation. Dealer says: "THE BET ON # IS DOWN", I'M GIVING BACK THE 'VIG' \$ ", or "REDUCE THE MARKER BY \$ ".

II. COMPUTING THE "VIG"

1. The "VIG" must be 5% of bet, or \$5.00 for every \$100.00 in action.

The MINIMUM "VIG" for a quarter game is 25¢

The MINIMUM "VIG" for a dollar game is \$1.00

- A. The minimum "vig" is charged, even though this may be more than 5% of the bet.

1. Examples:

In a quarter game, if buy bet is a \$1.00, "vig" is 25¢

In a dollar game, if buy bet is \$10.00, "vig" is \$1.00

- B. Other Variations

\$ 25.00	\$1.00 - dollar minimum game
\$ 30.00 (1st bet)\$	\$2.00 - dollar minimum game
\$ 30.00 (2nd bet)\$	\$1.00 - dollar minimum game
\$ 50.00 (1st bet)	\$3.00 - dollar minimum game
\$ 50.00 (2nd bet)	\$2.00 - dollar minimum game
\$ 75.00	\$4.00 - dollar minimum game
\$ 90.00 (1st bet)	\$5.00 - dollar minimum game
\$ 90.00 (2nd bet)	\$4.00 - dollar minimum game
\$100.00	\$5.00 - dollar minimum game

2. Anytime dealer forgets whether it is the first bet or second bet, the dealer should charge as if it is the first bet. In other words, always charge the high side when in doubt. Dealer is not expected to remember. Usually, the player or the boxperson will remember.
3. **REMEMBER!** When a player buys a number, he pays 5% of the bet, which is called the "VIG".
4. Some people in the business also refer to this 5% as 5% of the "LOW SIDE". This just means that the buy bet is the low side. So, the 5% "vig" is figured on the low side, which is the bet and NOT the payoff.
5. You should just know that the "vig" is 5% of the bet and you will get along just fine.

6. Players will buy the 4 and 10, 5 and 9, and the 6 and 8. BUT, PLAYERS WILL BUY THE 4 AND 10 MORE THAN ANY OTHER NUMBER. Why? Because, the player will make more money when he buys the 4 and 10, rather than placing it for the same investment.

A. Examples:

1. If the 10 is bought for \$100.00, the "vig" is \$5.00 for a total investment of \$105.00.
2. If the 10 is placed for \$105.00, the payoff would be \$189.00.
3. If the player takes his original bet of \$105.00 down, player would have $\$189.00 + \$105.00 = \$294.00$.
4. When the 10 is bought for \$100.00, the payoff would be \$200.00.
5. If the player takes the original buy bet down after it wins, the player would have $\$100.00 + \$200.00 = \$300.00$.
 - a. Because the player bought the 10, rather than placing it, the player won \$6.00 more.

7. To a lesser degree, players will buy the 5 and 9, and the 6 and 8. A player should PLACE the 5 and 9, and 6 and 8 RATHER than buy them.

A. The reason for players buying, rather than placing 5, 6, 8, and 9 is that they are not AWARE that they could WIN MORE MONEY if they placed these numbers. Many of them do not understand place bets, but they are familiar with buy bets.

8. A dealer must know the STANDARD PLACE BETS, ACROSS, OUTSIDE, and INSIDE. BUT ESPECIALLY, the dealer must know and recognize the ACROSS and OUTSIDE STANDARD BETS THOROUGHLY.

9. The reason for urging you to know the standard place bets thoroughly is that players will make them, and if the standard bet happens to include the 4 and 10, players will often want to by the 4 and 10.

A. But, in most cases when the player calls out and throws in his money for the standard bet, if it includes the 4 and 10, the player will have thrown in the amount of the standard bet, plus the "vig" for buying the 4 and 10. And, the player will call out the new total of the standard bet which includes "vig" for buying the 4 and 10.

1. All of this would be very nice and self-explanatory, IF the player would tell the dealer that he wishes to buy the 4 and 10, but the player does not.

a. **Examples**

1. Player says: "\$65.00 across (including point; 4, 5, 9, 10 - \$10.00 each -- \$12.00 each for 6 and 8). Dealer is supposed to know that the player is buying the 4 and 10 for \$10.00 each and the extra \$1.00 is for the "vig".
 2. Player says: "\$55.00 across (not including point, outside \$10.00 each -- \$12.00 each for 6 and 8). Dealer is supposed to know that the player is buying the 4 and 10, point is 5 or 9, and the extra \$1.00 is for the "vig".
 3. Player says: "\$53.00 across (not including point, outside \$10.00 each -- \$12.00 each for 6 or 8). Point is 6 or 8, player is buying 4 and 10, the extra \$1.00 is for the "vig".
 4. Player says: "\$110.00 across (not including point) Point is either 5 or 9. Player is buying 4 and 10 for \$20.00 each and placing the rest of the numbers. \$20.00 on opposite of point, and \$24.00 each on 6 and 8, the extra \$2.00 is for the "vig".
 5. Player says: "\$109.00 across" (not including point). Point is either 4 or 10, the player is buying the "opposite" of the point for \$20.00 and the extra \$1.00 is for the "vig".
 6. Player says: "\$106.00 across" (not including point). Point is either 6 or 8. \$2.00 is extra for buying 4 and 10 for \$20.00 each. Opposite of the point is placed for \$24.00 and 5 and 9 are placed for \$20.00 each.
2. **REMEMBER!** A player does not have to say that he is buying 4 and 10 as long as he calls out the exact amount of the bet, including the "vig".
 3. It will be up to the dealer to call out that the player is buying the 4 and 10, or maybe just the 10, or just the 4, depending on whether the point happens to be 4 or 10, or some other number.

A. **Example**

Player would say: "Give me \$325.00 across". Dealer would say: "\$325.00 ACROSS, INCLUDING THE POINT, BUYING THE 4 AND 10. THE 'VIG' IS PAID".

IV. BUY BET REVIEW

1. When a player buys a number he must pay 5% "VIG" or "JUICE".
2. Buy bets go in the same position as come bets, unless the player has a buy bet and a come bet, then the buy bet goes directly behind the come bet for the front 4 players, and directly in front of the come bet for the players in the back.
3. Every buy bet has a buy button on it.
4. Count out all payoffs for buy bet on the letters in come box (COME). Dealer should call out: "SAME BET". The buy bets payoffs are then placed on apron in front of player.
5. Buy bets get paid true odds, same as odds on come bets.
6. A player pays "VIG" when he makes the bet, and every time he gets paid on the bet (if bet is left up).
7. Buy bets are off on the come out roll, unless called on.
8. Buy bets can be pressed or taken down, just like place bets.
9. When you "BOOK" bet or when you pay bet, you either say "'VIG' IS PAID" or "HE OWES THE 'VIG'".
10. If player takes buy bet down before bet gets winning decision, dealer will say: "DOWN ON HIS BUY BETS AND I'M GIVING HIS 'VIG' BACK".
11. The "VIG" has to total \$5.00 for each \$100.00 worth of action.
12. Pay place bet and buy bets in sequence as you come to them, from the stickperson around to the dealer.
13. Player may buy the point, whatever it is. The buy is handled just like any other number, with one exception: When player buys the established point, the buy bet is usually set up on the pass line with a "BUY" button on top.
14. Dealer must be alert. Sometimes player already has a pass line bet with odds and the player may want an additional bet on the same point number. This is okay. The player will pay the "vig" (5% of the bet) and the dealer will put a "Buy" button on it.
16. Dealer must realize that the player wishes to buy the point and call it to the boxperson's attention by saying: "BUYING THE POINT ON THE LINE FOR \$20.00, THE 'VIG' IS PAID" or "BUYING THE POINT ON THE LINE FOR \$20.00, HE OWES THE 'VIG'".
17. Note: Player does not need a pass line bet in order to buy the point on the line.

CHAPTER 14 - LAY BETS

I. LAY BETS

1. A lay bet is a buy bet AGAINST THE NUMBER.
2. A lay bet wins if a 7 shows before the number that the bet is LAYING AGAINST, and loses if the number shows before 7.
3. THERE IS NO SUCH THING AS A PLACE BET AGAINST A NUMBER.
 - A. If a player says: "I want to place against a number", he is confused. Dealer should say: "NO BET THIS ROLL" until the situation is cleared up.
4. Lay bets are always working, however, player may take them down at any time.
 - A. If player wants his lay bet down, he must tell the dealer. Dealer will then say: "NO ACTION ON LAY BET AGAINST #".
 - B. At the same time, dealer will take down the lay bet and add the "vig" to it and set it heeled in front of the player on the apron and say: "THERE YOU ARE SIR/MISS, YOUR BET AND YOUR 'VIG'".
 - C. Note: Set the lay bet on the COME, put the "VIG" next to it, stack it up, then set it on the apron.
 - D. The dealer must also alert boxperson that he is giving the player his "vig" back.
5. When player lays against a number, he must lay the "TRUE ODDS".
 - A. Against the 4 and 10, the player must give (lay) 2 to win 1.
 - B. Against the 5 and 9, the player must give (lay) 3 to win 2.
 - C. Against the 6 and 8, the player must give (lay) 6 to win 5.
6. The amount the player can win, if he wins, is considered the "LOW SIDE". The bet itself is considered the "High Side".
7. The "VIG" is handled the same way on the lay bet as on the buy bet, EXCEPT, it is computed at 5% of the payoff (also known as the "Low Side").
 - A. Even though it is computed on the payoff, it is collected, or "marked up" when the bet is made.

- B. Example: If a player lays \$40.00 against the 10; it would cost the player an extra \$1.00 because, he stands to win \$20.00 if and when he wins. The \$1.00 is 5% of \$20.00.
1. When the dealer "BOOKS" the above bet, he could say: "LAYING \$41.00 AGAINST THE 10, THE \$1.00 VIG IS PAID".
 2. Should the player ever ask the dealer: "How much do I have to bet that the dice don't roll a particular number?", assuming the number that the player wants to bet against is NOT the point, or if it is the point the player DOES NOT have any kind of a bet on the don't pass; the dealer should answer by saying (assuming player asked about betting against 10): "SIR/MISS, YOU COULD LAY (or give) \$41.00 TO WIN \$20.00, DO YOU WISH TO BET IT?"
 - a. If the player does not respond with a "YES" or "NO", the dealer should end the conversation by saying: "NO BET THIS ROLL".
 3. In the two above dialogues, the dealer has given the player a "sample" of a bet that the player could make. The player could make THAT particular bet, or any other bet similar to that one. Of course, had the player inquired about the 6 or 8, the answer would have been: " \$31.00 TO WIN \$25.00".
8. The important things to remember when quoting a player a sample bet are:
- A. Always quote an amount that will take full advantage of the "VIG". DON'T say: "YOU CAN LAY \$11.00 TO WIN \$5.00 SIR". Dealer will be misquoting the "VIG" by 75c.
 - B. Dealer should always quote the "VIG" right in with the price of the sample bet (like the extra \$1.00 in \$41.00). This will avoid confusion on the player's part. Most of the time the tourist figures that if he gives the house the "TRUE ODDS", he should not have to pay to make the bet too. The player does not realize that the 5% "VIG" is the only way the "HOUSE" is ASSURED of a profit; otherwise, it would be a 50-50 gamble for the player, as well as the casino.
9. The lay bet goes in the same position as the DON'T COME BET. A "LAY" button is put on top of the lay bet, just as soon as the bet is put up and before doing anything else.
10. Lay bets are paid last, after ALL don't come bets are paid. Both the bet and the payoff are heeled in front of player on the apron. (It is advisable to keep bet and payoff separate.) As the dealer is doing this, he should say: "THIS IS YOUR DON'T 4".

- A. Note: Lay bets are paid behind the number, before being stacked up and heeled in front of the player.
 - B. The player has the option to leave the same bet against the number, press the original bet, or increase it any amount up to the limit. However, anything player leaves against the number will be treated like a new lay bet and the dealer must collect the "vig". However, the lay bet, plus the payoff will be taken down and set heeled on the apron in front of the player, unless the player informs dealer otherwise.
11. A player may lay against the established point. The lay bet may be positioned on the don't pass in front of the player with a "lay" button on it, or dealer may move it to the box behind the number in the cash register with a "lay" button on it. Consult the boxperson. Regardless where the lay bet is put, whether on the don't pass against the point, or in the box behind the point, the player still has to pay the "vig", just like any other lay bet.
12. Note: DEALER BEWARE! Some players will set money on don't pass after point is established, but will not say anything. If dealer has not "CASED" his don't pass with his eyes when his hands marked the point, and if dealer does not see player setting money on don't pass now (after point is established), the player will have successfully PASS-POSTED THE HOUSE.
- A. "Pass-Posted the House" means the player will be getting paid EVEN MONEY, if dice 7-out.
 - B. The player should have GIVEN the house TRUE ODDS and PAID THE "VIG" on the amount he stood to win (which certainly would not be even money).
 - C. In this situation, if the dealer is awake, or if the dealer has "CASED" his don't pass when he marked the point, the dealer will take the "LATE" bet off the don't pass and inform the player by saying: "SIR/MISS, YOU CAN ONLY BET THE DON'T PASS ON THE COME OUT ROLL, WE ALREADY HAVE A POINT ESTABLISHED".
 - D. In some of these situations, the dealer will find that the player had tried to do this INTENTIONALLY because, the player will claim that he wanted to "LAY" against the point on the don't pass. Of course, he can lay against the point on the don't pass, but the player should have alerted the dealer to the fact; and, of course, it always helps if the dealer is awake.
 - E. A common bet used in this deception is usually \$31.00 and the point is usually 5 or 9. A \$30.00 lay bet against 5 stands to win \$20.00 when dice roll 7-out. The \$1.00 is for the "vig".
 - F. Players could try this against any point, with similar proper bets against that particular number.

II. LAY BET REVIEW

1. A lay bet is the opposite of a buy bet.
2. A lay bet is a bet that a 7 will appear before a given point number.
3. The 5% commission ("Vig") is figured on the amount the player will win, NOT on the amount bet.
4. The minimum amount that can be wagered in this manner would depend on the table minimum and the point.
5. Lay bets are paid at correct odds.
6. Player must lay correct units for that number (against 4 and 10 - 2 to 1; against 5 and 9 - 3 to 2; and against 6 and 8 - 6 to 5).
7. The dealer pays ALL don't come bets BEFORE paying lay bets.
8. Give curb service on lay bets.
 - A. When the player lays a correct unit of 6 against the 6 or 8, figuring the "vig" is just as easy as figuring "vig" against 4 and 10, or the 5 and 9.
 - B. The player must pay 5% of the amount the bet stands to win.
 - C. Examples
 1. The player lays \$150.00 against 6; player stands to win \$125.00, the "VIG" will be \$6.25 or \$6.00 on \$1.00 minimum game. Dealer would ask the player for it.
 2. The player lays \$90.00 against 6, player stands to win \$75.00. The "vig" would be \$3.75 or \$4.00 on \$1.00 minimum game.
9. Against the 6 and 8 it is popular to lay increments of 25 (\$25.00 cheques or \$25.00).
 - A. 25 would not be a correct unit, so anytime the player throws in a lay bet against 6 or 8 that is not a correct unit of 6, but it is in increments of 25, the dealer will automatically subtract \$1.00 from each increment of 25, making it 24.
 - B. 24 is a correct unit of 6, and for \$24.00 lay the payoff would be \$20.00. Therefore, the \$1.00 the dealer subtracted automatically would pay the "vig", which would be \$1.00 for every \$20.00 player stands to win.

C. Example: The player throws in three \$25.00 cheques and says: "Lay \$75.00 against the 8".

1. The dealer would say: "LAYING \$75.00 AGAINST THE 8, THE 'VIG' IS PAID", or "LAYING \$72.00 AGAINST THE 8, THE \$3.00 'VIG' IS PAID". In each way of saying it, the dealer has automatically subtracted \$1.00 for each \$25.00 and set up the remainder as a \$72.00 lay against the 8.

2. As the dealer sets the lay bet behind the number, the dealer should MENTALLY DOUBLE EACH \$1.00 HE HAS SUBTRACTED FROM \$25.00". In the case of \$75.00, dealer would double \$3.00, and this would give \$6.00. Then dealer would mentally multiply $\$6.00 \times 10 = \60.00 , which would be the payoff on a \$75.00 lay against 6 or 8. (If you just move the decimal point one digit to the right and add a zero (0), it is the same as multiplying by 10.)

CHAPTER 15 - PROPOSITION BETS - PART I

I. PROPOSITION BETS (SINGLE) - MINIMUM BET

1. The minimum bet on the proposition bets is the same as the minimum unit on the table.
2. If the game is a 25¢ game, the minimum bet on the proposition bet is 25¢. Each proposition bet made by the player must be at least this minimum bet. Normally, the minimum is either 25¢ or \$1.00 in the proposition box.
3. Note: Usually the table minimum could be \$5.00, \$25.00, or \$100.00; but, the minimum bet in the proposition box can still be a dollar.

II. PROPOSITION BETS (SINGLE) - MAXIMUM BET

1. This is set by the maximum pass line bet. Three (3) times the maximum pass line bet.
2. Let's say the pass line limit is \$50.00. Three (3) times this is \$150.00. The most a player could bet on eleven is \$10.00 to win \$150.00. The most a player could bet on twelve is \$5.00 to win \$150.00
3. Each casino may vary from this, depending on whether they have single odds, double odds, and on what the table limit is.

III. PROPOSITION BETS (SINGLE)

1. All proposition bets are in the center of the table in front of the stickperson.
2. The bets that are printed in red or orange are good for one roll only (7, 2, 3, 12, 11, and any Crap). The bet is either going to be a winner or a loser on the next roll of the dice.
3. The proposition bets that are printed in yellow or white are the hardways (6 and 8, 4 and 10). They win only when the hardway combination is rolled.
4. Any winning proposition bet is always left up to win again, unless the player asked for the bet down.

IV. PROPOSITION - PROCEDURES

1. The stickperson is responsible for handling the proposition bets. His duties are:
 - A Taking the losing bets
 - B Acknowledging the prop. bets
 - C Positioning the bets

D. Computing the payoffs

E. Informing the base dealer of the payoffs and who to pay

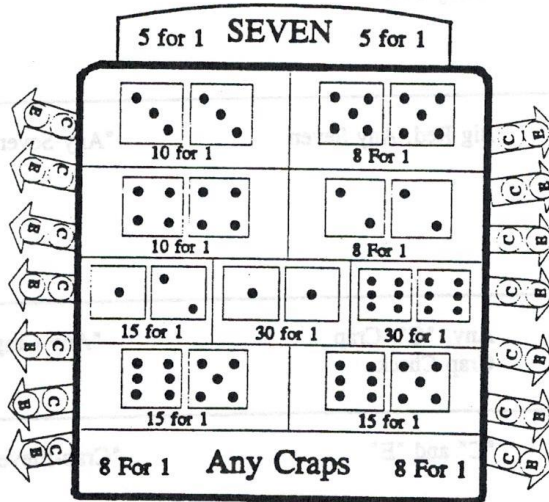
3. Compute payoffs by multiplying the largest number in payoffs, times the amount of the bet. The first line is the amount to be paid to the player, leaving his bet still up (still in action). The second line is the amount the player wins, plus his original bet (the bet is down, no longer in action). The winning prop bet is always left up, unless the player requests it down. See Exam Section for a Review for individual proposition bets downtown Las Vegas payoffs.

A. Example

Amount of Bet	Any Seven	Any Craps Hard 4-10	Hard 6 Hard 8	(3) Ace-Deuce Eleven	2 Aces Twelve
	5 for 1	8 for 1	10 for 1	16 for 1	31 for 1
.25c	\$1.00 up \$1.25 down	\$1.75 up \$2.00 down	\$2.25 up \$2.50 down	\$3.75 up \$4.00 down	\$7.50 up \$7.75 down

3. Each proposition bet is identified by a pair of dice printed in its section, or by name in bold letters.





PROPOSITION BOX

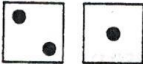


CHAPTER 16 - PROPOSITION BETS - PART II

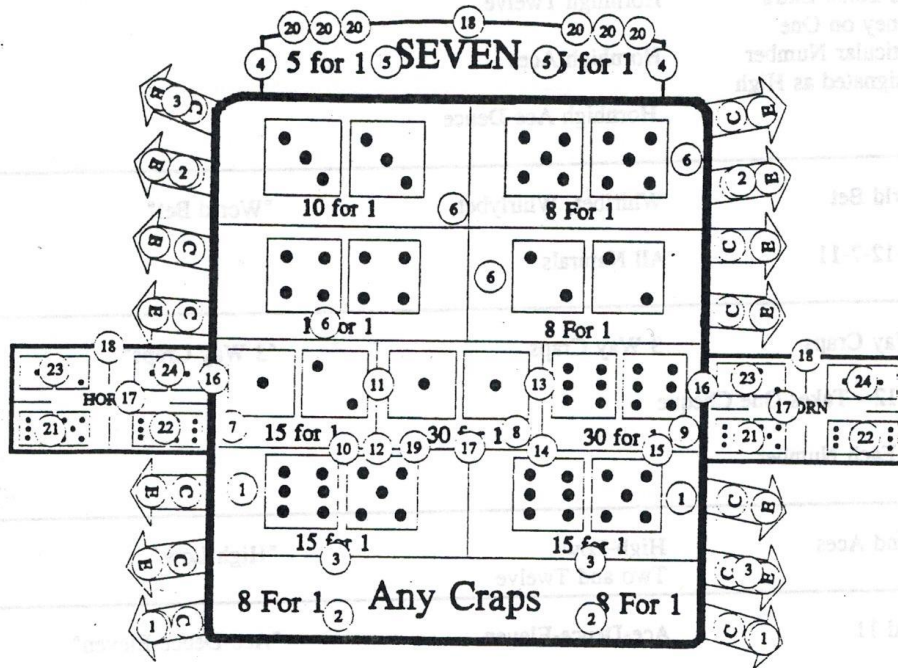
I. PROPOSITION BETS

1. Some different ways in which player may designate a one roll bet that he wishes in proposition box.

BET DESIRED	PLAYER MAY CALL	STICKPERSON REPEATS
 2 Craps 2	2 Aces, Low, Snake Eyes, Bull's Eyes, 2 Postholes	"Two Aces"
 12 Craps 12	Boxcars, 2 Sixes, High, Highnoon, Midnight, Dirty Dozen	"Twelve"
 Yo-Eleven	Yo, Eleven, Six and Five, Sixty-Five	"Eleven"
 7	Big Red, Any Seven	"Any Seven"
Any Craps 2-3- and 12	Any, "C", Crap Crap Check	"Any Craps"
Any Craps Plus Eleven	"C" and "E"	"Crap-Eleven"
Horn Bet 2-3-12-11	Horn or Horny Bet Bugle Shorthorn (\$2.00)	"Horn"

BET DESIRED	PLAYER MAY CALL	DEALER REPEATS
Hornhigh 2-3-12-11 Plus Some Extra Money on One Particular Number Designated as High	Hornhigh Eleven Hornhigh Twelve Hornhigh Aces Hornhigh Ace-Deuce	"Same as Player"
World Bet 2-3-12-7-11	Whirlbet, Whirlybet, All Naturals	"World Bet"
3 Way Craps 2-3-12 - Takes One Cheque For Each Number	3 Way Craps	"3 Way Craps"
12 and Aces	High-Low Two and Twelve	"High-Low"
3 and 11	Ace-Deuce-Eleven	"Ace-Deuce-Eleven"
 3 Craps 3	Ace-Duce, Acey-Ducey, One and Two, Cock Eyes	"Ace-Deuce"
11-12	Eleven and Twelve "E.T."	"Eleven and Twelve"
12-2-11	High-Low-Eleven, High-Low-Yo	"High-Low-Eleven"

POSITIONING OF PROPOSITION BETS



- | | |
|--|---|
| <ol style="list-style-type: none"> 1. ELEVEN 2. ANY CRAPS (2-3-12) 3. CRAP/ELEVEN SPLIT (C/E) 4. SEVEN/ELEVEN SPLIT (7/11) 5. ANY SEVEN (BIG RED) 6. HARDWAYS (4-6-8-10) 7. ACE/DEUCE (3 CRAPS) 8. ACES (2 CRAPS) 9. TWELVE (12 CRAPS) 10. ACE-DEUCE/ELEVEN SPLIT 11. ACES/ACE-DEUCE SPLIT 12. ACES/ACE-DEUCE/ELEVEN | <ol style="list-style-type: none"> 13. HIGH/LOW SPLIT (ACES/12) 14. HIGH/LOW/ELEVEN (12/ACES/11) 15. ELEVEN/TWELVE SPLIT (11/12) 16. THREE WAY CRAPS (2-3-12) 17. HORN BET (2-3-11-12) 18. WORLD BET (2-3-11-12-7) 19. ACES/ELEVEN SPLIT 20. 3-WAY SEVEN 21. HORN HIGH 11 22. HORN HIGH 12 23. HORN HIGH ACE-DEUCE 24. HORN HIGH ACES |
|--|---|

2. IF THE DEALER IS NOT SURE WHAT THE PLAYER WANTS AND DICE ARE OUT OF THE CENTER, HE SAYS TO THE PLAYER: "NO BET THIS ROLL", AND DEALER PICKS UP BET AND RETURNS IT TO THE PLAYER.

II. HARDWAYS

1. A "Hardway" is the combination of pairs the dice roll, for which a point can be established.

A. Examples

- 4 - 2 and 2
- 6 - 3 and 3
- 8 - 4 and 4
- 10 - 5 and 5

- B. The hardway wins when the number that bet is on is rolled by that one combination only!

2. A player who wants to bet the hardways throws his money in, announcing what he wants.

- A. Dealer on base and stickperson book the bet. Stickperson puts it up in proposition box, according to player's position at table.

- B. Note: Dealer only "books" prop. bets when the dice are in the center, if he has finished his work first.

- C. If bet wins, stickperson computes the payoff from layout, subtracts the amount of bet, leaving the player up and directs dealer on base to pay player.

1. Example: Hard 8 pays 10 for 1 which means: If player wins with a \$2.00 bet on Hard 8, he SHOULD WIN \$18.00, plus his original bet, for a total of \$20.00. His bet would NOT be there to win the next roll.

- a. The stickperson must always leave player's original bet up for the next roll. It is a House Rule, unless player asks for the bet down. Therefore, in the above example, player would receive \$18.00 and his original bet would be left up.

3. Stickperson tells dealer to pay one roll proposition bets and hardway bets on his end of table first.

4. All one roll proposition bets and hardway bets are paid in sequence, starting with player next to stick or with player next to the dealer.

5. Player may also ask to have his hardway down.
- A. To the dealer: "GIVE THIS GENTLEMAN/LADY \$, HE/SHE IS DOWN ON THE HARD # ". The stickperson points to the player with the stick and keeps the stick in front of the player, until the dealer sets bet in front of player.
 - B. Stickperson takes the bet(s) down saying: "THE HARD # IS DOWN".
 - C. Dealer should ALSO tell player what he is setting in front of him: "THERE YOU ARE SIR/MISS, THERE IS YOUR \$2.00; YOU ARE DOWN ON THE HARD 8".
 - D. When the player wins on his proposition bet or hardway, stickperson will set the end of the stick in front of player and say: "PAY THIS GENTLEMAN/LADY \$18.00 FOR THE HARD 8, AND HE/SHE IS STILL UP TO WIN AGAIN".
6. Note: Dealer on either base NEVER pays any proposition bets or hardway bets, unless directly told to do so by stickperson or boxperson.
7. Note to Stickperson: Do not tell dealer to pay anyone until dealer is finished dealing with his own bets on his end of the layout.
8. Note: When stickperson tells dealer to pay, stickperson should watch dealer count out payoff on COME, and make sure it is right. Stickperson should also keep stick in front of player to be paid. When stickperson does this, he is making sure the right player gets the payoff or change or bet down.
9. When dealer sets payoff for proposition bet or hardway, in front of the player, dealer must say: "THERE YOU ARE SIR/MISS, \$18.00 FOR YOUR HARD 8, AND YOU ARE STILL UP TO WIN AGAIN".
10. Bets for dealers on proposition and hardway bets may be made by players at anytime.
11. The bets are "Booked" just like other bets. The dealer would say: "GENTLEMAN/LADY AND THE DEALERS ARE ON THE HARD 8; 5 and 1", or another way: "TWO WAY HARD 8 - 5 AND 1".
12. Note: In repeating dealer's bets and player's bet at the same time, dealer and stickperson do not have to mention dollars and cents. 5 and 1 is sufficient, because the denomination of the cheques and the number of cheques thrown in will "Speak" for themselves.
- A. If a player bets for himself only, then stickperson and dealer must mention dollars and cents when repeating bets.

14. If player calls his hardway bet "off" on come out roll or any other roll, dealer's bet should also be called "off" by stickperson. This shows player that you are placing your trust in his good judgement. The boss does not care if dealer's bets work or not, but he DOES want stickperson to DECLARE whether dealer's hardway will work or not, on that particular roll. Stickperson SHOULD DO THIS: BEFORE DICE LEAVE THE CENTER.
15. Most of the bets made for dealers are proposition bets - either hardways or "naturals".
16. If bet is loser for dealers, stickperson should thank the player for the bet. Dealer or stickperson thanks player after decision (win or lose). If bet is a winner for the dealer it is paid last and must be taken down.
 - A. Stickperson places bet in front of boxperson and tells him what the bet was. Boxperson will make payoff. Stickperson picks up the winnings, taps it on the table, looks at the player and says: "THANK YOU FOR THE BET SIR/MISS, DEALERS MUST GO DOWN".
 - B. Stickperson does not mention how much the bet paid when he thanks the player. It is not necessary.
17. Hardway bet works unless called off by player on come out roll. Player may also call his hardways off or down any other roll, besides come out roll. Player may bet hardways ANY ROLL.
18. A hardway that is off on come out roll or any other roll player requests, will have an "off" button on it. The hardways off on come out will automatically work when point is established. Stickperson must check with player after roll, if player calls his hardway off any other roll, other than come out roll, to determine if still off.
19. The hardway 6 and 8 pay more than 4 and 10 because, player has more ways to lose his money on 6 and 8 hard. More combinations to roll an "Easy" 6 or 8 than a 4 or 10.

20. Some different ways in which player may designate a hardway when he wishes to bet one:

HARDWAY DESIRED	PLAYER MAY CALL	DEALER REPEATS
Hard 8	2-4's, Pair 4's, 2 Picture Frames	"Hard 8"
Hard 6	2 Buck Sergeants, 2 Trees	"Hard 6"
Hard 10	2 Texas Sunflowers, 2 Kansas Sunflowers, 2 California Sunflowers, 2 Fives,	"Hard 10"
Hard 4	2 Deuces, 2 Ducks	"Hard 4"

21. Terms used for point numbers:

4 - Little Joe From Kokomo,
Little Joe From South Boston

5 - Fever

8 - Eighter From Decatur
Eight Skate and Donate

9 - Nine
Niner
Nina From Pasadena

22. In Regard to Working the Stick:

- A. Stickperson has the dealer pay the prop. bets on stickperson's end **FIRST**. But, stickperson must wait until dealer has finished dealing the game (taken losers and paid winners).
- B. After having dealer pay winning prop. bets on his end, the stickperson will then have dealer pay the winning prop. bets on boxperson's end.
- C. Dealer **CANNOT** pay winning prop. bets, unless told to do so by stickperson or boxperson.

- D. Stickperson announces NOTHING when the ONE-ROLL prop. bets lose, JUST TAKES THEM DOWN.
- E. Stickperson ALWAYS announce when hardway bets lose.
 - 1. Example: "HARD 6 IS DOWN".
- F. ALWAYS ANNOUNCE when "HOP" or "TURNING" bets lose.
 - 1. Example: "ACE-TREY ON THE HOP IS DOWN".
- G. The word "PARLAY" means "BET IT ALL BACK". The player uses the word when he wins a prop. bet and wants all his winnings bet back.
- H. ALL hardways lose when dice roll a 7. Each hardway also loses when rolled easy (or not like the pictures on layout in prop. box).
 - 1. Players may call their hardways OFF on the come out roll. They only have to call their hardway bets OFF on one come out roll, from then on the player's hardways will always be off on the come out, unless the player changes his mind. Each stickperson must tell his relief about the hardway bets in the prop. box, as to whether they are "OFF" on the come out roll or whether they work.

IV. "HOP" OR "TURNING" BETS

- 1. "HOP" bets or "TURNING" bets are ONE ROLL PROP. BETS WHICH ARE NOT SHOWN IN THE PROP. BOX. The bet is placed in front of boxperson by stickperson or dealer, and bet must be announced: "6-TREY ON THE HOP \$1.00". This means player wants a nine to be rolled on the coming roll. BUT, THE NINE MUST BE ROLLED WITH A 6-TREY, OTHERWISE THE BET WILL LOSE. A NINE WITH A "5-4" WOULD LOSE. If 6-trey does come up, the bet pays 16 for 1; or whatever the eleven pays in a particular casino.
- 2. "ON THE HOP" or "ON THE TURN" are two phrases players use when throwing in hop bets.
- 3. All the numbers can be bet "ON THE HOP", and all the ways those numbers appear on the dice can be bet on the hop, EXCEPT 2-3-12 and 11. (These are shown in the prop. box.)
- 4. Hop bets always get paid last, after all the other prop. bets are paid. Stickperson will ask player if he wishes to leave his hop bet up.
- 5. Hardways bets "ON THE HOP" ALWAYS pay 31 for 1 or just like 12 pays in a particular casino.
- 6. All hop bets which can be rolled with 2 combinations will pay 16 for 1 (just like eleven in casino you are working).

7. When player is betting a number to be rolled a particular way "ON THE HOP", should the number come up on that roll, the stickperson must announce specifically how that number was rolled (with which combination). Stickperson must announce the call BEFORE HITTING THE DICE, and only if regular call does not explain it.

A. Example: The bet is "4-trey on the hop". Dice roll 7-out. If 7 is rolled with 6-Ace, call should be: "7-OUT. 6-ACE, LINE WAY. THE POINT WAS # , PAY DON'T AND THE LAST COMES". If seven was rolled with 5-deuce, call should be: "7-OUT. 5-DEUCE, LINE WAY. THE POINT WAS # , PAY DON'T AND THE LAST COMES". If seven was rolled with 4-trey, call should be "7-OUT. 4-TREY, LINE WAY. THE POINT WAS # , PAY DON'T AND THE LAST COMES".

8. Player is allowed to make hop bets ANYTIME during game.

9. When player makes a hop bet he is cheering for a number to come up on the dice. He probably has a large bet somewhere else on layout (pass line or don't pass, or come bet), and the number he is betting "ON THE HOP" will have an affect on that large bet if it comes up. Remember, player must specify how he wants dice to roll that particular number, which way does he want the number to appear on the dice.

CHAPTER 17 - PROPOSITION BETS - PART III

I. PROPOSITION BET KEYS

ANY CRAPS (8 for 1):

Figure from the layout
"AND STILL UP!" on total original bet

SPLIT CRAP-ELEVEN ("C" and "E"):

Craps Hits: Bet x 3

Eleven Hits: Bet x 7

Example: The Bet is: \$1.00 split on Craps/Eleven

Craps Hits: $\$1.00 \times 3 = \3.00 "AND STILL UP" on total original bet

Eleven Hits: $\$1.00 \times 7 = \7.00 "AND STILL UP" on total original bet

HORN BET (2-3-12-11):

Low Side (3 or 11) Hits: Bet x 3

High Side (2 or 12) Hits: Bet x 7 minus 1/4 of the bet

Example: \$4.00 Horn Bet: 3 or 11 Hits: $\$4.00 \times 3 = \12.00

Example: \$4.00 Horn Bet: 2 or 12 Hits: $\$4.00 \times 7 = \$28.00 - \$1.00 = \27.00 "AND STILL UP" on total original bet

TWELVE (12) (31 for 1)

Bet x 3, Add a zero

Example: The Bet is: \$3.00 on 12:

$\$3.00 \times 3 = \9.00 , add "0" = \$90.00
"AND STILL UP" on total original bet

ACE-DEUCE (3) (16 for 1):

Same as Eleven (11)

HIGH-LOW (2-12) SPLIT:

Backjack
the bet

Bet plus 1/2 the bet and add zero, minus 50% of the bet

Example: \$5.00 + \$2.50 = \$7.50 + 0 = \$7.50 - \$2.50 = \$5.00
"AND STILL UP" on total original bet

HARDWAYS:

- HARD 6: 10 for 1 Down or 9 to 1 "AND STILL UP"
- HARD 8: 10 for 1 Down or 9 to 1 "AND STILL UP"
- HARD 10: 8 for 1 Down or 7 to 1 "AND STILL UP"
- HARD 4: 8 for 1 Down or 7 to 1 "AND STILL UP"

SPLIT ACE-DEUCE-ELEVEN (3-11):

3 hits: Bet x 7

11 hits: Bet x 7

"AND STILL UP" on total original bet

3 WAY CRAPS (2-3-12):

Figure each number that hits: From the layout
"AND STILL UP" on the original bet

(LOW / 3 WAY ?)
 $10 \times (\text{WHAT'S ON THE NUMBER}) + \text{WHOLE BET}$
(HIGH) $10 \times (\text{WHOLE BET}) \text{ MINUS LOSERS}$

ACES (2) (31 for 1):

SAME AS TWELVE (12)

"AND STILL UP" on total original bet

ELEVEN (11) (16 for 1):

Bet plus 1/2 the bet and add a zero

Example: \$5.00 bet on 11: \$5.00 + \$2.50 = \$7.50 + 0 = \$7.50
"AND STILL UP" on total original bet

HIGH-LOW-ELEVEN (2-12-11):

12 10s

1-2

SAME AS 3 WAY CRAP

Any number hits: Figure from layout
"AND STILL UP" on total original bet

SPLIT ELEVEN-TWELVE (12-11):

11 hits: Bet x 7

12 hits: Same as high-low bet

"AND STILL UP" on total original bet

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 total original bet

7 pays 5 for 1: — Any Seven

4x Bet

The bet times 4, "AND STILL UP"
or Double the bet 2 times, "AND STILL UP"

Example: \$5.00 any 7

Double once = \$10.00, Double \$10.00 = \$20.00

"AND STILL UP" on total original bet

SPLIT 7-11:

11 hits: Bet x 7

7 hits: Bet plus 1/2 the bet BJ Bet

Example: 7 Hits: \$5.00 + \$2.50 = \$7.50

Example: 11 hits: \$5.00 x 7 = \$35.00

"AND STILL UP" on total original bet

HORN HIGH - 12

HORN HIGH - ACES

HORN HIGH - ACE-DEUCE

HORN HIGH - 11

Figure these bets from the layout

II. PROPOSITION BET KEYS - LAS VEGAS STRIP

PROPOSITION BET KEYS - LAS VEGAS STRIP

Any 7 - Double the bet twice (5 for 1)

Any Craps, Hard 10, Hard 4 (8 for 1)

Hard 6, Hard 8 (10 for 1)

Ace-Deuce, Eleven (15 for 1)

Aces, Twelve (30 for 1)

Hi-Low - Same as payoff for place bets on 5 or 9, add zero

7-11 - (7) Wins: bet, plus half the bet

(11) Wins: 7 times the bet, less half the bet

Craps-11 - (Craps) Wins: 3 times the bet

(11) Wins: 7 times the bet, less half the bet

11-12 - (12) Wins: same as Hi-Low

(11) Wins: 7 times the bet, less half the bet

3-Way Craps - (Low Side 3) Wins: 4 times the bet

(High Side 2, 12) Wins: 9 times the bet

High-Low Yo - Same as 3-Way Craps

Horn Bet - (Low Side 3, 11) Wins: 3 x bet, less 1/4 of the bet

(High Side 2, 12) Wins: 7 x bet, less 1/2 of the bet

Horn-High Eleven - (11, 12, 2) Wins: 5 times the bet

(3) Wins: 2 times the bet

Horn High Twelve - (12) Wins: 11 times the bet

(2) Wins: 5 times the bet

(3, 11) Wins: 2 times the bet

1. Note: When you figure (compute) a proposition bet (prop. bet) from the layout; you are looking at the prop. box in front of you (stickperson). The PAYOFF RATE will be showing: 31 for 1, 30 for 1, 16 for 1, 15 for 1, etc. These payoff rates show what your casino is willing to pay the prop. bets.
2. Where the word "FOR" is used in the prop. box, in computing the payoff:
 - A. Multiply the large number in the rate by the amount of money on the number that won. This will give you the down payoff (bet, plus winnings and no longer in action).
 - B. From this down payoff, subtract ALL the one roll bets player had in action that roll.
 - C. After subtracting; the amount left is the up payoff - the amount paid the player; and the total amount of the player's action is left up for one more roll.
3. Where the word "TO" is used in the prop. box; in figuring (computing) the prop. payoff - you just multiply the large number in the rate times the amount of the bet on the winning number. This will be the "up" payoff. This is okay for one individual bet straight up on a number. If player has other one roll losing prop. bets., stickperson must remember to subtract them as well, before paying the player the final "up" payoff.

A. Example

1. Player has \$1.00 on 7, \$1.00 on 11, and \$3.00 on Any Craps; Craps is rolled:

Any Craps rate is 7 to 1

Stickperson figures from layout:

$7 \times \$3.00 = \21.00 and STILL UP on any craps

- \$1.00 to leave up the 7 and - \$1.00 to leave up the 11

From \$21.00 - \$2.00; Player's "Up" Payoff is \$19.00

2. Total bet is \$5.00 - \$1.00 on 7, \$1.00 on 11, and \$3.00 on Any Craps; Craps is rolled:

Any Craps rate is 8 for 1

Stickperson figures from layout:

$$8 \times \$3.00 = \$24.00 \text{ Down}$$

$$\text{From } \$24.00 - \$5.00 = \$19.00$$

and STILL UP the same way on 7, 11, and any craps

4. Note: Using these methods of figuring from the layout; a stickperson does not have to depend on keys (short cuts). Keys are okay, if stickperson is comfortable with them. But, sometimes keys are not possible (like the example above). Figuring (computing) from the layout is always possible, no matter what the prop. bet rates are at any casino.

CHAPTER 18 - SPECIAL SITUATIONS

I. EMERGENCY BOOKING OF BETS

1. Dealer will case the layout constantly to be sure players are not over-taking odds, not over-laying odds, making sure the odds for pass line have enough "air", players are not betting over the table limit, and many other situations that may occur on the layout.
2. When the dice are in the center (in front of boxperson) these situations will be corrected by the dealer.
3. Occasionally some of these situations occur AFTER the dice leave the center and even when the dice are in the air.
4. These are several of the situations that can take place after the dice are out of the center and in the air, they pertain to the pass and don't pass.

A. Situation 1

1. **Pass Line** - Player says: "Full odds", as he puts odds bet down. Dealer says: "IT PLAYS FOR FULL ODDS".
2. **Dice Land**
 - a. **Losing Decision** - Dealer brings flat bet and odds separately in to boxperson.
 - b. **Winning Decision** - Dealer handles it. Player will get paid for full odds. Dealer will not count the odds down.
 - c. **Note:** Dealer will count the flat bet, if it was more than five cheques. The amount of the flat bet would determine the odds.
3. **No Decision on That Roll**

Dealer will check with boxperson to find out if boxperson wants odds counted or not.

B. Situation 2

1. **Emergency Booking of Bets** - For when the dice are in the air.
2. **Pass Line** - Player says nothing, just puts his odds down. Dealer says: "ODDS PLAY UP TO THE MAXIMUM".

3. Dice Land

- a. Losing Decision - Dealer brings flat bet and odds separately in to boxperson.
- b. Winning Decision - Dealer handles it.
- c. Note: Dealer will count flat bet first, if it is more than five cheques (leave it spread out), then dealer counts the odds bet. Anything over the maximum odds, does not get paid.

4. No Decision on That Roll - Dealer will make sure odds are not over the maximum.

C. Situation 3

1. Emergency Booking of Bets - For when the dice are in the air.

2. Don't Pass - Player says nothing - just puts his odds bet down. Dealer says: "LAYING THE ODDS UP TO THE MAXIMUM."

3. Dice Land

- a. Losing Decision - Dealer brings flat bet and odds separately in to boxperson.
- b. Winning Decision - Dealer handles it.
- c. Note: Dealer will count flat bet first, if it is more than five cheques (leaves it spread out), then dealer counts the ODDS BET LAID. Anything over the maximum odds does not get paid.

4. No Decision on That Roll - Dealer will make sure:

- a. Player is not overlaying odds.
- b. Odds are a correct multiple for the established point.
- c. Can the odds bet be bridged with flat bet? If so, bridges it.

D. Situation 4

1. Emergency Booking of Bets - For when the dice are in the air.

2. Don't Pass - Player says: "Full Odds" as he puts his odds down. Dealer announces: "LAYING THE FULL ODDS".

3. Dice Land

- a. **Losing Decision** - Dealer brings flat bet and odds separately in to boxperson.
- b. **Winning Decision** - Dealer handles it. Player will get paid for full odds, dealer will not count odds down.
- c. **Note:** Dealer will count flat bet first, if it is more than five cheques.

4. No Decision on That Roll - Dealer will check with boxperson to find out if boxperson wants odds counted or not.

- 5. Note:** Sometimes the player will ask the dealer a question about his bet already on the layout. The dealer will answer the player's question. BUT, if the dice are out of the center and in the air, the dealer will not answer the player's question, but will NOT ignore the player either. Instead, the dealer will announce (loud and clear), "PLAYS THE WAY IT IS THIS ROLL". The reason? The bet in question cannot be changed when the dice are in the air. The reason? It would confuse the situation.

II. SITUATIONS THAT WILL OCCUR FREQUENTLY

1. Situation

DICE ARE IN THE CENTER. Player has \$1.25 come bet on 10. Player throws \$5.00 cheque on the layout and specifies: "Odds on 10" (double odds casino), dealer understands the bet 150% sure.

A. Procedure

As dealer reaches for the cheque player has thrown on the layout, dealer announces: "\$2.50 ODDS ON 10, \$2.50 CHANGE". Dealer sets the \$5.00 cheque after his last working stack, counts out \$2.50 change, and sets it on the apron with the outside hand in front of the player. Then the dealer counts out \$2.50 on the COME and sets it on the come bet on 10.

2. Situation

DICE ARE OUT OF THE CENTER. Player has \$1.25 come bet on 10. Player throws in \$3.00 on the layout and specifies: "Odds on 10" (double odds casino), dealer understands the bet 150% sure.

A. Procedure

As dealer reaches for the cheques player has thrown on the layout, dealer announces: "\$2.50 ODDS ON 10, 50c CHANGE". Dealer will set player's money in front of boxperson by money drop slot.

Dealer starts to give player 50¢ change. But, if the dice land, he must stop and deal the game FIRST. Then dealer will continue to give player his change. Then dealer sets the odds on 10. If dealer forgets to do it, boxperson will remind him.

- B. Note: When dice are out of the center, dealer must be aware. Do not get hit by the dice. If it happens, roll will count, but player's might be unhappy.

3. **Situation**

DICE ARE OUT OF THE CENTER. Player throws cheques on the layout, and dealer does not understand 150% sure what player wants.

A. **Procedure**

Dealer announces: "NO BET THIS ROLL". Then dealer sets cheques back on the apron in front of player.

4. **Situation**

DICE ARE IN THE CENTER. Player throws cheques on the layout, and dealer does not understand 150% sure what player wants.

A. **Procedure**

Dealer sets the player's cheques in front of boxperson and repeats word for word what the player requested. Then the boxperson will help the dealer.

- B. Note: ALL OF THE ABOVE PROCEDURES ALSO CAN BE APPLIED TO ANY OTHER BETS PLAYER MAY WANT, NOT JUST ODDS.

III. **PLAYER THROWS DEALER ODDS**

1. Dealer must announce four (4) things as he picks up the money for player's odds on come bets:

- A. Example: Flat come bet on 10 is \$1.25. Player throws in \$5.00.

1. **Dealer Announces:**

- a. How much? "2.50"
- b. What is it? "Odds"
- c. What number? "On 10"
- d. How much change? "\$2.50 Change" (if any)

2. Dealer's announcement for laying odds against don't come.
 - a. Example: Flat bet is \$3.50 Don't Come 10. Player throws dealer \$15.00.
 - b. Dealer announces: "LAYING \$14.00 ODDS AGAINST THE 10, \$1.00 CHANGE".

IV. MISCELLANEOUS NOTES TO REMEMBER

1. Money plays where it lays.
2. Do not figure a payoff for a bet before it wins. Wait, and if it wins, figure it out.
3. Whenever you need a clean hand, pick; when you don't, bottom cut from bottom of the stack.
4. The outside corner player is the person standing behind the middle line of the Big 6 and 8.
5. When player is touching a bet that has not been booked for a specific amount, and dice are about to land, the dealer must announce: "NO BET FOR THAT MONEY".
6. Dealer must not have his hands on the player's money, when dice are about to land, if bet has not been booked for a specific amount.
7. Late pass line betting on the pass line after point is established. Dealer MUST INFORM the player: "SIR, YOU ARE BETTING THE DICE ROLL #".
8. Late Don't Pass Betting - after point is established: "NO BET, YOU MUST BET THE DON'T PASS ON THE COME OUT ROLL, WE ALREADY HAVE A POINT". Dealer sets player's bet on the apron as he announces the above information.
 - A. Note: When a don't pass bet has been pressed, and the dealer doesn't remember what the original bet was, dealer takes it all off the don't pass, sets it on the apron and announces: "NO BET, YOU MUST BET THE DON'T PASS ON THE COME OUT ROLL, WE ALREADY HAVE A POINT". Dealer then explains to boxperson.
9. Late Don't Pass Betting - Number 8 above is called "PAST-POSTING": when someone attempts to bet don't pass line after point is established.
10. When dealer suspects (not 150% sure) "Past-Posting", he must tell boxperson right away.

11. When it is the come out roll, and a player gives the dealer odds for a come bet, the dealer (stickperson if dealer is sleeping) must announce, in the same breath, the amount of the odds bet and "OFF ON THE COME OUT". When player wants either or any of his odds, place bets, or buy bets to work on the come out, the dealer places an "ON" button on one of his bets (the one closest to the boxperson). When the player calls his odds bets, place bets, or buy bets "ON", on 2 consecutive come out rolls, dealer must have a conversation with him.
- A. Dealer says to player: "SIR, DO YOUR ODDS (place bets or buy bets) ALWAYS WORK ON THE COME OUT? If the player answers: "Yes", tell the boxperson. Dealer will then announce every come out roll which bets are working (odds, place or buy bets). Dealer will not remove the "ON" button, because player's bets will always be "ON" (working) on the come out.
- B. Dealer says to player: "SIR, DO YOUR ODDS (place bets or buy bets) ALWAYS WORK ON THE COME OUT? If the player says he doesn't have his bets work "ON" all the time on the come out, dealer tells player: "SIR, YOUR ODDS WILL ONLY WORK ON THE COME OUT WHEN YOU TELL ME". Then dealer explains this agreement to boxperson.
12. If any bets (odds, place or buy bets) are called "ON", on the come out roll and dice are in the air, and dealer cannot find the "ON" button, dealer may use the marker (puck), reading "ON" to indicate which bets are working. Place the "puck" on top ("ON" side up) of one of the player's bets closest to the don't come box.
13. When a point is established, and a player calls his bets "OFF", dealer must tell him before next roll: "YOUR BETS ARE STILL OFF, SIR". If player responds: "They're working", dealer announces: "THEY'RE WORKING" (loud and clear). If player responds: "They're still off", dealer announces: "YOU WILL BE OFF UNTIL YOU TELL ME THEY'RE WORKING". (Dealer must be alert, because we don't know when the player will call his bets working again.) Boxperson will allow player's bets to be "off" a few rolls, then he may tell the dealer to take them down and give them back to the player. The player can have the dealer put them up again, when the player is ready to have his bets working.
- A. Note: 9 times out of 10, when the player calls his bets "Off this roll", he does not mean his pass line odds; so, the dealer must announce: "SIR, YOUR ODDS ON THE LINE WORK, UNLESS YOU PICK THEM UP".
14. When player calls all his bets: "Off this roll:", the stickperson (or dealer if the stickperson is asleep) must announce (if applicable): "YOUR HARD WAYS WORK".
15. When a player calls his place bets "off" or "on", this automatically includes his buy bets, unless the player makes an exception.

V. BETS FOR DEALERS

1. Tips are given for a service. Tokes are given out of affection. Dealers receive tokes, not tips.
2. Tokes can be given directly to the dealer, or more commonly, bet for the dealer on something the player wants to see rolled. It is often bet to bring the player luck. The dealer will receive "2 way" bets often. Such as "2 way eleven" or "2 way Hard 8". This means the bet is split between the player and the dealer (unless amounts are specified or implied).
 - A. Example: Player throws the stickperson a nickel (\$5.00 cheque) and a dollar cheque and calls out: "2-way eleven"; the bet will be booked as "2-way eleven, five and one", meaning: \$5.00 on eleven for the player and dollar on eleven for the dealers. IF THE PLAYER WANTED TO SPLIT THE \$6.00 ON ELEVEN, HE WOULD SAY SO.
3. All toke bets are acknowledged by repeating the bet. The player is thanked by the stickperson after the bet wins or loses.
4. All tokes, given or won, must be set in front of boxperson. The dealer tells the boxperson, "THIS IS FOR THE DEALERS". The boxperson will give the tokes to the stickperson and the stickperson puts the tokes in his shirt pocket. Only the stickperson may have tokes in his shirt pocket.
5. When the stickperson is relieved, the stickperson takes the tokes to the toke box before going on base.
6. Dealers may not parlay or leave their bets up to win again. They must be taken down.
7. The player may make a bet for the dealers, next to his bet on the pass line, don't pass line, field, Big 6 and 8, come, and don't come. A player may bet for the dealers anywhere on the layout.
 - A. The dealer must announce that it is a bet for the dealers.
 - B. A bet for the dealers can win only one time and must be taken down. The dealers may not leave the bet up to win again.
 - C. Dealer's bets are paid in sequence with other bets. The dealer must complete all his base actions before collecting the winning dealer's bet and payoff.
 - D. Note: Place bets, buy bets, and odds bets may also be made for the dealers.

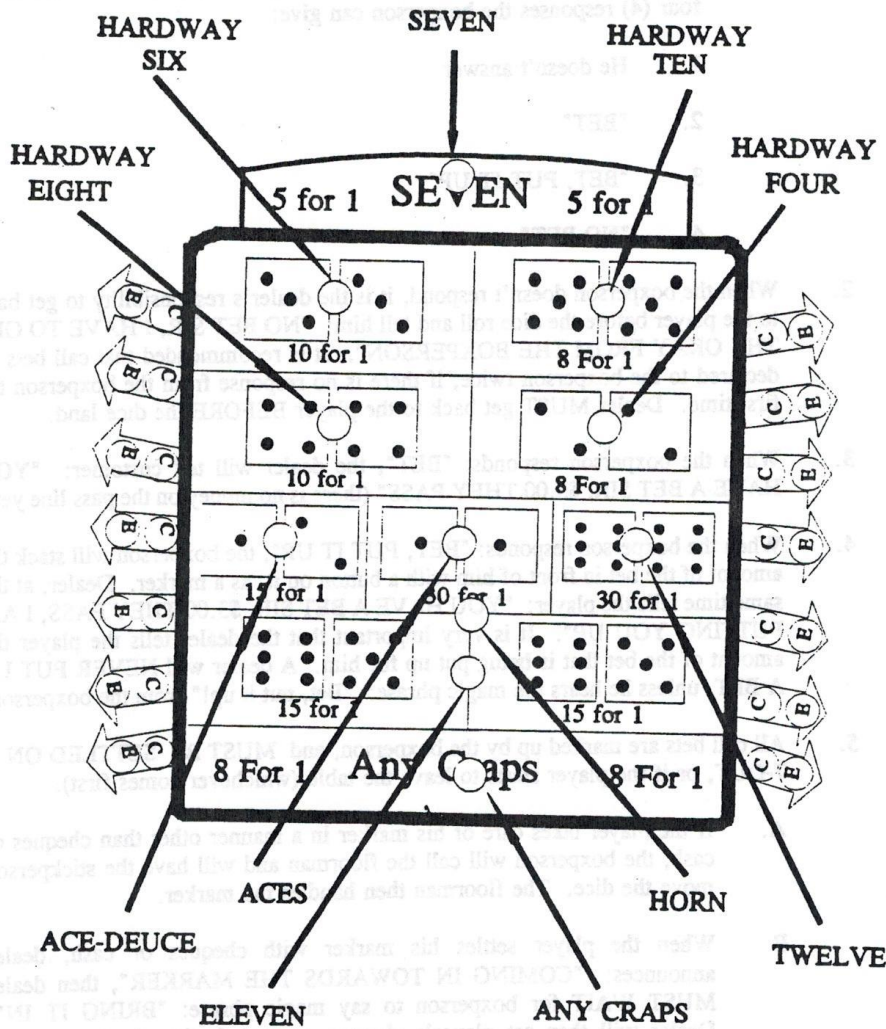
This is where a player works up to the table and calls a bet without showing any

the dealer's response. The dealer's response is that the dealer respects the

bet to the amount. If ON THE PASS LINE, CALLED. That is

the dealer's response. The dealer's response is that the dealer respects the

POSITION OF DEALER'S PROP. BETS IN PROPOSITION BOX



CHAPTER 19 - CALL BETS - CREDIT

I. TYPE I CALL BETS

1. This is when a player walks up to the table and calls a bet without showing any money. Only the boxperson can okay this type of bet. The dealer acts only as a messenger between the player and the boxperson.
 - A. Example: When a player calls a bet on the pass line, the dealer repeats the bet in this manner: "\$3.00 ON THE PASS LINE, CALLED". There are four (4) responses the boxperson can give:
 1. He doesn't answer
 2. "BET"
 3. "BET, PUT IT UP"
 4. "NO BET"
2. When the boxperson doesn't respond, it is the dealer's responsibility to get back to the player before the dice roll and tell him: "NO BET SIR, I HAVE TO GET THE OKAY FROM THE BOXPERSON". It is recommended that call bets be declared to the boxperson twice, if there is no response from the boxperson the first time. Dealer MUST get back to the player BEFORE the dice land.
3. When the boxperson responds: "BET", the dealer will tell customer: "YOU HAVE A BET SIR, \$3.00 THEY PASS" (there is no money on the pass line yet).
4. When the boxperson responds: "BET, PUT IT UP", the boxperson will stack the amount of the bet in front of him with a button on it, as a marker. Dealer, at the same time tells the player: "YOU HAVE A BET SIR, \$3.00 THEY PASS, I AM PUTTING YOU UP". It is very important that the dealer tells the player the amount of the bet that is being put up for him. A dealer will NEVER PUT UP A BET, unless he hears the magic phrase: "Bet, put it up!" from the boxperson.
5. All call bets are marked up by the boxperson, and MUST BE SETTLED ON A 7-OUT, or if the player starts to leave the table (whichever comes first).
 - A. If the player takes care of his marker in a manner other than cheques or cash, the boxperson will call the floorman and will have the stickperson move the dice. The floorman then handles the marker.
 - B. When the player settles his marker with cheques or cash, dealer announces: "COMING IN TOWARDS THE MARKER", then dealer MUST WAIT for boxperson to say magic phrase: "BRING IT IN". Dealer will then set player's cheques or cash beside the boxperson's marker and the boxperson announces, "MARKER DOWN" or "M.D."

6. When the boxperson responds: "NO BET", the dealer tells the player: "NO BET SIR, BOXPERSON SAYS NO BET".
7. When a player owes for a call bet and has no cash, but has credit with the casino, he will sign an I.O.U. If player has no cash AND no credit, casino will probably still try to get him to sign an I.O.U. Casino may press criminal charges against someone WHO CALLS BETS AND THEN HAS NO CASH OR CREDIT TO SETTLE UP.
8. If the dice are out of the center, and a player makes a Type I call bet, dealer will respond: "NO BET THIS ROLL ". The boxperson will sometimes override the dealer's announcement, it's okay. The boxperson has the final responsibility for all call bets.

II. TYPE II CALL BETS

1. This is when a player DOES HAVE THE MONEY, either in his hand or in his rack, and the dealer CAN SEE enough money to cover the call bet. Dealer must be 150% sure enough money is there. The dealer can okay this type of call bet and THEN announces it to the boxperson. If the dealer is not 150% sure of the amount called, he must revert to the Type I call bet.
2. If a winning call bet is on the way down, but doesn't quite get there, the dealer will pay IN ORDER and announces to the boxperson: "I'M GOING TO PAY THE GENTLEMAN THE \$3.00 THAT HE WINS". If a losing call bet is on the way down, but doesn't quite get there, when the dealer gets to it, the dealer will tell the boxperson: "THE GENTLEMAN OWES \$3.00". The boxperson will treat it like a Type I call bet and marks it up. The dealer continues to deal the decision. If the player throws the dealer the money, after dealer announces the \$3.00 is owed, but BEFORE dealer goes on to the next bet, dealer will declare: "MARKER DOWN" as he picks up the money and continues to deal. (Note: There may be exceptions to the above procedure.)
3. When dice are in the air, and player sets his money on the layout to pay his marker, the dealer will scream: "NO BET FOR THAT MONEY, MARKER COMING IN". Dealer must wait for boxperson to tell him to "Bring it in".
4. If player sets his marker on the layout. Dealer announces: "MARKER COMING IN". If boxperson does not respond, and dice are leaving the center, dealer must get the money off the layout and explains to player that boxperson is busy. Dealer will keep reminding the boxperson until he hears "Bring it in" from the boxperson.
5. These Type II call bets are very popular. They are made when players do not have time to get their bets down when the dice are in front of boxperson. The reason players are late getting their bets down is that they get distracted. It is easy for players to get distracted in a casino, so this Type II call bet will occur often. Therefore, dealer must be alert.

CHAPTER 20 - SECURITY & PROTECTION OF THE GAME OF CRAPS

I. SECURITY AND PROTECTION OF THE GAME OF CRAPS

1. To complete a comprehensive text on dealing and supervising a casino game such as craps, and not to include a chapter on the security and protection of the game would be negligent. Craps is a high paced, customer intensive game, with a lot of grey areas. The dealers, supervisory personnel, and the players are sometimes in situations that can be taken advantage of.
2. Most casino operations are inundated with a magnitude of high tech surveillance equipment - cameras that can scan and identify coded markings on a casino chip, or even on the dice, from a great distance away. The public would think that with these ultra powerful cameras watching at all times, the proverbial "Eye in the Sky", it would be virtually impossible for anyone to cheat the casino or for the casino to cheat someone.
3. A casino operative who really knows the business from experience, knows that cheating, casino scams, or any criminal act against the casino or customer, are a fact of life. The casinos surveillance equipment, granted, are a deterrent and will help in prevention, but the casino needs more than just cameras. The most important asset a casino operation can have is a well trained staff of both dealers and supervisors. A staff that is trained in how cheating works and what to watch for.

II. ROLE OF THE CASINO SUPERVISOR IN CRAPS PROTECTION

1. A casino supervisor should be aware that whenever people and money come together, especially in a gambling environment, the temptation to steal for many becomes overwhelming. All sorts of clever, sometimes sophisticated high tech schemes, have been developed. Some of the most successful scams have been the simplest. One of the main functions of a craps floor supervisor is to look for cheating and to detect this cheating before any major damage is done.
2. There are five main functions of a casino supervisor. The old style casino floor supervisor tends to think the only function or duty they have is to watch the bankroll. This is totally in error.
 - A. The five functions of a casino supervisor are:
 1. Game Protection
 2. Bankroll Monitoring
 3. Game Operation Supervision
 4. Credit Authorization
 5. Hosting Players (Marketing)

3. The direction of this text is in game operations, so we will not dwell on the management intricacies of the floor supervisor's job description. But, you will notice that the function of game protection is mentioned first. Some may say this is the floor supervisor's premier duty. Granted it is important, but it should not overwhelm the other functions and duties.

4. A casino derives its profits from only a small win percentage. In other words, the game advantage the house has over the players is a very small percentage. Sometimes less than 1%.

A. Ranking the Craps Bets by Casino (Advantage) Percentages

<u>The Best Bets in Craps</u>	<u>Payoffs</u>	<u>Casino Advantage</u>
DON'T PASS, with double odds	1-1, plus odds	.59%
PASS LINE, with double odds	1-1, plus odds	.60%
DON'T PASS, with single odds	1-1, plus odds	.84%
PASS LINE, with single odds	1-1, plus odds	.84%

<u>The Next Best Bets in Craps</u>	<u>Payoffs</u>	<u>Casino Advantage</u>
DON'T PASS	1-1	1.40%
DON'T COME	1-1	1.40%
PASS LINE	1-1	1.41%
COME LINE	1-1	1.41%
PLACE the 6 or 8	7-6	1.51%
*FIELD, TRIPLE on 2 or 12	1-1	2.56%

<u>Marginal Craps Bets</u>	<u>Payoffs</u>	<u>Casino Advantage</u>
PLACE the 5 or 9	7-5	4.00%
BUY the 4 or 10	2-1	4.76%
BUY the 5 or 9	3-2	4.76%
BUY the 6 or 8	6-5	4.76%

<u>Beginning of Bad Craps Bets</u>	<u>Payoffs</u>	<u>Casino Advantage</u>
*FIELD (2,3,4,9,10,11,12) (Double on 2 or 12)	1-1	5.26%
*FIELD (2,3,5,9,10,11,12)	1-1	5.55%
PLACE the 4 or 10	9-5	6.66%
HARD WAY 6 or 8	9-1	9.90%
BIG 6 or BIG 8	1-1	9.09%

<u>The Worse Crap Bets to Make</u>	<u>Payoffs</u>	<u>Casino Advantage</u>
HARDWAY 4 or 10	7-1	11.10%
*ANY CRAPS	7-1	11.10%
*11 or 3 PROPOSITION	15-1	11.10%
*HOP BET (not a double number)	15-1	11.10%
*FIELD (2,3,5,9,10,11,12)	1-1	11.10%
*12 or 2 PROPOSITION	30-1	13.88%
*HOP BET (a double number)	30-1	13.88%
*ANY 7	4-1	16.66%

ODDS bets on the PASS LINE and COME LINE pay at true odds with no casino advantage. Items indicated by an asterisk (*) are single roll bets and are decided on the next roll after the bet is made. All other bets are in effect until won or lost.

- B. All casinos depend on a great volume. When a thief steals money through a scam or a criminal ploy, then the volume has to be even greater for the casino to sustain a profit, just to make up for the loss. Many casinos, both in Las Vegas and throughout the World, have had great losses, or even gone bankrupt because management was not aware of thefts occurring.
- 5. The protection of any game against cheating by the players depends on the vigilance and capabilities of the personnel running that game. Inept, or ill trained personnel, leaves an open invitation to criminal acts.
- 6. There are two main elements in game protection, whether the game is craps or any live action table game.
 - A. The first and most important is the rule of standards procedure. The fact that each and every dealer in your casino will deal their game in the same fashion is the floor supervisor's most potent weapon in detecting cheating. Any break from standard operating procedures on a crap game should be a warning signal to a supervisor that a possible cheating scenario is in effect.
 - B. The second element in a supervisor's detecting cheating is that supervisor's knowledge of cheating moves, both basic and sophisticated.

III. PROCEDURAL GAME DESIGNS - CRAPS

- 1. The rules and dealing procedures of a casino crap game have to be organized and standardized. These dealing and supervisory methods have been refined and developed over many years, mostly through trial and error; to create the best, safest, and most protected way to operate a crap game.
- 2. There are times when people new to the game will discover short cuts to their dealing procedures. They may find an easier way to operate on a crap game. The rules and procedural methods of craps were put in place not to make things easier, but to protect the game. While these innovations may make dealing easier, they create openings for cheating. Our casino business, at least on the operational side, leaves little room for innovation.

A. Readability

The floorperson, surveillance personnel, and game participants must be able to see and understand all the dealer's actions and mannerisms. This call for a certain orderliness in the dealer's procedure in both dealing the cards and paying the bets. Certain things are done at certain times, both at the whim of the dealers. Each specific action of the dealer must be laid out for all to see.

B. Game Security

Designed into all crap dealing methods are systems for protection against cheating by both the players and the dealers. By following these systematic protective procedures, the dealer insures the integrity and honesty of the game. A properly dealt game is somewhat protected from cheating.

C. Uniform Motion

1. All actions by a crap dealer require a specific motion. These dealing motions have been standardized by all casinos to bring a degree of game protection into play. This uniform motion or standardized procedural fashion is the most likely way to protect against a dishonest dealer or a dishonest game. It is the most important tool a casino operator has to maintain game integrity. Casino supervisors should be accustomed to seeing the game dealt in a particular manner. Any variation would indicate something is wrong and should trigger "alarm bells" in the mind of the supervisor.
2. In the operations mode of the casino business, any form of ingenuity should be frowned upon unless implemented by all personnel. One dealer doing something different than the rest should never be allowed.

IV. BASIC CRAP GAME PROTECTION

The craps game supervisor should do the following:

1. Watch for any departure from normal operating procedures.
2. Know their game bankrolls. Have a good knowledge of where the money has gone.
3. Determine the betting scenarios of the players on the game.
4. Continuously observe game from all areas.
5. Pay attention to all details, no matter how small.

6. Be wary of nervous dealers on a small or low limit game.
7. Watch for suspicious eye movements, or signals between dealers and players.
8. Be wary of the dealer that is paying too much attention to you and your whereabouts during a game.
9. Be constantly alert. Develop roving eyes. Keep moving. Never observe the game from just one spot.
10. Make sure all employees on a craps game communicate. There are no secrets on a crap table.
11. Do not allow a disturbance to distract your attention from the crap game.
12. Read people. Potential cheats can sometimes give themselves away.
13. Never let a player know he is being watched. Observe suspicious players without letting them feel your presents.
14. Be wary of the player who is concentrating on you and your movements instead of his action.
15. Know your players and the size of their action.

V. GAFFS (CROOKED DICE)

Dice game gaffs that could be used by game operators and players, and reasonable tolerances to allow in checking for these gaffs:

1. Categories of "Percentage" Dice to be Considered
 - A. Surface Work: Flats; shapes; concave-convex shapes; caps; tripping compounds; coarse and fine sand; and raised trip edge.
 - B. Edge Work: Slant edge; hook edge; and raised trip edge.
 - C. Inside Work: Metallic loads; chemical loads, and magnetic spots.
2. Flats
 - A. A flat is a die which measures smaller across one or two or its three opposite sides.
 1. Example: A 6-1 flat will caliper smaller on the 6-1 sides than on the 5-2 and 4-3. A combination flat will caliper smaller on two sides, such as the 6-1 and 5-2 than it will on the third side.

- B. The most common flat used by bank game operators to give them a "missing" percentage are 6-1 flats. However, dice flat on both the 6-1 and 5-2 sides are sometimes used for "missers" as are dice flat on the 4-3 side.
- C. A "practical" passing combination would be a pair consisting of one die flat on the 5-2 and the other on the 4-3.
- D. Flat dice are made in various degrees of flatness, beginning with 2/1,000 of an inch, on up to 40/1,000 of an inch. Flats are usually factory made; but a square dice can be flattened as much as 15/1,000 of an inch on opposite sides, without removing the spots, by hand sanding on a flat surface.
- E. Flats can be easily detected by measuring all three opposite sides with a micrometer to determine their uniformity.
- F. Considering the fact that dice manufacturers can, and most do, hold tolerances of accuracy well within 5/10,000 of an inch, it is suggested that all dice that caliper off as much as 2/10,000 of an inch be considered "percentage" dice.

3. Shapes

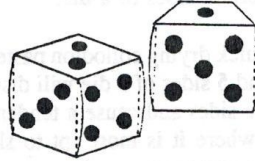
Shapes are flats, the high sides of which have been worked into a convex surface so that the cube will tend to roll, or rock, off of these sides onto the flat sides. Simply, a shape is a "strong" flat. All of the above data pertaining to flats can be applied to shapes, plus checking for the convex surfaces with a straight edge.

4. Concave-Convex Shapes

- A. This is work put on an otherwise square die and involves contouring various sides to affect their normal rolling and sliding action. The outer areas of certain sides are sanded down and the center area kept flat, thus creating a condition whereby the cube is less apt to roll and trip normally and more apt to slide across the surface of the cloth, due to the leading edge being raised above the nap. Other sides are sanded concave from the center to the edges to discourage any tendency to slide and to encourage a tripping action. Thus a die, the edges of which have been sanded below the surface on the 6-1 sides, with concave surface on the 2-3-4 and 5 sides, will tend to trip off of the 2-3-4-5 sides and onto the 6-1 side where it will have a tendency to slide, showing a 6-1 or missing percentage.
- B. This is a difficult gaff to detect as the die will caliper fairly good in the center of all sides, so will often pass the caliper test. A straight-edge placed on the various sides of the die with a light in the background, will readily show the distorted surfaces.

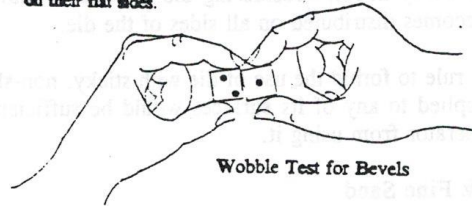
- C. The rule forbidding the use of a die that will vary in dimension beyond 2/10,000 of an inch will cover this gaff.

Bevels (Concave/Convex Shapes)



Dotted line represents normal edges of dice.

Bevels have shapes with one or more sides sandpapered so that they are slightly rounded instead of flat. These dice tend to roll off their rounded sides and come to rest more often on their flat sides.



Wobble Test for Bevels

Using the "wobble test" you can detect beveled shapes. Hold one die in each hand, rub two sides together, trying different sides. When a beveled surface is rubbed against a flat or other beveled surface, the dice will "wobble" (rock back and forth).

5. Caps

- A. Cap work is a surface treatment designed to interfere with the normal tripping and sliding action of a rolling die. A layer of transparent material, softer than the material from which the cube is made, is glued to certain sides of the die causing it to trip off of these sides onto the harder sides where it is more apt to slide.
1. Example: A die "capped" on the 2-3-4- and 5 sides, has the tendency to trip off of these sides onto the 6-1 sides; giving the house a 6-1 or "missing" advantage.
- B. A capped die can easily be detected by attempting to dig the fingernail into the surface. The soft cap will be easily gouged, but not the basic material.
- C. Prohibiting the use of dice made from a combination of hard and soft material would stop this gaff.

6. **Tripping Compounds**

- A. A variation of the "cap work" is the application of a sticky or non-sliding paste or powder to certain sides of a die.
 - 1. Example: A quick drying collodion paste or powdered resin applied to the 2-3-4 and 5 sides of a die will discourage the normal sliding action on these sides and cause a tendency for the die to trip onto the 6-1 sides where it is most apt to slide, thus accomplishing a slight missing percentage.
- B. This method of gaffing is difficult to detect and probably too insignificant to worry about, considering the fact that it either wears off quickly or becomes distributed on all sides of the die.
- C. A rule to forbid the use of die with sticky, non-sliding pastes or powders applied to any of its surfaces would be sufficient to discourage a game operator from using it.

7. **Coarse & Fine Sand**

- A. This very mild gaff consists of the application of a coarse sand grain to certain sides of a die and a fine sand finish to others.
 - 1. Example: A die with a rough sanded surface on the 2-3-4 and 5 sides and a fine sanded surface on the 6-1 sides is supposed to trip off of the rough sides onto the smooth side where it will slide, showing a 6-1 or missing percentage.
- B. It can be detected by visual inspection when the dice are new, but not after a few rolls.
- C. Forbidding the use of dice with a coarse sand grain on some sides and a fine grain on others would cover this gaff.

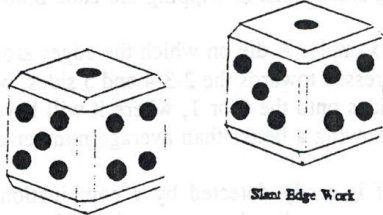
8. **Raised Monograms**

- A. Dice monograms are hot-stamped into the surface of the cube, then sanded smooth to remove the burr raised in penetrating the plastic cube.
- B. The attempt to control the action of a die by leaving this burr on the surface is based on the principle that any raise or obstruction on any of its surfaces will tend to catch on the nap of the playing cloth, causing the die to trip off of these surfaces, rather than slide.
 - 1. Example: A die with a rough, or raised, monogram on the deuce side would tend to discourage the 5 side from showing, giving the house a slight advantage.

9. Slant Edge Work

- A. The most common of all edge work is the machine cut edge, whereby certain edges are trimmed, or beveled on a 60 degree angle, instead of 45 degree angle.
- B. A die on which the edges surrounding the 6 and 1 sides form a 30 degree angle with the surface of these sides, would tend to slide on the 6-1 because of the less opposing sled-runner effect of the edges against the nap of the cloth; thus showing a better than average 6-1 missing percentage. By the same token, the edges slanted to favor the 6-1 will conversely affect the other sides of the die.
- C. The edges of the 2-3-4 and 5 sides of the die, where they adjoin the six and ace sides, will form a 60 degree angle with those sides; being greater than that of a 45 degree angle. Also, the edges that form a 60 degree angle with their surfaces will be sharper than the 60 degree angle edges; therefore, they will tend to nick more in action, causing still more of a tripping effect until they wear smooth.
- D. A rule requiring that all beveled edges be within 3 degrees of a perfect 45 degree angle would not be unreasonable.

SLANT EDGE WORK



Cut Edge Square Dice

Slant Edge Work

A die cut with edges is sometimes not cut at the customary 45 degree angle. Certain edges on some die are cut at a 60 degree angle. This gives some sides a larger area than others. The dice tend to settle on the larger surfaces more often.

You can detect cut edges by holding the two dice together and note the width of the separation line between them. If it varies when you try different sides, the edges have been cut.

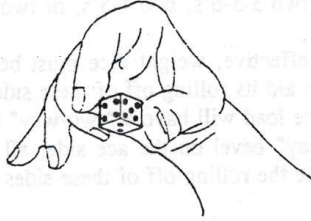
10. Hook Edge

- A. This is a variation of the machine cut slant edge work designed to increase the tripping action of the 60 degree-30 degree edges, by increasing the 60 degree angle to 90 degrees. This is done by grinding the edge trimming cutter in such a manner that it will not sweep completely across the corner of the cube, but will leave a sharp ledge along one edge of the cut.
- B. Visual inspection will quickly detect this work. The maximum 3 degree angle variation rule will outlaw this edge.

11. Raised Trip Edge Work

- A. Raised trip edgework consists of raising a burr on the edges surrounding certain sides of the die to cause it to trip off of these sides in action, rather than experience its normal amount of sliding.
- B. This work can be applied to a die by pressing and drawing the normally sharp edge of a cube against a heated surface, such as the bottom of a flat iron, or by drawing a hard edged instrument, such as a knife blade, along the edge of the cube, forcing a ledge to be raised around certain sides.
- C. This gaff is an exaggerated version of the cut slant edgework in that, in addition to the resultant slant edge formed around certain sides by pressing the material away from those sides; the protruding ledge along the adjoining sides assist in tripping the cube onto the slant edge side.
 - 1. Example: A die on which the edges around the 6-1 sides has been pressed towards the 2-3-4 and 5 sides, will tend to trip off of these sides onto the 6 or 1, where it will have a tendency to slide, thus showing a better than average number of 6-11 sevens.
- D. This gaff is easily detected by a combination of visual inspection and feeling for protruding burrs around the sides of the dice.
- E. The 2/1,000 dimensional tolerance rule suggested previously, may not cover this one; because it might be possible to have an effective protrusion of the edge less than this amount. Perhaps "any edge protrusion calipering 1/1,000 or over" would be plausible.

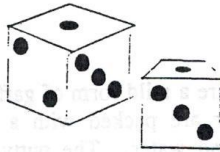
PIVOT TEST FOR LOADS



To detect loaded dice, you can use the "pivot test".

Hold the die loosely between your thumb and forefinger at diagonally opposite corners so that there is as little pressure on the die as possible. Try all four combinations of diagonal corners. If the cube is loaded, when the weighted sides are on top, the die will pivot as the heavier sides swing around to the bottom. You can easily feel the movement of the die.

RAISED EDGE WORK



These are easily seen, and you can feel the protruding burrs on the dice.

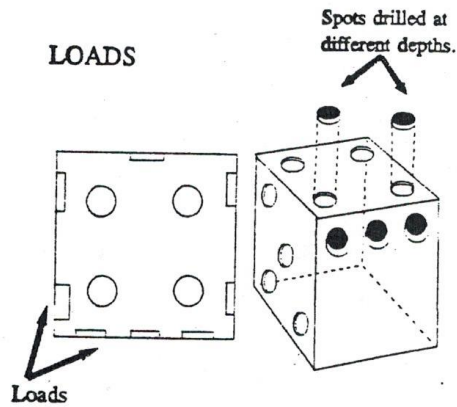
12. Metallic Loads

- A. A loaded die is one in which a material heavier than that of which the cube is made is installed into the spots on certain sides of the die for the purpose of making those sides heavier, thus causing the opposite side to show more often than normal.
- B. In metallic loads, discs, or slugs, of tungsten, gold, or platinum, are embedded in the spots, then covered with white spotting material to hide the metal.
- C. A common "missing" combination consists of one die loaded to favor the ace side, the other loaded to favor the 6-2 sides. The "ace" load will have all of the "six" spots loaded, plus the six spots of the 2-3-4 and 5 sides that adjoin the six side for a total of 12 slugs. The "6-2" load will consist of five loads located as follows: The ace spot, center of the 5, two spots of the 5 adjoining the ace side, corner spot of the 3 adjoining the 1-5 sides, the corner spot of the 4 adjoining the 1-5 sides. This concentration of weight at the 1-5 edge of the die will favor the 6-2 to show which; in conjunction with die loaded to favor the ace, will cause the pair to show a more than average of 6-1 sevens and 1-2 craps.

- D. Passing loads are weighted to show two 3's, two 3-3's, one 3-5 with one 3-5-6, two 3-5-6's, two 4-5's, or two 4-5-6's.
- E. To be effective, weight dice must be beveled, or convexed, on certain sides to aid its rolling off of these sides onto the flat, weighted sides. A dead ace load will have a "two-way" bevel on the 2-3-4 and 5 sides and a "4-way" bevel on the ace side, all applied in the proper direction to facilitate the rolling off of these sides onto the flat, weighted side.
- F. Checking for "loads" is done by placing each die in a balancing caliper, or lightly suspending between the thumb and forefinger to detect an out-of-balance condition. Also, a knife-edge square will detect the beveled surfaces. Depth of spot is not always a good gauge of whether or not a die has been weighted, because usually the non-weighted spots are drilled to almost the same depth as the weighted spots and filled with the white spotting compound. Also, before placing the slugs in the drilled holes, the holes are lined with a red light refracting lacquer that gives the spot an illusion of shallowness when viewed through the sides of the cubes.

13. Chemical Loads

- A. Chemical loads are a mild form of gaff in which the spots on the sides to be made heavier are packed with a compound consisting of calomel powder, glue, and water. The putty-like mixture is dropped into the deeply drilled holes, allowed to set up, then tapped sufficiently below the surface to allow room for the white spotting material. These loads can be detected easily with a balancing caliper. Also, in digging into the spots, a yellowish, clay-like, substance will be found under the thin white layer of spotting material.
- B. Another, and milder, version of the chemical weight is what is known as "paint weight". In this type of weighted die, calomel powder is mixed into the spotting resin in as great a proportion as possible without yellowing the spots and without interfering with the "setting up" of the white spotting resin. This is a very mild load which does not show up readily in a balancing caliper, consequently, it does the user more good psychologically than monetarily.



Transparent dice are loaded with metallic slugs that are placed in the countersunk spots.

You can sometimes detect them, because the loaded spots are cut deeper than the others. Careful dice makers will drill all spots the same depth and fill the others in with extra paint.

14. Magnetic Dice

- A. In magnetic dice, thin discs of alnico steel, or a compound containing alnico filings, is put into the spots of the die in much the same manner as metallic and chemical loads; the chief difference being that the spots are much shallower and that all of the spots in the die contain the discs or compound.
- B. On completion, the spots of the die are magnetically charged so that they become permanent magnets, easily attracted by a magnetic field of the opposite pole. The attracting magnet can be an electric magnet located beneath the top of the dice table, or a sizeable permanent magnet strapped to the body of a player standing close to where the dice will be thrown.
- C. Cheating from the outside with this type of gaff is rare and rather ineffective. Cheating from the inside with the use of electro-magnet is also rare, but very effective.
- D. Magnetized, or "juiced" dice can easily be detected with a small permanent magnet that will easily attract a charged die.

CHAPTER 21 - COMPLETE PROCEDURE FOR DEALING CRAPS

I. COMPLETE PROCEDURE FOR DEALING CRAPS

You should think of the Crap Game as having three parts:

- Part I - Come Out Roll
- Part II - Point is Established
- Part III - Point is Made

1. Part I - Come Out Roll

A. 2 Craps 2, Line Away, Pay the Don'ts and Double the Field

- Step 1 - Pick up pass line.
- Step 2 - Pay don't pass.
- Step 3 - Pay field bets double in sequence.

B. 3 Craps 3, Line Away, Pay the Don'ts and Single the Field

- Step 1 - Pick up pass line.
- Step 2 - Pay don't pass.
- Step 3 - Pay field bets single in sequence.

C. 4 Easy/Hard 4, the Point is 4, Mark it

- Step 1 - "Down behind the 4".
- Step 2 - Pay field bets in sequence.
- Step 3 - Mark the point 4.

D. 5 No Field 5, the Point is 5, Mark it

- Step 1 - "Down behind the 5".
- Step 2 - Pick up field bets in sequence.
- Step 3 - Mark the point 5.

E. 6 Easy/Hard 6, the Point is 6, Mark it

- Step 1 - "Down behind the 6".
- Step 2 - Pick up field bets in sequence.
- Step 3 - Pay Big 6 bets.
- Step 4 - Mark the point 6.

1. Note: If there is no loser behind the number, dealer will not call out: "DOWN BEHIND THE #".

- F. Winner 7, Front Line Winner 7**
- Step 1 - Pick up don't pass bets and pick up Big 6 and Big 8 bets in the same sequence as you go around the corner.
 - Step 2 - Pick up field bets in sequence.
 - Step 3 - Pay pass line bets.
 - Step 4 - Save odds on come bets (give them back to player), if any, and if they were off.
 - Step 5 - Pay don't come bets behind the numbers.
 - Step 6 - Put don't come bets and payoffs in don't come box, for each player to pick up. Do this for player closest to the stickperson first.
 - Step 7 - Pay lay bets for player closest to stickperson, set payoff and bet in front of player on apron.
 - Step 8 - Pick up all come bets off the numbers. Leave place bets, UNLESS some player had his working, then pick up THOSE place bets also.
- G. 8 Easy/Hard 8, the Point is 8, Mark it**
- Step 1 - "Down behind the 8".
 - Step 2 - Pick up the field in sequence.
 - Step 3 - Pay Big 8 bets.
 - Step 4 - Mark the point 8.
- H. 9 Field 9, the Point is 9, Mark it**
- Step 1 - "Down behind the 9".
 - Step 2 - Pay field bets in sequence.
 - Step 3 - Mark the point 9.
- I. 10 Easy/Hard 10, the Point is 10, Mark it**
- Step 1 - "Down behind the 10".
 - Step 2 - Pay field bets in sequence.
 - Step 3 - Mark the point 10.
- J. Yo 11, Front Line Winner, Yo 11**
- Step 1 - Pick up don't pass bets
 - Step 2 - Pay pass line bets.
 - Step 3 - Pay field bets in sequence.
- K. 12 Craps 12, Line Away, Standoff the Don't and Triple the Field**
- Step 1 - Pick up pass line.
 - Step 2 - Pay field bets triple in sequence.

2. Point is Established

A. 2 Craps 2, Take the Come and Double the Field

Step 1 - Pick up come line bets in sequence from stickperson to dealer.

Step 2 - Pay field bets double in sequence.

Step 3 - Pay bets in the don't come box, if any.

B. 3 Craps 3, Take the Come and Single the Field

Step 1 - Pick up come line bets in sequence from stickperson to dealer.

Step 2 - Pay field bets in sequence.

Step 3 - Pay bets in the don't come box, if any.

1. Note: Some casinos will have a "Bar 12" (standoff), others may have a "Bar 2" (standoff), and some may even have a "Bar 3" (standoff).

2. Note: Some casinos will pay 12 in the field, triple; other may pay it double.

C. 4 Easy/Hard 4, Field 4

Step 1 - "Down behind the 4".

Step 2 - Pay field bets in sequence.

Step 3 - Put don't come bets behind the 4, from stickperson around to dealer.

Step 4 - Handle come bets (put them on, take them off, whatever has to be done) in sequence from stickperson around to dealer.

Step 5 - Pay place bets and buy bets at the same time in sequence from stickperson around to dealer.

D. 5 No Field 5

Step 1 - "Down behind the 5".

Step 2 - Pick up field bets in sequence.

Step 3 - Put don't come bets behind the 5.

Step 4 - Handle come bets.

Step 5 - Pay place bets and buy bets at the same time in sequence from stickperson around to dealer.

E. 6 Easy/Hard 6, No Field, Big 6

Step 1 - "Down behind the 6".

Step 2 - Pick up field bets in sequence.

Step 3 - Pay Big 6 bets.

Step 4 - Put don't come bets behind the 6.

Step 5 - Handle come bets.

Step 6 - Pay place bets and buy bets at the same time in sequence from stickperson around to dealer.

F. 7 Out, Line Away, the Point was # , Pay the Don'ts and the Last Comes

- Step 1 - Pick up any bets in the don't come box.
- Step 2 - Pick up pass line AND Big 6 and 8 bets as you go around the corner. Set losers on 6 and 8 in cash register.
- Step 3 - Pick up field bets in sequence, set losers on 6 and 8 in cash register.
- Step 4 - Pay don't pass bets.
- Step 5 - Pay last come bets from stickperson to dealer.
- Step 6 - Push all losers in the cash register forward, palms up.
- Step 7 - Pay all don't come bets behind the numbers.
- Step 8 - Put all don't come bet winners (bet and payoff) in the don't come box, starting with player's bets closest to the stickperson.
- Step 9 - Pay lay bets for player closest to stickperson, set payoff and bet in front of player on the apron.
- Step 10 - UNMARK point and pick up everything in cash register.

G. 8 Easy/Hard 8, No Field, Big 8

- Step 1 - "Down behind the 8".
- Step 2 - Pick up field bets in sequence.
- Step 3 - Pay Big 8 bets.
- Step 4 - Put don't come bets behind the 8.
- Step 5 - Handle come bets.
- Step 6 - Pay place bets and buy bets at the same time in sequence from stickperson to dealer.

H. 9 Field 9

- Step 1 - "Down behind the 9".
- Step 2 - Pay field bets in sequence.
- Step 3 - Put don't come bets behind the 9.
- Step 4 - Handle come bets.
- Step 5 - Pay place bets and buy bets at the same time in sequence from stickperson to dealer.

I. 10 Easy/Hard 10, Field 10

- Step 1 - "Down behind the 10".
- Step 2 - Pay field bets in sequence.
- Step 3 - Put don't come bets behind the 10.
- Step 4 - Handle come bets.
- Step 5 - Pay place bets and buy bets at the same time in sequence from stickperson to dealer.

J. Yo 11, Field Come, Yo 11

- Step 1 - Pick up bets in don't come box.
- Step 2 - Pay field bets in sequence.
- Step 3 - Pay come bets in sequence from stickperson to dealer.

K. 12 Craps 12, Take the Come, Triple the Field

- Step 1 - Pick up come bets in sequence from stickperson to dealer.
- Step 2 - Pay field bets triple in sequence.

- 1. Note: For bets in the don't come box, it is a "Bar Roll" (standoff), they don't win or lose. Player may pick his bet up or leave it for the next roll.

3. Point is Made

A. Winner 4, Easy/Hard, Front Line Winner 4

- Step 1 - "Down behind the 4".
- Step 2 - Pick up don't pass bets.
- Step 3 - Pay pass line bets.
- Step 4 - Pay field bets.
- Step 5 - Put don't come bets behind the 4.
- Step 6 - Put come bets on the 4 in sequence from stickperson around to dealer.
- Step 7 - Pay any place bets or buy bets.
- Step 8 - UNMARK the point.

B. Winner 5, Front Line Winner 5

- Step 1 - "Down behind the 5".
- Step 2 - Pick up don't pass bets.
- Step 3 - Pick up field bets in sequence.
- Step 4 - Pay pass line bets.
- Step 5 - Put don't come behind the 5.
- Step 6 - Put come bets on 5 in sequence from stickperson to dealer.
- Step 7 - Pay any place bets or buy bets.
- Step 8 - UNMARK the point.

C. Winner 6 Easy/Hard, Front Line Winner 6

- Step 1 - "Down behind the 6".
- Step 2 - Pick up don't pass bets.
- Step 3 - Pick up field bets in sequence.
- Step 4 - Pay pass line bets.
- Step 5 - Pay Big 6 bets.
- Step 6 - Put don't come bets behind the 6.
- Step 7 - Put come bets on 6 in sequence from stickperson around to dealer.
- Step 8 - Pay any place bets or buy bets.
- Step 9 - UNMARK the point.

D. Winner 8 Easy/Hard, Front Line Winner 8

- Step 1 - "Down behind the 8".
- Step 2 - Pick up don't pass bets.
- Step 3 - Pick up field bets in sequence.
- Step 4 - Pay pass line bets.
- Step 5 - Pay Big 8 bets.
- Step 6 - Put don't come bets behind the 8 in sequence from stickperson around to dealer.
- Step 7 - Put come bets on 8 in sequence from stickperson around to dealer.
- Step 8 - Pay any place bets or buy bets.
- Step 9 - UNMARK the point.

E. Winner 9, Front Line, Winner 9

- Step 1 - "Down behind the 9".
- Step 2 - Pick up don't pass line bets.
- Step 3 - Pay pass line bets.
- Step 4 - Pay field bets in sequence.
- Step 5 - Put don't come bets behind the 9.
- Step 6 - Put come bets on 9 in sequence from stickperson around to dealer.
- Step 7 - Pay any place bets or buy bets.
- Step 8 - UNMARK the point.

F. Winner 10 Easy/Hard, Front Line, Winner 10

- Step 1 - "Down behind the 10".
- Step 2 - Pick up don't pass line bets.
- Step 3 - Pay pass line bets.
- Step 4 - Pay field bets in sequence.
- Step 5 - Put don't come bets behind the 10.
- Step 6 - Put come bets on 10 in sequence from stickperson around to dealer.
- Step 7 - Pay any place bets or buy bets.
- Step 8 - UNMARK the point.

SECTION II - EXAMS AND REVIEWS

CHANGE ROUTINE - PRACTICE

10 PART PRACTICE ROUTINE - TO BE COMPLETED EVERY DAY

NOTE: Always cut and size with hand closest to the center of the table (inside hand). Always stack it and put it on the apron with the outside hand (hand away from the center of the table).

1. Count out change for \$5.00 buy in.
Give 5 singles. Cut stack of 5 cheques.
2. Count out change for \$10.00 buy in.
Give 10 singles. Cut stack of 5 cheques and size into it.
3. Count out change for \$15.00 buy in.
Give 15 singles. Cut stack of 5 cheques and size into it twice.
4. Count out change for \$100.00 buy in.
Give 20 nickel cheques. Cut stack of 5 cheques and size into it three times.
5. Put up \$32.00 across, including the point. (These are place bets.)
\$5.00 each 4-5-9-10; \$6.00 each 6 and 8.
Pay each number:
 - \$5.00 - 4 pays \$9.00
 - \$5.00 - 5 pays \$7.00
 - \$6.00 - 6 pays \$7.00
 - \$6.00 - 8 pays \$7.00
 - \$5.00 - 9 pays \$7.00
 - \$5.00 - 10 pays \$9.00
6. Put up \$8.00 across, including the point. (These are place bets.)
\$1.25 each "outside number" (4-5-9-10); \$1.50 each 6 and 8.
Pay each number:
 - \$1.25 - 4 pays \$2.25
 - \$1.25 - 5 pays \$1.75
 - \$1.50 - 6 pays \$1.75
 - \$1.50 - 8 pays \$1.75
 - \$1.25 - 9 pays \$1.75
 - \$1.25 - 10 pays \$2.25
7. Put up \$16.00 across, including the point. (These are place bets.)
\$2.50 each "outside number" (4-5-9-10); \$3.00 each 6 and 8.
Pay each number:
 - \$2.50 - 4 pays \$4.50
 - \$2.50 - 5 pays \$3.50
 - \$3.00 - 6 pays \$3.50
 - \$3.00 - 8 pays \$3.50
 - \$2.50 - 9 pays \$3.50
 - \$2.50 - 10 pays \$4.50

5. Put up \$18.00 across, including the point. (These are place bets.)

\$3.00 each 4-5-9-10; \$3.00 each 6 and 8.

Pay each number:

\$3.00 - 4 pays \$5.40

\$3.00 - 5 pays \$4.20

\$3.00 - 6 pays \$3.50

\$3.00 - 8 pays \$3.50

\$3.00 - 9 pays \$4.20

\$3.00 - 10 pays \$5.40

6. Put up \$4.50 across, including the point. (These are place bets.)

\$.75 each "outside number" (4-5-9-10); \$.75 each 6 and 8.

Pay each number:

\$.75 - 4 pays \$1.35

\$.75 - 5 pays \$1.05

\$.75 - 6 pays \$.87 1/2

\$.75 - 8 pays \$.87 1/2

\$.75 - 9 pays \$1.05

\$.75 - 10 pays \$1.35

CALCULATING INCORRECT UNIT BET PAYOFFS - REVIEW

CALCULATE THE INCORRECT UNIT BET PAYOFFS FOR THE FOLLOWING:

1. Common Incorrect Unit Bets 4 and 10

Bet	Payoff	Payoff on 25c Game	Payoff on \$1.00 Game
\$.75	\$ 1.35	\$ _____	
\$ 1.00	\$ 1.80	\$ _____	\$ _____
\$ 2.00	\$ 3.60	\$ _____	\$ _____
\$ 3.00	\$ 5.40	\$ _____	\$ _____
\$ 4.00	\$ 7.20	\$ _____	\$ _____

2. Common Incorrect Unit Bets 5 and 9

Bet	Payoff	Payoff on 25c Game	Payoff on \$1.00 Game
\$.75	\$ 1.05	\$ _____	
\$ 1.00	\$ 1.40	\$ _____	\$ _____
\$ 2.00	\$ 2.80	\$ _____	\$ _____
\$ 3.00	\$ 4.20	\$ _____	\$ _____
\$ 4.00	\$ 5.60	\$ _____	\$ _____

PLACE BET - REVIEW I

PLACE BETS ACROSS

Standard Bet	Point	9-5 4	7-5 5	7-6 6	7-6 8	7-5 9	9-5 10	Quarter Game
\$ 4.50	--	\$.75	\$.75	\$.75	\$.75	\$.75	\$.75	(Exception)
\$ 3.75	5							(Exception)
\$ 8.00	--	\$1.25	\$1.25	\$1.50	\$1.50	\$1.25	\$1.25	
\$ 6.75	5	\$1.25	0	\$1.50	\$1.50	\$1.25	\$1.25	
\$ 6.50	8							
\$ 16.00	--							
\$ 13.50	5							
\$ 13.00	8							
\$ 18.00	--							(Exception)
\$ 15.00	8							(Exception)
\$ 24.00	--							
\$ 20.25	5							
\$ 19.50	8							
\$ 32.00	--							
\$ 27.00	5							
\$ 26.00	8							
\$ 64.00	--							
\$ 54.00	5							
\$ 52.00	8							
\$ 96.00	--							
\$ 81.00	5							
\$ 78.00	8							
\$125.00	--							
\$108.00	5							
\$104.00	8							
\$160.00	--							
\$125.00	5							
\$130.00	8							
\$320.00	--							
\$270.00	5							
\$260.00	8							
\$640.00	--							
\$540.00	5							
\$520.00	8							

PLACE BETS OUTSIDE

Standard Bet	Point	9-5 4	7-5 5	7-6 6	7-6 8	7-5 9	9-5 10	Quarter Game
\$ 3.00	-6	\$.75	\$.75			\$.75	\$.75	(Exception)
\$ 2.25	4							(Exception)
\$ 5.00	-6	\$1.25	\$1.25			\$1.25	\$1.25	
\$ 3.75	10							
\$ 10.00	-8							
\$ 7.50	4							
\$ 12.00	8							(Exception)
\$ 9.00	10							(Exception)
\$ 15.00	-8							
\$ 11.25	4							
\$ 20.00	-6							
\$ 15.00	4							
\$ 40.00	-6							
\$ 30.00	10							
\$ 60.00	-8							
\$ 45.00	4							
\$ 80.00	-8							
\$ 60.00	10							
\$100.00	-8							
\$ 75.00	4							
\$200.00	-8							
\$150.00	10							
\$300.00	-6							
\$225.00	4							
\$400.00	-6							
\$300.00	10							

PLACE BETS INSIDE

Standard Bet	Point	9-5 4	7-5 5	7-6 6	7-6 8	7-5 9	9-5 10	Quarter Game
\$ 3.00	--		\$.75	\$.75	\$.75	\$.75		(Exception)
\$ 2.25	6							(Exception)
\$ 5.50	--		\$1.25	\$1.50	\$1.50	\$1.25		
\$ 4.25	5		0	\$ 1.50	\$1.50	\$1.25		
\$ 4.00	6							
\$ 11.00	--							
\$ 8.50	5							
\$ 8.00	6							
\$ 12.00	--							(Exception)
\$ 9.00	5							(Exception)
\$ 16.50	--							
\$ 12.75	5							
\$ 12.00	6							
\$ 22.00	--							
\$ 17.00	5							
\$ 16.00	6							
\$ 44.00	--							
\$ 34.00	5							
\$ 32.00	6							
\$ 66.00	--							
\$ 51.00	5							
\$ 48.00	6							
\$ 88.00	--							
\$ 68.00	5							
\$ 64.00	6							
\$110.00	--							
\$ 85.00	5							
\$ 80.00	6							
\$220.00	--							
\$170.00	5							
\$160.00	6							
\$440.00	--							
\$340.00	5							
\$320.00	6							

PLACE BET - REVIEW II
CALCULATION OF MOST COMMON STANDARD BETS

1. A STANDARD BET, "INSIDE", "OUTSIDE", or "ACROSS", must follow these two rules:

- A. Each standard bet must have a CORRECT UNIT on each number.
- B. Each standard bet must have the SAME QUANTITY of units on each number.
- C. Example

"\$ 8.00 ACROSS - INCLUDING POINT"

\$ 1.25 \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$ 1.25

FOUR	FIVE	SIX	EIGHT	NINE	TEN POINT
------	------	-----	-------	------	--------------

\$ 1.25 \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$

"\$ 6.75 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX POINT	EIGHT	NINE	TEN
------	------	--------------	-------	------	-----

\$ 1.25 \$ 1.25 \$ \$ 1.50 \$ 1.25 \$ 1.25

"\$ 6.50 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 5.00 ACTION OUTSIDE - INCLUDING POINT"

\$ 1.25 \$ 1.25 \$ \$ \$ 1.25 \$ 1.25

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ 1.25 \$ \$ \$ \$ 1.25 \$ 1.25

"\$ 3.75 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 5.50 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ 1.25 \$ 1.50 \$ 1.50 \$ 1.25 \$ _____

FOUR	FIVE POINT	SIX	EIGHT	NINE	TEN
------	---------------	-----	-------	------	-----

\$ _____ \$ _____ \$ 1.50 \$ 1.50 \$ 1.25 \$ _____

"\$ 4.25 ACTION INSIDE - NOT INCLUDING POINT"
THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT POINT	NINE	TEN
------	------	-----	----------------	------	-----

\$ _____ \$ 1.25 \$ 1.50 \$ _____ \$ 1.25 \$ _____

"\$ 4.00 ACTION INSIDE - NOT INCLUDING POINT"
THE POINT is a SIX or EIGHT

2. Work out these seven standard bets (on the following pages) according to the standard bet rules.

Common Standard Bets

- \$ 24.00 ACROSS and all bets derived from it.
- \$ 64.00 ACROSS and all bets derived from it.
- \$ 96.00 ACROSS and all bets derived from it.
- \$128.00 ACROSS and all bets derived from it.
- \$160.00 ACROSS and all bets derived from it.
- \$320.00 ACROSS and all bets derived from it.
- \$640.00 ACROSS and all bets derived from it.

- A. Note: When spreading these bets out, remember they are all multiples of the bets already spread out on pages 117, 120, and 121.

"\$ 24.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 20.25 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 19.50 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 15.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 11.25 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 16.50 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 12.75 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 12.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 64.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 54.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 52.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 40.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 30.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 44.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 34.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 32.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 96.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

"\$ 81.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

"\$ 78.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 60.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

"\$ 45.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 66.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

"\$ 51.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

"\$ 48.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 128.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 108.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 104.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 80.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 60.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 88.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 68.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 64.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 160.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 135.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 130.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 100.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 75.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 110.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 85.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 80.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 320.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 270.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 260.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 200.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 150.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 220.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 170.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 160.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 640.00 ACROSS - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 540.00 ACROSS - NOT INCLUDING POINT"

THE POINT is an outside number

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 520.00 ACROSS - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

"\$ 400.00 ACTION OUTSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 300.00 ACTION OUTSIDE - NOT INCLUDING POINT"

THE POINT is an outside number

"\$ 440.00 ACTION INSIDE - INCLUDING POINT"

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 340.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a FIVE or NINE

FOUR	FIVE	SIX	EIGHT	NINE	TEN
------	------	-----	-------	------	-----

\$ _____ \$ _____ \$ _____ \$ _____ \$ _____ \$ _____

"\$ 320.00 ACTION INSIDE - NOT INCLUDING POINT"

THE POINT is a SIX or EIGHT

PLACE BET - PRACTICE

- 1st Step - Put up \$4.50 across; .75¢ on each number.
- 2nd Step - Pay each number same bet.
- 3rd Step - Make each number look like one unit of quarters; result is \$8.00 across. Pick with both hands.
- 4th Step - Pay each number same bet.
- 5th Step - Press each number; result is \$16.00 across. Pick with both hands.
- 6th Step - Pay each number same bet.
- 7th Step - Go up one unit on each number; result is \$24.00 across. Pick with both hands.
- 8th Step - Pay each number same bet.
- 9th Step - Press each number one unit. Now you have \$32.00 across. Pick with both hands.
- 10th Step - Pay each number same bet.

PLACE BET - PRACTICE
PROPOSITION BETS - REVIEW

INDIVIDUAL PROPOSITION BETS DOWNTOWN PAYOFFS

Fill in all payoffs and memorize Up Payoffs. Compute payoffs by multiplying the largest number in payoffs, times the amount of the bet. The first line is the amount to be paid to the player, leaving his bet still up (still in action). The second line is the amount the player wins, plus his original bet (the bet is down, no longer in action).

Amount of Bet	Any Seven	Any Craps Hard 4-10	Hard 6 Hard 8	(3) Ace-Deuce Eleven	2 Aces Twelve
	5 for 1	8 for 1	10 for 1	16 for 1	31 for 1
.25c	\$1.00 up \$1.25 down	\$1.75 up \$2.00 down	\$2.25 up \$2.50 down	\$3.75 up \$4.00 down	\$7.50 up \$7.75 down
.50c	_____	_____	_____	_____	_____
.75c	_____	_____	_____	_____	_____
\$1.00	_____	_____	_____	_____	_____
\$2.00	_____	_____	_____	_____	_____
\$3.00	_____	_____	_____	_____	_____
\$4.00	_____	_____	_____	_____	_____
\$5.00	_____	_____	_____	_____	_____

PROPOSITION BETS - REVIEW

ALL UP TO WIN

HORN

	Pay High Side \$6.75		Pay Low Side \$ 3.00	
Bet \$ 1.00	(H _____		Bet \$20.00	(H _____
Bet \$ 2.00	(L _____			(L _____
Bet \$ 3.00	(H _____		Bet \$25.00	(H _____
	(L _____			(L _____
Bet \$ 4.00	(H _____		Bet \$30.00	(H _____
	(L _____			(L _____
Bet \$ 5.00	(H _____		Bet \$40.00	(H _____
	(L _____			(L _____
Bet \$10.00	(H _____		Bet \$50.00	(H _____
	(L _____			(L _____
Bet \$15.00	(H _____		Bet \$75.00	(H _____
	(L _____			(L _____

Note: "H" = Highside
 "L" = Lowside

HORN HI ELEVEN

Bet \$ 1.25	(ELV _____	Bet \$25.00	(ELV _____
	(THR _____		(THR _____
	(HI _____		(HI _____
Bet \$ 5.00	(ELV _____	Bet \$50.00	(ELV _____
	(THR _____		(THR _____
	(HI _____		(HI _____

HORN HI ACE-DEUCE

Bet \$ 1.25	(ELV _____ (THR _____ (HI _____	Bet \$25.00	(ELV _____ (THR _____ (HI _____
Bet \$ 5.00	(ELV _____ (THR _____ (HI _____	Bet \$50.00	(ELV _____ (THR _____ (HI _____

Note: "ELV" = Eleven
"THR" = Ace-Deuce
"HI" = 12 or Aces

HORN HI ACES

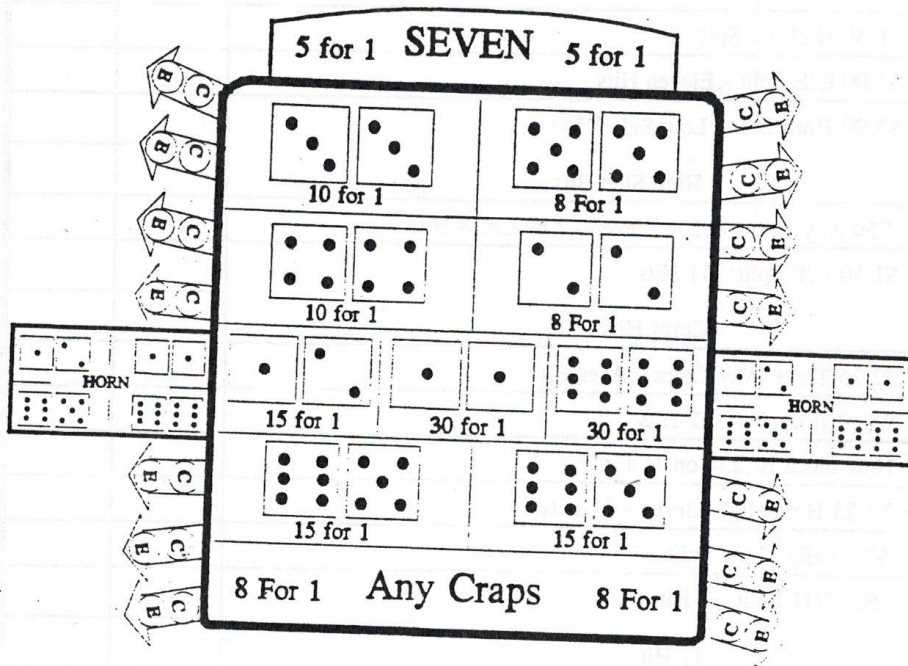
Bet \$ 1.25	(TWO _____ (TWV _____ (LO _____	Bet \$25.00	(TWO _____ (TWV _____ (LO _____
Bet \$ 5.00	(TWO _____ (TWV _____ (LO _____	Bet \$50.00	(TWO _____ (TWV _____ (LO _____

HI-LO SPLIT

Bet \$ 1.00 - Pay _____	Bet \$ 5.00 - Pay _____	Bet \$20.00 - Pay _____
Bet \$ 1.50 - Pay _____	Bet \$ 7.50 - Pay _____	Bet \$30.00 - Pay _____
Bet \$ 3.00 - Pay _____	Bet \$15.00 - Pay _____	Bet \$75.00 - Pay _____

Note: "TWO" = Aces
"TWV" = 12
"LO" = Ace-Deuce or Eleven

WORKSHEET FOR POSITIONING OF PROPOSITION BETS



- | | |
|--|---|
| <ol style="list-style-type: none"> 1. ELEVEN 2. ANY CRAPS (2-3-12) 3. CRAP/ELEVEN SPLIT (C/E) 4. SEVEN/ELEVEN SPLIT (7/11) 5. ANY SEVEN (BIG RED) 6. HARDWAYS (4-6-8-10) 7. ACE/DEUCE (3 CRAPS) 8. ACES (2 CRAPS) 9. TWELVE (12 CRAPS) 10. ACE-DEUCE/ELEVEN SPLIT 11. ACES/ACE-DEUCE SPLIT 12. ACES/ACE-DEUCE/ELEVEN | <ol style="list-style-type: none"> 13. HIGH/LOW SPLIT (ACES/12) 14. HIGH/LOW/ELEVEN (12/ACES/11) 15. ELEVEN/TWELVE SPLIT (11/12) 16. THREE WAY CRAPS (2-3-12) 17. HORN BET (2-3-11-12) 18. WORLD BET (2-3-11-12-7) 19. ACES/ELEVEN SPLIT 20. 3-WAY SEVEN 21. HORN HIGH 11 22. HORN HIGH 12 23. HORN HIGH ACE-DEUCE 24. HORN HIGH ACES |
|--|---|

PROP. REVIEW I

Figure all payoffs up to win again, unless otherwise specified: Use 15 for 1 on Ace-Deuce & Eleven; Use 30 for 1 on Aces & Twelve	Down	Up
1. .25¢ Any Craps		
2. \$1.50 High/Lo Split		
3. \$1.00 C/E Split - Eleven Hits		
4. \$3.00 Horn Bet: Low Side Hits		
High Side Hits		
5. .75¢ Any Craps / .50¢ Eleven - Any Craps Hits		
6. \$1.50 C/E Split: 11 Hits		
Craps Hits		
7. \$2.25 Three-Way Craps - Aces Hit		
8. \$1.00 Horn Bet - 12 Hits		
9. How much is .25¢ on 15 for 1		
10. \$1.25 Horn High Eleven - 11 Hits		
11. \$2.50 High/Low Split		
12. .50¢ 7/11 Split: 7 Hits		
11 Hits		
13. .75¢ Three-Way Craps - Ace/Deuce Hits		
14. \$1.00 Eleven/Twelve Split: 11 Hits		
12 Hits		
15. \$1.50 Aces/Ace-Deuce Split: Aces Hits		
Ace/Deuce Hits		
16. \$2.50 World Bet - 11 Hits		
17. \$3.75 Three-Way Craps - Ace/Deuce Hits		
18. \$3.00 7/11 Split: 7 Hits		
11 Hits		
19. \$3.75 Horn High Twelve - 12 Hits		
20. \$2.25 High/Low Yo - Eleven Hits		

PROP. REVIEW II

Figure all payoffs still up, unless otherwise specified: Use 15 for 1 on Ace-Deuce & Eleven; use 30 for 1 on Aces & Twelve	Down	Up
1. .25¢ Eleven		
2. \$1.00 Horn Bet - 12 Hits		
3. .75¢ Three-Way Craps - 3 Hits		
4. \$1.50 Hi/Lo Split		
5. \$2.50 C/E Split - 11 Hits		
6. .50¢ 7/11 Split - 7 Hits		
7. \$1.25 World Bet - 12 Hits		
8. .75¢ Any Craps		
9. \$3.75 Horn High Eleven - 2 Hits		
10. \$1.00 Any Seven		
11. \$1.25 Eleven		
12. \$5.00 Horn Bet - 11 Hits		
13. \$3.75 Three-Way Craps - 3 Hits		
14. \$3.00 Hi/Lo Split		
15. .50¢ C/E Split - Crap Hits		
16. \$3.00 7/11 Split - 11 Hits		
17. \$3.75 World Bet - 3 Hits		
18. \$2.25 Any Craps		
19. \$1.25 Horn High Eleven - 11 Hits		
20. .50¢ Any Seven		
21. .75¢ Eleven		
22. \$3.00 Horn Bet - 3 Hits		
23. \$2.25 Three-Way Craps - 2 Hits		
24. .50¢ Hi/Lo Split		
25. \$1.50 C/E Split - 11 Hits		

GENERAL CRAPS EXAM

TRUE OR FALSE QUESTIONS:

- 1. Any time cash hits the layout, a dealer should call it out.
- 2. Don't pass should be paid from the base to the stick.
- 3. Come bets should be paid from the stick to the base.
- 4. Pass line bets should be paid from the stick to the base.
- 5. Player may bet the pass line at any time.
- 6. Player may remove his pass line bet at any time.
- 7. Dealer should get permission from boxperson before bringing in "color-change".
- 8. Stickperson's main responsibility is the security of the dice.
- 9. Dealer always calls out "Change Only" when cash or cheques are thrown on the layout.
- 10. The don't pass line may be bet after point is established.
- 11. A stickperson may make change for a player.
- 12. Bets against the numbers may be taken down upon the request of the player.
- 13. The "vig" for a buy bet is 5%.
- 14. The stickperson's end is the end furthest from the shooter.
- 15. True odds are determined by the number of combinations on the dice.
- 16. "Vig" on a lay bet is paid on the winnings.
- 17. All change must go through the COME.
- 18. If one die lands on top of the bankroll, it is a good roll.
- 19. The first thing to do when you have a decision on the pass and don't pass line, is pay the pass line.
- 20. If, on the "come out roll", the pass line loses on all crap numbers; the don't pass wins on all crap numbers.
- 21. The outside hand normally hands off change.
- 22. A stack of \$25.00 cheques is worth \$500.00.
- 23. Player can call off a "flat" come bet on a number at any time.
- 24. When moving the come and don't come bets, dealer moves the come bets first.
- 25. Player may take odds down or call them off at any time.
- 26. All place bets must be announced by the dealer.
- 27. The "inside numbers" are 6 and 8.
- 28. The "outside numbers" are 4 and 10.

- 29. Buy bets may be made only after a point is established.
- 30. "Vig" is returned when buy bets, or lay bets, are called down before a decision.
- 31. Buy bets automatically work on the come out roll.
- 32. Lay bets win whenever a 7 is rolled.

ANSWER THE FOLLOWING:

- _____ 33. 16 for 1: How much does \$25.00 eleven pay up?
- _____ 34. 31 for 1: How much does \$30.00 split hi-lo pay up?
- _____ 35. 31 for 1: What is the key for the horn bet when the high side hits?
- _____ 36. 30 for 1: What is the key for the horn bet when the high side hits?
- _____ 37. 16 for 1: What is the key for crap-eleven split, when 11 hits?
- _____ 38. 15 for 1: What is the key for crap-eleven split, when 11 hits?
- _____ 39. 15 for 1: What is the key for horn high eleven, when 11 hits?
- _____ 40. 15 for 1: What is the key for horn high eleven, when 3 hits?
- _____ 41. 15 for 1: What is the key for horn high eleven, when a 2 or 12 hits?
- _____ 42. 30 for 1: What is the key for horn high twelve, when 12 hits?
- _____ 43. 16 for 1: What is the key for crap eleven split, when craps hit?
- _____ 44. 15 for 1: What is the key for crap eleven split, when craps hit?
- _____ 45. 5 for 1: What is the key for 7-11 split, when 7 hits?
- _____ 46. 31 for 1: How much does a \$4.00 horn bet pay, when 2 or 12 hits?
- _____ 47. 16 for 1: How much does a \$4.00 horn bet pay, when 3 or 11 hits?
- _____ 48. 16 for 1: What is the up payoff? \$1.00 - 7; \$1.00 - craps; \$1.00 - 11; and 11 hits?
- _____ 49. 15 for 1: What is the up payoff? \$3.00 - 11; and \$2.00 craps; and 11 hits?
- _____ 50. 30 for 1: What is the up payoff? \$1.00 craps; \$1.00 - 11; \$1.00 - 12; \$1.00 - 2; and 12 hits?

GENERAL CRAPS EXAM - ANSWER SHEET

- | | | | |
|-----|---|-----|-----------------------------------|
| 1. | T | 26. | T |
| 2. | T | 27. | F |
| 3. | T | 28. | F |
| 4. | F | 29. | F |
| 5. | T | 30. | T |
| 6. | F | 31. | F |
| 7. | T | 32. | T |
| 8. | T | 33. | \$375.00 up - \$400.00 down |
| 9. | T | 34. | \$435.00 up - \$465.00 down |
| 10. | F | 35. | Bet x 7, minus 1/4 of the bet |
| 11. | F | 36. | Bet x 7, minus 1/2 of the bet |
| 12. | T | 37. | 7 x bet |
| 13. | T | 38. | 7 x bet, minus 1/2 of the bet |
| 14. | T | 39. | 5 x bet |
| 15. | T | 40. | 2 x bet |
| 16. | T | 41. | 5 x bet |
| 17. | T | 42. | 11 x bet |
| 18. | F | 43. | 3 x bet |
| 19. | F | 44. | 3 x bet |
| 20. | F | 45. | Bet + 1/2 of the bet |
| 21. | T | 46. | \$27.00 and still up |
| 22. | T | 47. | \$12.00 and still up |
| 23. | F | 48. | \$13.00 and still up the same way |
| 24. | F | 49. | \$40.00 and still up the same way |
| 25. | T | 50. | \$34.00 and still up the same way |

SECTION III - GLOSSARY OF GAMING TERMS AND PHRASES

GLOSSARY

PHRASES USED IN THIS BOOK

- ACTION:** A wager that can win or lose. To have a bet is to have action. To have action is to have a bet.
- AIR:** The space between flat pass line bet and the odds bet behind it on the apron. This space should be about a cheque space.
- ALL THE WAY UP:** This phrase is only used by the player when his place bet or buy bet wins. The player is telling the dealer not to double (press) his bet, but instead bet everything back (all the payoff and original bet). Usually, when a player says: "all the way up", his place or buy bet will increase one unit more than double (press).
- BOOKING THE BET:** When the okay is given for a wager to win or lose. When dealer, stickperson, boxperson, or floorperson repeat the amount of the wager and what the wager is betting on: constitutes "booking the bet".
- BOSS'S CASH REGISTER:** The numbers 4-5-6-8-9-10, and the boxes the numbers are in. Players are not allowed to put their hands in this area.
- BREAKAGE:** It is not spoken of. Breakage occurs when player bets incorrect unit bets, such as odds bets or place bets; and casino does not have cheques in the bankroll to pay down to the last penny.
- CHANGE ONLY:** This phrase should be called out by the dealer when players throw cash or high denomination cheques on the layout without speaking.
- CHEQUES:** Tools used to represent cash, all different denominations are used. Cheques will be taken to the cashier's window and exchanged for cash.
- CHIPS:** Tools used on the roulette table to represent cheques. Chips are worth whatever value is assigned to them. Chips are worth nothing at the cashier's window; they have to be exchanged for cheques at the roulette table.
- COME OUT ROLL:** First roll of the dice. Any roll of the dice when there is no pass line point marked. When "puck" or marker is in the don't come box.

- CORRECT UNITS:** Amount of money bet, which will be paid the correct odds, right down to the last penny.
- DEAL TO THE PLAYER'S RACK:** DEALER SHOULD MAKE IT HIS JOB TO GLANCE IN THE PLAYER'S RACK; see what denomination cheques player needs to bet with, AND when it comes time to pay him or give him change; try to give the player some of the denomination cheques he needs to bet with.
- DECISION:** A decision occurs when it is known whether a bet wins or loses.
- DIRTY MONEY:** Losing cheques that dealer picks up off the layout. Dealer cannot pay with "dirty money", because he might have all different denominations in his hands.
- DOWN:** Anything that is "down" is no longer on the layout. (See "UP".)
- FLAT BET:** Flat bet gets paid even money (one to one). When player has a flat bet, he qualifies for an odds bet. Only bets on four areas of the layout are considered flat bets, they are: pass line, don't pass line, come, and don't come.
- GARBAGE:** All losing cheques that dealer picks up and sets down after his last working stack (see diagram of layout) to be cleaned up after dealer deals the game.
- HAND:** All the rolls of the dice, starting from very first come out roll until dice roll 7 Out. When hand is over on 7-Out, shooter loses the dice.
- HEELING:** One cheque by itself, with other cheques leaning on the edge of it. (See diagram in the Don't Pass Chapter). Heeling is used to indicate odds bet on don't pass line and don't come behind the number. Any cheques heeled on the apron indicate that there is no bet (no action) for these cheques. Cheques waiting for the player to pick them up.
- INSIDE HAND:** Dealer's hand closest to boxperson.
- LAST COME BETS:** Bets made on the come line just before dice roll a 7-out. This is the last time the player will bet on the come line with this shooter.

- LATE BETS:** Bets made after dice leave center of the table. A late bet may be a legal bet if dealer, boxperson, or floorperson, "books" the bet. Note: Dealer must be 100% certain how much late bet is and what late bet is. The least bit of confusion: No bet!
- LAYING ODDS:** When player wagers more than what he is going to win, when he wins. Laying odds takes place on the don't pass when there is a point and player has a flat bet. If a player has a don't come flat bet behind a number, he can lay odds. Player laying odds has to lay true odds (puts up 2 for 1, 3 for 2, or 6 for 5), depending on the number.
- LAYOUT:** Diagram showing all the different areas where players may wager their money. Think of the layout as a road map to help keep track of all the different bets.
- ODDS BET:** The extra bet a player is allowed to make when he qualifies by having a flat bet on pass line, or don't pass line, or on come bet number, or behind don't come bet number. Without a flat bet, the odds bet does not exist.
- OFF:** A bet that stays on the layout, but is not in action. These bets are in the cash register and hardways in the proposition box. "Off" bets are indicated by an "off button".
- OUTSIDE HAND:** Dealer's hand away from boxperson.
- PASS LINE POINT:** The number which has to be repeated for the pass line bets to win.
- PLACING POINT ON THE LINE:** Dealer makes this announcement when player chooses to "heel" cheques across the outside boundary line of the pass line; "heeling" cheques in this manner indicates a place bet on the established point number. When the point is made, this place bet will be paid the same time as all the pass line bets in sequence. Place bet will be paid 9 to 5, 7 to 5, or 7 to 6, depending on what the pass line point is. Placing the point on the line is like a "self-service place bet"; player puts it down, player may pick it up.
- PLAYER:** Person that has his belly or hip against the crap table. To keep position at the table, the person must wager his money, although as a rule, the player does not have to wager every roll of the dice to keep his spot at the table.

- PLAYS FOR:** A questionable amount, but a legal wager in the self-service area. Dealer would announce that it plays for a specific amount, because player sets it on the layout after the dice leave the center of the table and calls out a specific amount, and there is no time to count it. If there is a decision that roll and its a loser, dealer just picks it up by itself in sequence and sets it in front of boxperson. However, if it is a winner, dealer will simply pay what the bet played for - no need to count it down - reason? Because, when it loses, and boxperson counts it. If the bet is short of what it played for, the boxperson will ask the player for it. If it was more than what it played for, player would get the extra back.
- PLAYS UP TO THE LIMIT:** Dealer makes this announcement when player sets a questionable amount, but legal wager in the self-service area, and the dice are out of the center of the table, and cannot be counted. If there is a decision on that roll and it wins: dealer will count it and whatever is there will be paid BUT, ONLY UP TO THE TABLE LIMIT. If it loses: dealer will pick it up in sequence and set it in front of boxperson. Player will get back any amount over the table limit.
- PRESS:** Press means increase. In reference to place bets and buy bets, it means: double the bet.
- PROPS:** Proposition Bets (one roll or hardways).
- PUCK OR MARKER:** Puck (like hockey puck), or marker is a tool used to indicate which number in the cash register is the pass line point.
- SAME BET:** Dealer should always announce "same bet" when paying place bets. This alerts the player to the fact that the payoff will be set on the apron in front of him and his place bet will be left in action. If player does not want the same bet, he must speak up.
- SELF-SERVICE AREA:** Bets that are handled by the players; such as, pass line bets, don't pass bets, big 6 and big 8 bets, field bets, bets on the come line, and bets in the don't come box. Dealer only pays and picks up these bets. If these bets are sloppy, dealer does straighten them up. If these bets are mixed up, dealer will sort them out and stack them with largest denomination on the bottom and smaller ones on top in descending order.

- SEVEN OUT:** The seven that is rolled after a pass line point is established.
- SHOOTER:** The person rolling the dice. To qualify to be a shooter, person must have a minimum bet on pass or don't pass line every come out roll. Any other bets don't qualify to be a shooter.
- STRAIGHT UP BETS:** Bets that are not split.
- TAKING ODDS:** When player puts his odds bet down behind his flat bet on the pass line, or has the dealer put his odds bet on top of his come bet in the cash register. When player takes odds, he expects to get paid the true odds (2 to 1, 3 to 2, or 6 to 5, depending on the number) when he wins.
- TO LEAVE IT, IS TO BET IT:** The rule of the self-service area. Dealer may say this phrase if he thinks the player is forgetting to pick up a payoff in the self-service area.
- TOTAL:** The word "total" is only used when the odds bet payoff and the flat bet payoff are added together for one payoff. Dealer should inform the player that the payoff is a total, otherwise player will be confused. Normally, the odds bet is paid first than the flat bet.
- UP:** Any bet left on the layout after payoff is made. A bet left up is still in action. Note: Prop. bets are always left "up" when they win, unless player says "down". (See "DOWN".)
- VIGORISH ("VIG")(JUICE):** These are different words used in gaming to describe a commission that has to be paid when the player buys a number or lays against a number.
- WINNER SEVEN:** The seven that is rolled on the come out roll.

GLOSSARY

GAMING TERMINOLOGY

ACES:	Dollar cheques.
ACTION:	The betting, bets.
AGENT:	A player working with a dealer or floorman to cheat a casino.
BAR:	To exclude.
BET:	A wager on the outcome of an event or hand.
BLEED (TO):	Worry about a player winning on a gaming table.
BLACKS:	\$100.00 cheques.
BOOK:	To accept a bet, a place where bets are made on sporting events.
BUST OUT JOINT:	A casino that cheats.
BUTTON (MARKER):	A laminate plastic disk with a white number painted on it, used to keep track of markers.
BUY IN:	Amount of cash a player started with.
BUZZ:	To hustle or ask for a bet for the dealer.
CALL BET:	To make a bet without putting up any money.
CAP:	To add more cheques on top of a bet, or payoff a bet by putting the payoff on top of the bet.
CARPET STORE:	An unlicensed casino, or casino operating in an area where gambling is not legal.
CASE BET:	The last bet, usually made with the last money a player has.
CECIL (C NOTE):	\$100.00 bill.
CLERK:	A good dealer.
COMP:	When a meal, hotel room, show, etc., are not paid for, but are taken care of by the casino.

COVER:	To accept a bet.
CROSS ROADER:	A card cheat, usually a professional.
CROUPIER:	French for dealer.
DEAD:	A game with no players.
DRAG:	To take part or all of a bet.
DROP:	All the money a table takes in during a shift.
DUKE:	A long winning hand, usually in craps.
EIGHTY-SIX:	To bar a person from a casino, or from playing a game or all games.
FADE:	Same as cover.
FLATS:	Altered dice for the purpose of cheating.
FLAT BET:	A bet that gets paid even money.
FLAT STORE:	Same as bust out joint.
FRONT MAN:	A person, usually without a police record, who is the apparent owner of a gambling operation.
GEORGE:	A person that bets or gives money to dealers.
GRIND JOINT:	A casino, usually with low limit tables, which requires a good many players in order to make a profit.
HOT:	Said of a player or dealer who is on a winning streak.
HOUSE:	Slang for casino.
HUSTLE:	Same as buzz.
JUICE:	1. Said of someone when they know someone of importance, usually said in reference to getting a job or a favor. 2. Same as commission.
JUICEMAN:	The person of importance.
LAMER:	Same as button.
LAY DOWN:	To make a bet.

LET IT RIDE:	To leave the original bet and the winnings of the previous bet on the gaming table and wager them again.
LIMIT:	The maximum bet.
LOADS:	Dice that have been weighted to favor certain numbers.
LOCKUP:	To take and put in proper place as a bet, card, or tip.
LUMPY:	A bad or inexperienced dealer.
MAKE A MOVE (TO):	To cheat, an action that a cheater does.
MAXIMUM:	Largest bet allowed.
MINIMUM:	Smallest bet allowed.
MONSTER:	Same as a duke.
ODDS:	The ways to win as opposed to the ways to lose on any bet.
PARLAY:	Same as let it ride.
PAST-POST:	To place a bet after the winner has been determined.
P.C. (PERCENTAGE):	1. The percentage of the advantage any game has. 2. The percent of money won over what the players bought in for.
POWER OF THE PEN:	Said of a floorman when he can comp players: meals, shows, etc. by just signing his name
PRESS:	To increase one's bet.
RINGER:	A person who acts or is supposed to be a beginner or amateur, who in actuality is an expert.
ROUNDER:	A person that goes around a lot of different casinos.
RUN:	A streak, usually of good or bad luck.
RUN IT DOWN:	Cut down or break down a bet so it is readable.
SHILL:	An employee of the casino who bets casino money and pretends to be a player in order to attract players or simulate the action.
SLEEPER:	Money or a bet left on the table or layout which belongs to a player who has forgotten about it.

STEAM: When a player starts making bigger and bigger bets, usually when losing.

STORE: A casino.

SWEAT: Same as bleed.

SYSTEM: A scheme for winning at a game of chance.

TAKE A SHOT: Same as making a move.

TAKE OUT: To relieve another dealer, usually so he can go on break, or when the shift is over.

THIRD BASE: 1. First spot to the right of a 21 table. 2. The base to the left of the boxperson on a crap table.

TOKE: Tip.

TWO WAY (BET): A bet split between a player and the dealer.

VIG: Same as commission.

WAGER: Same as bet.

WHOLE NINE YARDS: All, everything.

YARD: \$100.00

ZUK: Tip.

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