

Prop Bets

16 for 1

Key

1 = 16

Blackjack (3 to 2)

2 = 32

add zero

3 = 48

add bet

4 = 64

5 = 80

6 = 96

(minus total amount
that was bet by
crowd)

7 = 112

8 = 128

9 = 144

25 = 400 75 = 1200

10 = 160

50 = 800 100 = 1600

examples:

5 = $7.50 + 0 = 75 + 5 = 80$

6 = $9 + 0 = 90 + 6 = 96$

7 = $10.50 + 0 = 105 + 7 = 112$

8 = $12 + 0 = 120 + 8 = 128$

9 = $13.50 + 0 = 135 + 9 = 144$

4 = $6 + 0 = 60 + 4 = 64$

3 = $4.50 + 0 = 45 + 3 = 48$

2 = $3 + 0 = 30 + 2 = 32$



Prop Bets

31 for 1

Key

$$1 = 31$$

$$2 = 62$$

$$3 = 93$$

$$4 = 124$$

$$5 = 155$$

$$6 = 186$$

$$7 = 217$$

$$8 = 248$$

$$9 = 279$$

$$10 = 310$$

Bet times 3

add zero

add bet

(minus total bet
by answer)

$$25 = 775$$

$$75 = 2325$$

$$50 = 1550$$

$$100 = 3100$$

examples:

$$3 = 3 \times 3 = 9 + 0 = 90 + 3 = 93$$

$$4 = 4 \times 3 = 12 + 0 = 120 + 4 = 124$$

$$5 = 5 \times 3 = 15 + 0 = 150 + 5 = 155$$

$$6 = 6 \times 3 = 18 + 0 = 180 + 6 = 186$$

$$7 = 7 \times 3 = 21 + 0 = 210 + 7 = 217$$

$$8 = 8 \times 3 = 24 + 0 = 240 + 8 = 248$$

$$9 = 9 \times 3 = 27 + 0 = 270 + 9 = 279$$



Prop Bets

C+E

The bet must have the same amount on both sides

Crap (2,3,12) 3 times bet

Eleven 7 times bet



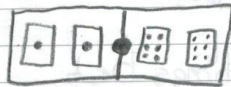
	5 for 1		Any Seven	5 for 1		
hard 6	 			 		hard 10
	10 for 1			8 for 1		
hard 8	 			 		hard 4
	10 for 1			8 for 1		
						
	Horn High	Horn High	Horn High	Horn High	Horn High	Horn High
	 				 	
	16 for 1		31 for 1		31 for 1	
	 		Horn		 	
	16 for 1		Bet		16 for 1	
	8 for 1	Any Craps				8 for 1



Prop Bets

High/Low or Aces and Twelve

"High/Low" is referring to 2 + 12



31 for 1

Key

bet on 5/9 pays - add zero
add 1/2 of original bet

$$\text{exp. } 5 = 7 + 0 = 70 + 2.50 = 72.50$$

$$\text{exp. } 5 = 7 + 0 = 10 + 2.50 = 12.50$$

Bet	Payout	Bet	Payout
5 = 72.50		1 = 14.50	

10 = 145		2 = 29	
----------	--	--------	--

15 = 217.50		3 = 43.50	
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20 = 290		4 = 58	
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25 = 362.50			
-------------	--	--	--

50 = 725		plus still up on bet	
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100 = 1450			
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150 = 2175			
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Prop Bets

Horn High

Nothing less than 5[#]

Horn High	Horn High	Horn High	Horn High	Horn High	Horn High	Horn High	Horn High
31	16	16	31				

Keys: ²⁻² Horn High 12-12 Hits
 $\text{bet} \times 14 + \$ \text{ on } 12 = \text{payoff}$
 exp. $15 \times 11 = 165 + 6 = 171$

²⁻¹² Horn High 12-Aces Hits
 $\text{bet} \times 9 + \$ \text{ on Aces} = \text{payoff}$
 exp. $15 \times 5 = 75 + 3 = 78$

^{2-3 or 11} Horn High 12-Ace Deuce or 11 Hits
 $\text{Bet} \times 2 + \$ \text{ on } 3/11 = \text{payoff}$
 exp. $15 \times 2 = 30 + 3 = 33$

Horn High 11(3) - 11(3) Hits
 $\text{bet} \times 5 + \$ \text{ on } 11 = \text{payoff}$
 exp. $15 \times 5 = 75 + 6 = 81$

Horn High 11(3) - 2 or 12 Hits
 $\text{Bet} \times 5 + \$ \text{ on } 2/12 = \text{payoff}$
 exp. $15 \times 5 = 75 + 3 = 78$

Horn High 11(3) - 3(11) Hits

Bet x 2, plus \$ on 3(11) = payoff
 exp. $15 \times 2 = 30 + 3 = 33$

Horn High 12(2) - 12(2) Hits

5 = 57 15 = 171 25 = 285
 10 = 114 20 = 228

Horn High 12(2) - 2(12) Hits

5 = 26 15 = 78 25 = 130
 10 = 52 20 = 104

Horn High 12(2) - 3 or 11 Hits

5 = 11 15 = 33 25 = 55
 10 = 22 20 = 44

Horn High 11(3) - 11(3) Hits

5 = 27 15 = 81 25 = 135
 10 = 54 20 = 108

Horn High 11(3) - 3(11) Hits

5 = 11 15 = 33 25 = 55
 10 = 22 20 = 44

Horn High 11(3) - 12(2) Hits

5 = 26 15 = 78 25 = 130
 10 = 52 20 = 104

For
 5
 10
 20

For
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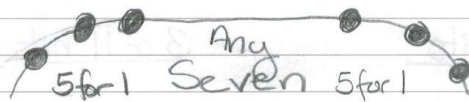
For
 5
 10
 20

For
 5
 10
 20

For
 5
 10
 20

Prop Bets

Whirl Bets



2 or 12 hits:

$$5 \times \text{bet} + \text{bet}$$

5 times bet plus dollar amount on the number that rolled

exp. \$15 whirl bet

$$15 \times 5 = 75 + 3 = 78$$

3 or 11 hits:

$$2 \times \text{bet} + \text{bet}$$

2 times bet plus dollar amount on the number that rolled

exp. \$15 whirl bet

$$15 \times 2 = 30 + 3 = 33$$

7 hits:

Push - don't take don't pay
keep the bet up



Prop Bets

Whirl Bets examples

2 or 12 hits

1 = no bet
2 = no bet
3 = no bet
4 = no bet
5 = 26
10 = 52
15 = 78
20 = 104
25 = 130
100 = 520

3 or 11 hits

1 = no bet
2 = no bet
3 = no bet
4 = no bet
5 = 11
10 = 22
15 = 33
20 = 44
25 = 55
100 = 220

for every 5 pay
a green and a blue



Prop Bets

3 Way Craps

 	 	  
16 for 1	31 for 1	31 for 1

2 or 12 hits:

$9 \times \text{bet} + \$ \text{ amount on } \# \text{ rolled}$

9 times bet plus \$ amount on bet

exp: \$12 bet

$$9 \times 12 = 108 + 4 = 112$$

3 hits:

$4 \times \text{bet} + \$ \text{ amount on } \# \text{ rolled}$

4 times bet plus \$ amount on bet

exp: \$12 bet

$$4 \times 12 = 48 + 4 = 52$$

2 or 12 hits

$$3 = 28 \quad 24 = 224$$

$$6 = 56 \quad 27 = 252$$

$$9 = 84 \quad 30 = 280$$

$$12 = 112 \quad 5 = 46.6$$

$$15 = 140 \quad 10 = 93.3$$

$$18 = 168 \quad 15 = 140$$

$$21 = 196 \quad 20 = 186.6$$

$$25 = 233$$

3 hits

$$3 = 13 \quad 21 = 91 \quad 15 = 65$$

$$6 = 26 \quad 24 = 104 \quad 20 = 86.6$$

$$9 = 39 \quad 27 = 117 \quad 25 = 108.3$$

$$12 = 52 \quad 30 = 130$$

$$15 = 65 \quad 5 = 21.6$$

$$18 = 78 \quad 10 = 43.3$$



Prop Bets

Any Seven

Bet : 5 = amount on one bet

7 hits

Pushes - doesn't win doesn't lose

11 hits (16 for 1)

5 = 11	15 = 33	25 = 55	75 = 165
10 = 22	20 = 44	50 = 110	100 = 220

12 hits (31 for 1)

5 = 26	15 = 78	25 = 130	75 = 390
10 = 52	20 = 104	50 = 260	100 = 520

2 hits (31 for 1)

5 = 26	15 = 78	25 = 130	75 = 390
10 = 52	20 = 104	50 = 260	100 = 520

3 hits (16 for 1)

5 = 11	15 = 33	25 = 55	75 = 165
10 = 22	20 = 44	50 = 110	100 = 220



Prop Bets

Horn Bet

3 or 11 hits: (low side)

$3 \times \text{bet}$

exp: \$4 horn bet

$$3 \times 4 = 12$$

2 or 12 hits: (high side)

$7 \times \text{bet} - \frac{1}{4} \text{ of the bet}$

exp: \$4 horn bet

$$7 \times 4 = 28 - \frac{1}{4} = 27$$

2 or 12 hits:

$$1 = 6.75$$

$$2 = 13.5$$

$$3 = 20.25$$

$$4 = 27$$

$$5 = 33.75$$

$$8 = 54$$

$$10 = 67.50$$

$$12 = 81$$

$$15 = 101.25$$

$$16 = 108$$

$$20 = 135$$

$$24 = 162$$

$$25 = 168.75$$

3 or 11 hits

$$1 = 3 \quad 20 = 60$$

$$2 = 6 \quad 24 = 72$$

$$3 = 9 \quad 25 = 75$$

$$4 = 12 \quad 40 = 120$$

$$5 = 15 \quad 50 = 150$$

$$8 = 24$$

$$10 = 30$$

$$12 = 36$$

$$15 = 45$$

$$16 = 48$$



Prop Bets

Any Craps

8x bet - bet

8x bet

$$1 = 8 - 1 = 7 \quad 6 = 48 - 6 = 42$$

$$2 = 16 - 2 = 14 \quad 7 = 56 - 7 = 49$$

$$3 = 24 - 3 = 21 \quad 8 = 64 - 8 = 56$$

$$4 = 32 - 4 = 28 \quad 9 = 72 - 9 = 63$$

$$5 = 40 - 5 = 35$$

$$10 = 80 - 10 = 70$$

$$15 = 120 - 15 = 105$$

$$20 = 160 - 20 = 140$$

$$25 = 200 - 25 = 175$$

$$50 = 400 - 50 = 350$$

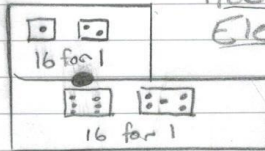
$$75 = 600 - 75 = 525$$

$$100 = 800 - 100 = 700$$

Take this # and
minus the bet



Prop Bets



Ace Douce and Eleven

Key

7 hits - Times it by 7
11 hits - Times it by 7

Seven / Eleven Split



7 hits - Black Jack it
11 hits = $\times 7$



Keys

16 for 1

Blackjack if

add zero

add bet

31 for 1

Bet times 3

add zero

add bet

C+E

craps - Bet times 3

eleven - Bet times 7



The Whip

The Stick



Stick Calls

Come Out Roll

"Bet now while dice are in the middle"

2 - 2 craps 2 Line away Pay don'ts
Double the field

3 - 3 craps 3 Line away Pay don'ts
Single the field

4 - 4 easy (hard) 4 Mark the 4
Pay the field

"The point is 4, who would like the hard 4?"

5 - 5 no field 5 Mark the 5

6 - 6 easy (hard) 6 Mark the 6
No field

"The point is 6, who would like the hard 6?"

7 - 7 winner 7 Take the don'ts
Pay the line Working bets saves
odds, pay behind



8 - 8 easy (hard) 8 Mark the 8
No field

"The point is 8, who would like the hard 8?"

9 - 9 center-field 9 Mark the 9
Pay the field

10 - 10 easy (hard) 10 Mark the 10
Pay the field

"The point is 10, who would like the hard 10?"

11 - Yo Eleven Yo Take the don't
Pay the line Single the field
Yo Eleven Front Line Winner

12 - 12 craps 12 Line away Bar don't
Triple the field



Stick Calls

Established Point

"Bet now while dice are in the middle"

2 - 2 craps 2 Take the come Double the field

3 - 3 craps 3 Take the come Single the field

4 - 4 easy (hard) 4 Good field
Come bets go to 4

5 - 5 no field 5 Come bets go to 5

6 - 6 easy (hard) 6 No field
Come bets go to 6

7 - 7 out Line away Pay the don'ts
and last come's Pay behind

8 - 8 easy (hard) 8 No field
Come bets go to 8



9 - 9 center field 9 Pay the field
Come bets go to 9

10 - 10 easy (hard) 10 Field roll 10
Come bets go to 10

11 - Yo 11 Yo Good field Good come

12 - 12 craps 12 Take the come
Double the field

Do Not say "Here we go"
instead say:

- Dice are out
- * - Dice are coming out
- * - All bets set
- Shooters get dice
- * - Dice are moving

Do Not say "ok"
instead say:

- That's a bet
- "(repeat bet)"



Stick Calls

Come Out Roll

"Crap, Eleven, Any Seven" ^{say it on every come out roll.}

"Hardways working unless called off"

*New shooter:

"New shooter is coming out, bet crap, eleven or any seven, bet it now when the dice are in the center. Are all bets down?"

*Don't say "prop bet" say actual bet

*Remind players of repeat bet always

*When announcing ^{prop} payout say "And you're still up the same way."



Establish Point

"Dealer's on the line"

"Field bet, Place bet, Come bet,
Hardways"

"Dealer's have a hard ____"

"Point is $\frac{10}{\uparrow}$ place the $\frac{4}{\nearrow \text{opposite}}$ "

"The point is $\frac{5}{9}$, bet all the hardways"

"The point is $\frac{5}{9}$, bet your favorite hardway"

* A line to sell hardways

"Lots of room on the hardways"

* If you don't understand a bet and
the dice are in the air say

"No Action this Roll."



The General Duties of a Stick

- The stick does not wait for dealers to count out change.
 - You must call the dice before touching them w/ the stick.
 - Watch the end opposite of the shooter
 - Stick will announce all bets
exp. "\$1.00 Eleven"
 - Amount of money
 - what the bet is (prop, hardway, etc)
 - Action #1: Call dice + Make in center
 - Action #2: watch your end
 - Action #3: Pick up all losing prop/ect bets
 - Action #4: Pay winning bets
 - Action #5: Put up new bets
 - Action #6: Give dice to shooter
 - Do not hustle the handways on the come out roll, just the one roll bets.
(Exception - if a player is betting it every time)
- 

- After the point is established
do not hustle one roll bets
- Hustle all hardways when the
point is 5 or 9
- Only the shooter can ask for
"same dice". We do not
listen to the other players.



The Base



The Do's + Don'ts of Base

- When announcing a prop bet say how much it is, what it is and players position.

Exp. #2 CE 2 from me

- Do not (obviously) look at the dice when they are thrown on the other side.

* dealer tip: Take a quick glance if needed.

- Don't lean when paying - It obstructs the boxman's view (game security)

- A heeled bet is not in action 
- a non-heeled bet is in action

* Dealer must train himself to look in the direction of the Big 6 + 8



Procedure Situations

A player has 75# (one green + 10 red)
and you want to convert the
red to green and then pay.

1) Prove the \$50

R	R
25	25

2) Pay with green

R	R
25	25

G
50

3) Pick up the red

G
50

4) Pay the green

G
50

G
50

*Never leave out more than the
original bet at one time!



Place Bet

Point 6 or 8

$$6 = 7 \checkmark \quad 300 = 350$$

$$12 = 14 \checkmark \quad 450 = 525$$

$$18 = 21 \checkmark$$

$$24 = 28 \checkmark \quad 600 = 700$$

$$30 = 35 \checkmark$$

$$36 = 42 \checkmark \quad 720 = 840$$

$$42 = 49 \checkmark$$

$$48 = 56 \checkmark \quad 900 = 1050$$

$$54 = 63 \checkmark$$

$$60 = 70 \quad 1200 = 1400$$

$$90 = 105 \quad 1500 = 1750$$

$$120 = 140$$

$$150 = 175 \checkmark$$

$$180 = 210 \checkmark$$

$$210 = 245 \checkmark$$

$$270 = 315$$



Place Bet

Point 5 or 9

$$5 = 7$$

$$10 = 14$$

$$15 = 21$$

$$20 = 28$$

$$25 = 35$$

$$30 = 42$$

$$35 = 49$$

$$40 = 56$$

$$45 = 63$$

$$50 = 70$$

$$75 = 105$$

$$100 = 140$$

$$125 = 175$$

$$150 = 210$$

$$175 = 245$$

$$200 = 280$$



Place Bet

Point 4 or 10

5-9 no vig

Dealer "Sayings"

* Come out roll and money is on apron.

"No bet for the money
on the apron!"



Procedures



* When a player hands you a bet, repeat it loud + clear

* Always cut out the bet in the Come

* Cut with your inside hand and hand out with your outside hand.

All Game Procedures

* When someone hands you a stack of \$1, count them out in rows of 5 then put 20\$ in a stack



Place Bet Payoffs

4 and 10 (9 to 5)

5 and 9 (7 to 5)

Bet Payoff

Bet Payoff

\$5 → \$9

\$5 → \$7

\$10 → \$18

\$10 → \$14

\$15 → \$27

\$15 → \$21

\$20 → \$36

\$20 → \$28

\$25 → \$45

\$25 → \$35

\$30 → \$54

\$30 → \$42

\$35 → \$63

\$35 → \$49

\$40 → \$72

\$40 → \$56

\$45 → \$81

\$45 → \$63

\$50 → \$90

\$50 → \$70

\$55 → \$99

\$55 → \$77

\$60 → \$108

\$60 → \$84

\$65 → \$117

\$65 → \$91

\$70 → \$126

\$70 → \$98

more on back →

Place Bet Payoff

(2 to 1) 4 and 10 (9 to 5)

Bet Payoff

\$75 → \$135

\$80 → \$144

\$85 → \$153

\$90 → \$162

\$95 → \$171

\$100 → \$180

\$150 → \$270

\$200 → \$360

\$250 → \$450

\$300 → \$540

\$400 → \$720

\$500 → \$900

\$1,000 → \$1,800

\$2,000 → \$3,600

(5 and 9) 5 and 9 (7 to 5)

Bet Payoff

\$75 → \$105

\$80 → \$112

\$85 → \$119

\$90 → \$126

\$95 → \$133

\$100 → \$140

\$150 → \$210

\$200 → \$280

\$250 → \$350

\$300 → \$420

\$400 → \$560

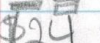
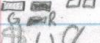
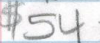
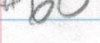
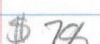
\$500 → \$700

\$1,000 → \$1,400

\$2,000 → \$2,800

Place Bet Payoffs

6 and 8 (7 to 6)

Bet	Payoff	Bet	Payoff
\$6 → 	\$7	\$90 → \$105	
\$12 → 	\$14	\$96 → \$112	
 → 		\$102 → \$119	
\$18 → 	\$21	\$108 → \$126	
 → 		\$114 → \$133	
\$24 → 	\$28	\$120 → \$140	
 → 		\$126 → \$147	
\$30 → 	\$35	\$132 → \$154	
 → 		\$138 → \$161	
\$36 → 	\$42	\$144 → \$168	
 → 		\$150 → \$175	
\$42 → 	\$49		
 → 			
\$48 → 	\$56		
 → 			
\$54 → 	\$63		
 → 			
\$60 → 	\$70		
 → 			
\$66 → 	\$77		
 → 			
\$72 → 	\$84		
 → 			
\$78 → 	\$91		
 → 			
\$84 → 	\$98		
 → 			

Come Bet Payoff

4 and 10 (Double)

odds
\$5 → \$10
\$10 → \$20
\$15 → \$30
\$20 → \$40
\$25 → \$50
\$30 → \$60
\$35 → \$70
\$40 → \$80
\$45 → \$90
\$50 → \$100
\$55 → \$110
\$60 → \$120
\$65 → \$130
\$70 → \$140
\$75 → \$150
\$80 → \$160
\$85 → \$170
\$90 → \$180
\$95 → \$190
\$100 → \$200
\$200 → \$400
\$300 → \$600
\$400 → \$800
\$500 → \$1,000
\$1,000 → \$2,000

5 and 9 (3 to 2) Even

odds
\$5 → \$7
\$10 → \$15
\$15 → \$22
\$20 → \$30
\$25 → \$37
\$30 → \$45
\$35 → \$52
\$40 → \$60
\$45 → \$67
\$50 → \$75
\$55 → \$82
\$60 → \$90
\$65 → \$97
\$70 → \$105
\$75 → \$112
\$80 → \$120
\$85 → \$127
\$90 → \$135
\$95 → \$142
\$100 → \$150
\$200 → \$300
\$300 → \$450
\$400 → \$600
\$500 → \$750
\$1,000 → \$1,500

If the amount equals \$.50
you round down
(Drop the 0.50)

Come Bets

board 8 (6 to 5)
odds

\$5 → \$6	\$10 → \$12	\$15 → \$18	\$20 → \$24	\$25 → \$30	\$30 → \$36	\$35 → \$42	\$40 → \$48	\$45 → \$54	\$50 → \$60	\$55 → \$66	\$60 → \$72	\$65 → \$78	\$70 → \$84	\$75 → \$90	\$80 → \$96	\$85 → \$102	\$90 → \$108	\$95 → \$114	\$100 → \$120	\$200 → \$240	\$300 → \$360	\$400 → \$480	\$500 → \$600	\$1,000 → \$1,200
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if the amount shown
for your bet
(over the 0.30)

16 for 1

31 for 1

Horn Bet

1 = 16

1 = 31

2 = 32

2 = 62

3 = 48

3 = 93

4 = 64

4 = 124

5 = 80

5 = 155

6 = 96

6 = 186

7 = 112

7 = 217

8 = 128

8 = 248

9 = 144

9 = 279

10 = 160

10 = 310

15 = 240

15 = 465

20 = 320

20 = 620

25 = 400

25 = 775

50 = 800

50 = 1550

75 = 1200

75 = 2325

100 = 1600

100 = 3100

3 or 11 hits:

3x bet

2 or 12 hits:

7x bet - $\frac{1}{4}$ the bet

16 for 1

4

blackjack the bet ~~4~~ 4 = 2

add together

4 + 2 = 6

add zero

60

31 for 1

4

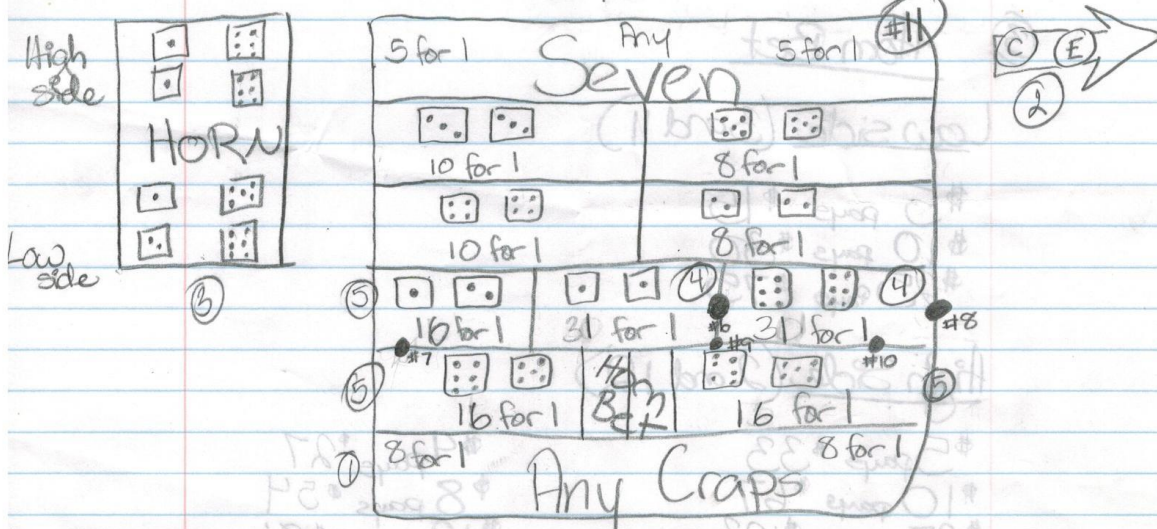
3x bet

4x3 = 12

add zero

120

Prop Bet Keys



① Any Craps

(x) $(-)$
8 times bet minus the bet and leave bet up

exp. \$5 $\rightarrow 8 \times 5 = 40 - 5 = 35$

\$10 $\rightarrow 8 \times 10 = 80 - 10 = 70$

\$25 $\rightarrow 8 \times 25 = 200 - 25 = 175$

② C + E

Craps - Bet times 3 (x)

Eleven - Bet times 7 (x)

and leave bet up

exp. \$1 split

craps hits $\rightarrow 1 \times 3 = 3$

(and original bet stays up)

eleven hits $\rightarrow 1 \times 7 = 7$

craps - \$5 pays \$15 / \$10 pays \$30 / \$25 pays \$75

eleven - \$5 pays \$35 / \$10 pays \$70 / \$25 pays \$175

③ Horn Bet

Low side (3 and 11)

\$5 pays \$15

\$10 pays \$30

\$25 pays \$75

High Side (2 and 12)

\$5 pays \$33

\$10 pays \$67

\$25 pays \$193

\$4 pays \$27

\$8 pays \$54

\$12 pays \$81

\$16 pays \$108

\$20 pays \$135

Twelve (3 for 1)

\$5 pays \$150

\$10 pays \$300

\$25 pays \$750

Ace-Deuce (16 for 1)

\$5 pays \$75

\$10 pays \$150

\$25 pays \$375

High Low Split

\$5 pays \$72

\$10 pays \$145

\$25 pays \$362

③ Horn Bet (Always, try to get the player to bet in increments of 4)
 Always try to get the player to bet in increments of 4
 Low side (3 and 11) → Bet times 3
 High side (2 and 12) → Bet times 7 minus $\frac{1}{4}$ bet and leave bet up
 exp. \$4
 3 or 11 hits - \$4 x 3 = \$12
 2 or 12 hits - \$4 x 7 = \$28 - \$1 = \$27
 \$1 - \$4 take a \$1 off
 \$5 - \$8 take \$2 off
 \$9 - \$12 take \$3 off etc

④ Twelve (31 for 1) and Aces (2) (31 for 1)
 Bet times 3, Add zero and leave bet up

Exp. \$3 bet \$3 x 3 = \$9 add zero = \$90

⑤ Ace-Deuce (3) (16 for 1) and Eleven (11) (16 for 1)

Bet plus $\frac{1}{2}$ the bet and add zero and leave bet up

exp. \$5
 $\$5 + \$2.50 = \$7.50 + 0 = \75.00

⑥ High-Low (2-12) Split

Bet plus $\frac{1}{2}$ the bet and add zero, minus 50% of bet and leave bet up

exp. \$5
 $\$5 + 2.50 = 7.50 + 0 = \$75.00 - 2.50 = \$72.50$
 Pay \$72

Ace-Deuce-Eleven Split

\$5 pays \$35

\$10 pays \$70

\$25 pays \$175

3 Way Craps

\$5

multiples
3 of



⑦ Ace-Deuce - Eleven Split (3-11)

bet times ^(x) 7 and leave bet up

⑧ 3 Way Craps (2-3-12)

		
16 for 1	31 for 1	31 for 1

multiplies
of 3

Low side

High Side

Low Side

10 times ^(x) what's on the number + whole bet

exp. \$3 = $10 \times \$1 = \$10 + 3 = \$13$
 \$6 = $10 \times \$2 = \$20 + 6 = \$26$
 \$9 pays \$39 \$12 pays \$52
 \$15 pays \$65 \$18 pays \$78
 \$21 pays \$91 \$24 pays \$104
 \$27 pays \$117 \$30 pays \$130

High Side

10 times ^(x) whole bet minus the losers

exp. \$3 = $10 \times 3 = \$30 - \$2 = \$28$
 \$6 pays \$56 \$15 pays \$140
 \$9 pays \$84 \$18 pays \$168
 \$12 pays \$112 \$21 pays \$196

⑨ High Low Eleven

Same as 3-way craps

High side is 2 and 12
Low side is 11

⑩ Eleven-Twelve Split

11 hits - Bet times 7

12 hits - 10 times whole bet minus the losers

⑪ Any Seven (5 for 1)

Bet times 4

exp. \$5 pays \$20 \$15 pays \$60
 \$10 pays \$40 \$25 pays \$100

⑫ Seven-Eleven Split

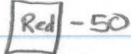
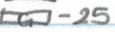
11 hits - Bet times 7

7 hits - Bet plus $\frac{1}{2}$ the bet

Crops

When a player hands you a bet, repeat it
loud + clear

- Situation:

Player has  - 50
 - 25 and you are going to
convert the red to green.

1)   prove its 50

2)    - 50
pay w/ Green

3) Pick up the red  - 50G

4) Pay the Green  

Never leave out more than the
original bet at one time!

- Always cut the cheques (in the Come) with
your inside hand and hand out with your
outside hand

Crapes Take + Pay Procedure

When the
point is
established
→

Take the losing bets 1st, then pay the winning bets and then place the come/don't come bets.

1. Down Behind (this is the Don't Come boxes behind the numbers)
2. Field
3. Big 6+8
4. Don't Come Box
5. Come Bets
6. Place Bets

if a winner or a 7 is rolled then start w/ the pass/don't pass line.

You only worry about the Pass Line / Don't Pass Line when a point is won or lost or on the come out roll.

on the come out roll, when a 2, 3, 11, 12, or 7 is rolled, take all the losing bets first starting w/ the pass/don't pass line.

Remember this saying
"Down Behind the Field 68 Aliens are COMEing to Place Bets"

Stick Calls

Come out Roll "Bet now while dice are in the middle"
"OK, Dice out"

- 2: 2 craps 2 Line away Pay the don'ts Double the field
- 3: 3 craps 3 Line away Pay the don'ts Single the field
- 4: 4 easy (hard) 4 Mark the 4 Pay the field
Point is 4, who would like the hard 4?
- 5: 5 no field 5 Mark the 5
- 6: 6 easy (hard) 6 Mark the 6 No field ~~Corner 6~~
Point is 6, who would like the hard 6
- 7: Winner 7 Take the don'ts Pay the line Working bet
Save odds Pay behind
- 8: 8 easy (hard) 8 Mark the 8 No field ~~Corner 8~~
Point is 8, who would like the hard 8?
- 9: 9 center field 9 Mark the 9 Pay the field
- 10: 10 easy (hard) 10 Mark the 10 Pay the field 10
Point is 10, who would like the hard 10?
- 11: Yo Eleven Yo Take the don't Pay the Line Single
the field Yo Eleven Front Line Winner
- 12: 12 craps 12 Line away Bar don'ts ~~Double the field~~
Triple

Stick Calls

Established Point "Bet now while dice are in the middle"
"Ok, Dice out"

- 2: 2 craps 2 Take the come Double the field
3: 3 craps 3 Take the come Single the field
4: 4 easy (hard) 4 Good field 4 Come bets go to 4
5: 5 no field 5 Come bets go to 5
6: 6 easy (hard) 6 No field ~~Corner 6~~ Come bets go to 6
7: 7 out Line away Pay the don'ts and last comes Pay behind
8: 8 easy (hard) 8 No field ~~Corner 8~~ Come bets go to 8
9: 9 center field 9 Pay the field Come bets go to 9
10: 10 easy (hard) 10 Field roll 10 Come bets go to 10
11: Yo 11 Good field Good Come Yo 11
12: 12 craps 12 Take the come Double the field 12 craps

Point Hits:

Winner (5, 9) Take the don'ts Pay the line

Winner (4, 6, 8, 10), come easy (hard), Take the don'ts Pay the line, winner (4, 6, 8, 10) come the easy (hard) way

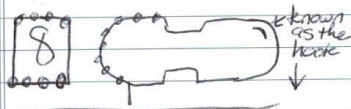
Craps

place payout in come, and hand
cut w/ ~~the~~ hand (unless next to
stack) ↑ outside

Small chips = outside hand

Bigger chips = inside hand

↑ use this way to pay players
(ex. Pass line wins)



ex. Hard six hook
hard six next to me
hard six next to you

At home

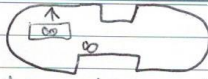
- Drop stack 2, 3, 4, 5 chips
- From a stack of 20 learn to pick up 2, 3, 4, 5 w/o looking

Routine (Procedure) (for pay/take)

Down Behind Field, 6+8,
DC, Come, Place bets

Take, Pay, Place ✓

Craps



When getting change for a player, place the 2 red next to the "rack" and drop cheque. 2 stacks of 5 in come and hand out to player. Then I can pick up red cheques and put in my working stack.

Don't Pass ~~Pass~~



Practice @ home

original bet 15

Get a stack of cheques and practice

odds

- cutting/grabbing 2(3,4) from the top

Bridge it and only pay the 2 bottom

- Drop cutting 2(3,4) from the bottom



- sizing into With Both hands!

Craps

Point Established
winner!

Line always gets
paid first

Don't Pass (Behind)

make sure divisible
by 2

#s 4+10 - even

5+9 - 3

8+6 - 6

Don't Pass is just the
opposite of Pass

put up 3 chips to win
2 (5+9)

put up 6 chips to win
5 (6+8)

put up 2 chips to win
1 (4+10)

Don't Pass exp:

10\$ bet - put up 30\$ because
it is 2x bet is how
much he can put up for
odds

6+8 - 10\$ bet can take 2 odds
max → 2 chips - 5 chips
\$2 bet - \$5 odds
\$20 bet - \$50 odds
min ~~10\$ bet~~
↳ any bet - 6 odds
lay (don't's)

When paying use the
outside hand to the inside
hand

Horn + Horn High Bets

Low side -

DEFGHIJKLMNOP
 RSTUVWXYZ
 ABC KLMNOPQRSTUVWXYZ
 12345678
 90
 Dealer must (at)
 the A before a rotation
 with a stick
 at stickperson's end is the
 opposite of the stick

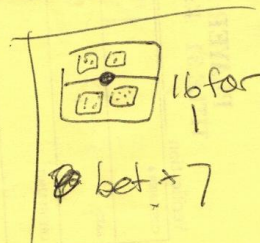
Learn how to deal with both your right and left hand! You know you're good when you can write with both hands. This is my failed attempt at writing with my left hand.

Seven

7 or 11 split

7 hits - blackjack it

11 hits - $\times 7$



Answers.

Any Seven

11 hits

<u>bet</u>	<u>payoff</u>
\$5 =	\$11
\$10 =	\$22
\$15 =	\$33
\$20 =	\$44
\$25 =	\$55
\$50 =	\$110

3 hits

<u>bet</u>	<u>Payoff</u>
5 =	11
10 =	22
15 =	33
20 =	44
25 =	55
50 =	110

Wild Bet

3 or 11 hits

<u>bet</u>	<u>payoff</u>
5 =	11
10 =	22
15 =	33
20 =	44
25 =	55
50 =	110

Horn High

HH12 - 3 or 11 hits

HH11 - 3 hits

<u>bet</u>	<u>Payoff</u>
5 =	11
10 =	22
15 =	33
20 =	44
25 =	55
50 =	110



COLOR CHANGE

When a player requests a color change, wait for the floorperson's instructions to bring in the chips. The floorperson will run down the chips and inform the dealer of the amount. The floorperson will then set out the required denomination of chips if the dealer does not have the required denomination in a working stack. The dealer will cut out the correct amount in the come and upon the floorperson's approval, will set off the chips to the player, and call out the total to the player. Floor will not lock up chips until player accepts color.

TOKES

Hand
\$5 bet
Hand High
\$27 - Green + 2 white

1. Soliciting takes is strictly prohibited.
2. Both the bet and payoff on all winning take bets must be taken down. Take bets may not be "betayed".
3. Color changes for takes should be made by the dealer with verification by the supervisor.
4. Pay it as you come to it, pick up take bet after the line is paid.
5. When a player throws in a take, it must be dropped. If a player gives you the option of picking or dropping a take, you must drop it into the take box. Politely explain to the player that once we are given the option to pick or drop the take, we must drop it.
6. Never drop black chips (\$100's) without the consent of the floor supervisor.
7. It is imperative that all dealers' bets be acknowledged by the floorperson.
8. Maximum take bet is only amount up to the table maximum.

Craps

- Don't say "I'm sorry" instead say "Excuse me" ()
- Once the dice go out keep a constant eye on them
 - I can look around when the dice are in the middle

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