

I. INTRODUCTION

Craps is a fast-paced, action-packed, exciting game that offers a variety of bets on the layout. Each bet is dependent upon the point value of the uppermost side of the two dice that have come to rest after having been thrown by a player called the "shooter".

A. FACTS ABOUT DICE

A die is a cube and has six sides which are top side - bottom side - left side - right side - front side - back side. The spots on top and bottom side of each die must add up to seven, in other words, the number of spots on one side of the cube plus the number on the opposite side must add up to seven. Therefore, top and bottom side must add up to seven, left and right side must add up to seven, and front and back side of every die must add up to seven. Example: Top is five, bottom is two.

CRAPS

A SET OF DICE: Number of dice (2) kept in a bowl on every craps table. A crapsman empties the bowl with the set of dice in it takes the whole set in front of player. From this set, the player can select a game of dice.

A PAIR OF DICE: The two cubes the player (shooter) selects to roll down the table to the other end (the far end - opposite the shooter).

A PAIR OF DICE CAN ROLL 11 DIFFERENT NUMBERS:



6/17/2014

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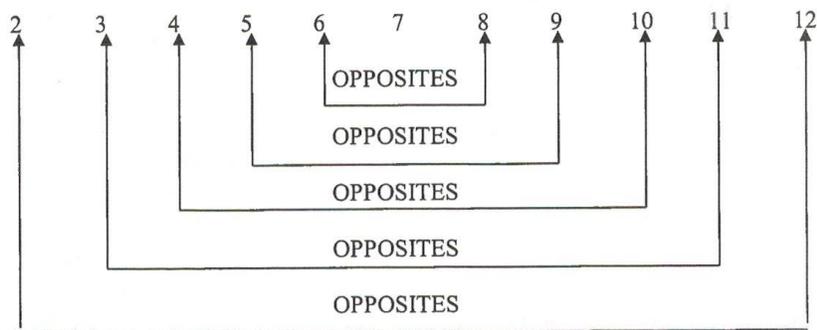
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A SET OF DICE: Number of dice (5) kept in a bowl on every crap table, stickman empties the bowl with the set of dice in it, rakes the whole set in front of prospective shooter (player), from this set, the player can select a pair of dice.

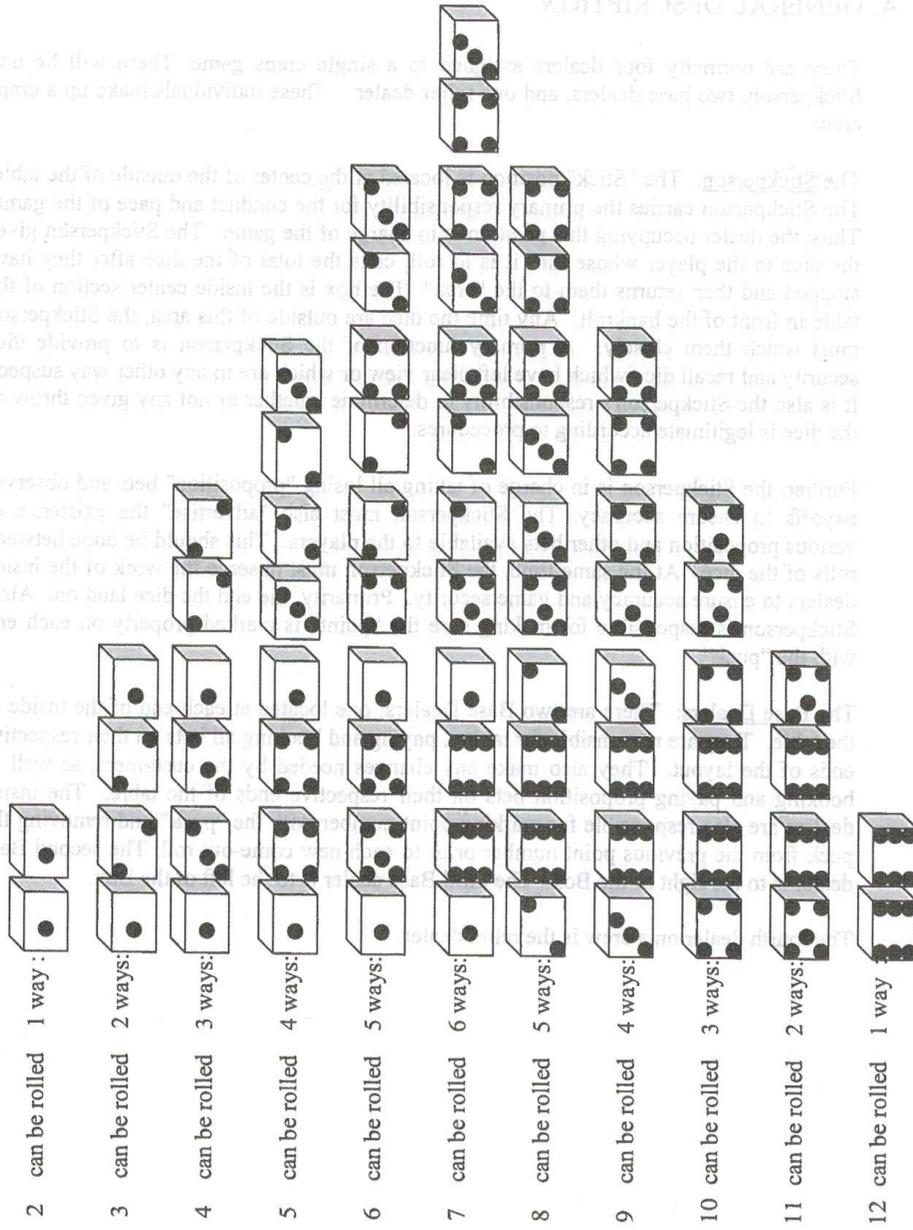
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A PAIR OF DICE CAN ROLL 11 DIFFERENT NUMBERS:



B. DICE COMBINATIONS

- This diagram shows all of the 36 combinations of the dice. These are very, very important and should be well learned, as every different bet in the game is derived from these combinations.



II. DEALER RESPONSIBILITY

A. GENERAL DESCRIPTION

There are normally four dealers assigned to a single craps game. There will be one Stickperson, two base dealers, and one relief dealer. These individuals make up a craps crew.

The Stickperson: The "Stick" position is located at the center of the outside of the table. The Stickperson carries the primary responsibility for the conduct and pace of the game. Thus, the dealer occupying this position is in charge of the game. The Stickperson gives the dice to the player whose turn it is to roll, calls the total of the dice after they have stopped and then returns them to the "box." The box is the inside center section of the table in front of the bankroll. Any time the dice are outside of this area, the Stickperson must watch them closely. A primary function of the Stickperson is to provide dice security and recall dice which have left clear view or which are in any other way suspect. It is also the Stickperson's responsibility to determine whether or not any given throw of the dice is legitimate according to procedures.

Further, the Stickperson is in charge of taking all losing "proposition" bets and observes payoffs to ensure accuracy. The Stickperson must also "advertise" the existence of various proposition and other bets available to the players. This should be done between rolls of the dice. At the same time, the Stickperson must observe the work of the inside dealers to ensure accuracy and game security. Primarily, the end the dice land on. Also, Stickperson is responsible for making sure the "point" is marked properly on each end with the "puck".

The Base Dealers: There are two Base Dealers; one located at each end of the inside of the table. They are responsible for taking, paying and booking all bets on their respective ends of the layout. They also make any changes needed by the customers, as well as booking and paying proposition bets on their respective ends of the table. The inside dealers are also responsible for marking point number with the "puck" and removing the puck from the previous point number prior to each new come-out roll. The second Base dealer is to the right of the Box. The third Base dealer is to the left of the Box.

The fourth dealer on a crew is the relief dealer.

B. DUTIES OF THE STICKPERSON (Stick)

1. THE STICKPERSON MUST ALWAYS KEEP THEIR EYES ON THE DICE!

2. It is the Stickperson's responsibility to generate interest in the game and advertise the proposition bets to promote more betting. If the Stickperson is dull, the game lags and players lose interest. A loud and exciting stick person will draw players to the game.
3. The job of the stick person is to keep the game moving as fast as possible according to the action (the number and type of bets being made by the players). Proper pacing of the game is extremely important.
 - a. The game must move as fast as is consistent with the action and ability of the inside dealers.
 - b. The Stickperson must observe both players and dealers so that potential bets are not missed, or dealers are not rushed into errors.
 - c. The Stickperson should be prepared to allow players extra time to make wagers immediately before and after each Come Out roll.
 - d. The stick person must not allow the shooter possession of the dice until both inside dealers have completed all work or are making the last payout for the last roll. This does not include final cheque cleanup by the inside dealer.
 - e. The Stickperson must not delay the game while the other dealers make change.
 - f. A new or slow player should be politely encouraged to play at a normal rate. The Games Supervisor should be notified and have the final judgment in all cases.
 - g. All patrons who are not playing on the game should be politely asked to step back from the game.
 - a. Example: "Front row for players only, if you are not playing please take one step back". Your ability to follow the above points in a polite and courteous manner is a reflection of your professionalism.
4. Handling the Stick:
 - a. The stick should be held at the end. It should always be set down 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.
 - b. 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.

- c. 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 people.
 - d. 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.
 - e. The stick is a tool of your trade, not a toy or a weapon. Your handling of the stick reflects your confidence and ability.
 - f. When holding the stick, the dealer is to keep his index fingers on the shaft, his thumb to the side and the rest of his fingers underneath the shaft
5. Moving the dice to the shooter:
- a. When moving the dice, the Stickperson applies pressure downward on the stick with the index finger. This bends the stick. (It is very hard to break this way.) By bending the stick, the Stickperson has more control on the dice when moving them.
 - b. 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.
 - c. 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.
6. At commencement of play, the Stickperson shall offer the dice to the player immediately to the left of the Boxperson. If such player rejects the dice, the Stickperson shall offer each of the other players in turn clockwise around the table until one player accepts the dice.
7. The shooter must make a Pass Line or Don't Pass Line bet.
8. The shooter may pass the dice at any time, in which case, the next person that wants to shoot may finish the hand, and on a seven out may shoot again for themselves. Once they've sevened out again, the dice are passed to the next shooter.
9. Retrieving the dice group:
- a. 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 Boxperson. The Stickperson must keep eyes on the dice in the shooter's hand until he rolls them. At the same time pull the dice in toward the dice bowl keeping them against the wall.
 - b. The Stickperson must be able to retrieve the dice group without taking his eyes off the shooter 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 Base Dealer to call the dice. The Stickperson must continue to retrieve the dice group until he has them back in the dice bowl. Then he may get the dice the shooter just rolled.

10. Make sure that the customer shoots the dice with the hand he picks them up with. He may use only one hand on dice.
11. If the shooter is burning dice, setting dice, rubbing them together, etc.; it is the responsibility of the Stickperson to tell the shooter, in a diplomatic and polite manner, to please shoot the dice. If on the first request by the Stickperson, the shooter refuses to follow the instruction, then it becomes the responsibility of the Boxperson to intervene. However, the Supervisor will make the final decision.
12. The shooter must roll the dice so that both dice are intended to bounce off the end of the table.
13. The dice must roll down the table. They must not slide or spin down the layout.
14. If there is any reason to be suspicious, bring the dice in and have the Supervisor check them.
15. The dice should be checked at the earliest opportunity without holding up the game, unless you are skeptical that they are not our dice, IN WHICH CASE YOU CHECK THEM IMMEDIATELY.
16. The Stickperson is responsible for calling each roll of the dice **LOUDLY** and **CLEARLY**. The dice must be completely stopped before they are called. Never move the dice before they have been called.
17. When a die goes off the table call "No Roll", retrieve remaining die on table then dump the bowl unless the shooter requests the same dice.
18. On a Seven-out, dump the bowl. (Before anything else)
19. Cocked die, call the high side, the side the dice would be on if obstacle wasn't there. Make sure supervisor verifies the call before the dice are moved. If the dice come to a rest in a manner that it cannot be determined which face of the die is uppermost call "No roll".
20. Dice on top of one another, in the rail, on the bank roll (including fills and credits), on or in the bowl are "No Rolls". (Note: Fills and credits are considered part of the bankroll.)
21. If the dice are blocked from vision of the Stickperson, he will first ask the dealer on that end to call the dice and will be held responsible for the following procedures:

- a. FIRST - have the base dealer on the end where the dice are to call the dice:
- b. SECOND - after the base dealer calls the dice, have the base dealer remove the checks that are hiding the dice from the full view of the customers and the Stickperson.
- c. THIRD – after the Stickperson confirms the dice, he/she will repeat the number and finish the stick call.

22. Bringing in the dice.

- a. When bringing the dice in, they must be brought around the outside of the layout, not through the money, and placed in the “box” position.
- b. After the call, the Base Dealer may help the Stickperson by moving the dice out of the layout. When the Base Dealer 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. He should not cup the dice in his hand so that they cannot be seen.
- c. The Stickperson has the right of way when retrieving the dice. The dice should be out of the way before the Base Dealer starts his take and pay sequence.
- d. The proper hand leads by the Stickperson will help him to remain square to the game (facing the Boxperson).
- e. The Stickperson should keep his eyes on the dice at all times when they are not in the center of the table.

23. Watch payoffs on your end (end opposite of 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.

24. When returning the dice to the shooter, the Stickperson should be certain the other dealer(s) are finished with their work. Generally, move the dice when the Base Dealer is paying the last bet.

25. The Stickperson should be careful not to send the dice back to the shooter with a “seven” showing if the shooter has a point, or on a “craps” number if the shooter is coming out, or on the point if the shooter is a “don’t” bettor.

26. Watch the end of the table that the dice land on (opposite the shooter). That is your end to protect; correct any mistakes that you might see and then watch the opposite end until work is completed.

27. If a player asks for a different set of dice, bring the old dice to the center of the table and give out a new set. The Boxperson will check old dice.

28. Make sure the point is marked correctly at both ends of the table.
29. The Stickperson does not make change from the stick/pole position.
30. The player shooting from the Don't Pass may remove all of his bets except for the table minimum. If he picks up all his money, he can no longer shoot the dice.
31. See that Line Odds and Line Bets are separated for clarity and to avoid cocked dice.
32. Verify all payoffs, change, placement of bets, etc. The Stickperson watching their end, functions as a supervisor.
33. Any late bets will be booked, but not placed by the base dealer. Late bets will be placed before a payoff is made.
34. The Stickperson handles and takes down all losing proposition bets. The Stickperson's "working stacks" should not exceed 20 units.
35. When a player makes a proposition bet, the Stickperson should know who made it and acknowledge the amount and what the bet is.
36. When a player throws a bet to the Stickperson, the Stickperson will place the bet and acknowledge the amount and what the bet is; thus "booking the bet".
37. When a player hands a proposition bet to the inside dealer, the dealer should book the proposition bet, calling out the amount of the bet, what the bet is and who bet it. The Stickperson will acknowledge the bet. The dealer should not refuse the bet and tell the player to throw the bet to the Stickperson. They may politely instruct the customer about throwing the bet to the Stickperson.
38. In all cases when acknowledging bets, the Stickperson and / or the dealer will call the amount of the bet and what the bet is loudly and clearly enough so that there will be no misunderstanding.
39. Bets should be acknowledged as follows: Six dollars, Eleven-Twelve Split and location.
40. Proposition bets should be placed on the layout in relationship to where the player is standing at the table. Every effort should be made to ensure proper placement before the dice leave the center of the table.
41. The Stickperson is responsible for all "Hardway" bets that are on or off on any given roll.
42. The Stickperson is responsible for seeing that "Proposition Bets" are not under the minimum or over the maximum table limit.

43. When necessary, break up all prop bets except for Horn bets, Horn High bets and Split bets.
44. The Stickperson is responsible for taking down all losing proposition bets immediately. Do not let the bet lay on the layout and wait for the customer to give it back to you. It must be taken down immediately.
45. Pay proposition bets first on the end of table the dice land on, starting next to base dealer, then the opposite end of table closest to base dealer.
46. Point the end of the stick in front of the player when paying proposition bets; the Stickperson will call out the amount of the payoff, who it is for and what the bet was. Do not beat the table with the stick.
47. The dealer should assist and verify the Stickperson on the amount of the payoff and who the bet is for.
48. No proposition payoff is paid to a player by the base dealer unless and until told to do so by the Stickperson, or directly by the Games Supervisor.

C. DUTIES OF THE BASE DEALER

It is the dealer's responsibility to become aware of situations around the game. There is no procedure in acquiring the ability to "read" players. This is a skill which must be worked on constantly. The Dealer must pay attention to the various betting patterns of the player.

1. Watch the game at all times. It is impossible to look around the room and keep track of all bets, the dice, and be aware of any unusual movements or errors made by the players. No casino gazing.
2. All wagers should be made before the dice are thrown.
3. Bets are not to be taken from the player's hand or the rack; they are to be set down on the layout by the player, and you must clarify the purpose of the money before picking it up.
4. When the shooter has the dice, both the dealer on that end and the Stickperson should watch the player's hand. When the dice are rolling your way read the total on the dice and confirm the Stickperson's call. There is a split second in which the dealer (and boxperson) watches the shooter's follow-through making sure that both dice have been shot, and that the shooter's hand is clear.
5. The dealer on the same end as the shooter should not "hawk" the dice. He must keep his eyes on the layout in front of him.

6. It is the dealer's responsibility to be aware of the amounts bet and to whom they belong. Be particularly aware of bets made on the Don't Come and Don't Pass Line. These are the most vulnerable points on the layout for past posters and pressers.
7. Acknowledge and call out all bets clearly so that the player, other dealers on the game, Boxperson, and Games Supervisor understand the bet. State amount of the bet, where it plays, and to whom it belongs. There are no secrets on a crap game!
Example:
 - a. Player bets \$5 eleven. The dealer must call out "\$5 on eleven two from me."
 - b. Player bets \$5 to place on nine. The dealer calls out "Placing nine for \$5 next to me".
 - c. Player takes \$10 odds on his/her Come Bet four. The dealer calls out "\$10 odds on four straight away".
 - d. The three elements of a bet to acknowledge are:
 - 1) The amount of the bet.
 - 2) What type of bet is being made.
 - 3) Position of player.
 - e. Acknowledging "no bet". If you do not understand a bet, state "no bet this roll". However, you must specify when calling "no bet". Example: "No bet that money on the apron".
8. Deal to the Boxperson - all transactions are to be cut out on the Come Line in such a manner that the Boxperson can clearly read them; (i.e., change, color change, Place bets, Propositions, Payoffs, etc.).
9. Make the Boxperson and Supervisor aware of any customer who makes suspicious moves or causes problems for other players.
10. Remember that a dealer has the responsibility to eliminate situations which allow claims to occur. By strict adherence to procedures, dealers can eliminate opportunities the dishonest or the honestly confused player may have to file a claim. "Sounding off" and repeating all bets and payoffs is the strongest weapon the house has against claims. If a dealer remains silent during any transaction, he leaves himself and the house wide open for claims.
11. Complete each transaction before going to the next. Example: if counting out change only and another player asks for a bet, complete change only first and then go to the player who wants to make a bet.
12. A cardinal sin of a craps dealer is to be a one-handed dealer. Remember that a true craps dealer is one that deals with both hands, and has a head for the game.

13. Never pay with dirty money.

14. Show a clean hand before cutting down a stack of cheques.

15. When handing off a stack of cheques do not palm them and show a clean hand after.

16. The Base Dealer will use the hand closest to the box when taking out or putting cheques into the bankroll. Only take out or put in a full stack. Dealers will not reach into the bankroll to take or return stacks of \$100 cheques or above, without the Boxperson's approval.

17. The Base Dealer is responsible to visually check all odds taken on Pass and Don't Pass Line Bets for proper amounts. If the player might be high on his odds and the dealer doesn't have time to check before dice rolls, announce "plays for full odds" then check after roll. If high return the overage. If no announcement was made, pay the overage as a place bet or overlay.

18. A player can call his bets "Off" or "On" at any time.

Example:

a. On a Come Out Roll, Place Bets and Come Odds are automatically "Off", but the player may choose to call his bets "On".

b. In the event that a player has a combination of bets that is "Off" / "On", the dealer will use lammer buttons to indicate what the player wants.

19. If dealer does not notice that a player's odds are too high, the amount over the maximum limit will be paid as a place bet.

20. Taking and Paying:

a. Take – Pay – Place (From the outside to the inside) : Always take what the house has won before paying or placing.

b. There are three exceptions to the Take – Pay – Place rule;

1) Place bets shall be paid after Come and Don't Come Bets have been positioned.

2) Don't Come Bets shall be placed before Come Bets are paid.

3) On a "Seven Out" the losing bets in the Come Boxes shall not be picked up until after all winning Come and Don't Bets have been paid. Also the Don't Come is taken first on a "Seven Out" then the pass line and field.

c. Pass and Don't Pass Bets will be paid from the base towards the Stickperson. Pay odds first then the flat bet for each individual wager. The first bet should be paid with the outside hand. Do not total wagers on the pass line (unless absolutely necessary or unless instructed by the Boxperson). The odds and the flat bet should be paid separately. Always be aware of the spacing on the line odds. It is

the responsibility of the Stickperson and base dealer to see that the line odds are always spread, "Air out your odds".

- d. Size into all bets when possible.
 - e. Never toss or slide cheques to the players.
 - f. Do not place change or payoffs in the player's hand or in the rail. Place cheques on the apron of the layout, not the betting area, with the outside hand.
21. When taking or paying bets, the dealer must begin with the wager farthest to the outside and work toward the inside, taking or paying each bet in sequence.
- a. "Outside" refers to that part of the layout closest to the players or end of the table. "Inside" denotes that part of the layout closest to either the dealer or to the proposition section in the center of the table.
 - b. All work will be done according to the take-pay-place procedure.
 - c. When taking or paying, the dealer must deal to each bet as he comes to it. Never pay two bets simultaneously on the pass, don't pass, or field bets. Skipping bets is strictly prohibited.
 - d. When taking bets, the dealer must begin with the bet farthest to the outside of the table. After taking all bets, working from the outside in, the dealer will then take those bets of the next farthest outside bet type, and so on until all work has been completed. Exception: On a call of "Seven Out", the dealer must first take the Don't Come Box, all pass line bets, corner bets and then the field.
22. Base dealer being relieved:
- a. A dealer may not be relieved until all work for which he is responsible has been completed for the previous roll of the dice.
 - b. Dealers must inform their reliefs of who owns any Come, Place or Don't Bets.
 - c. At no time should a dealer or Stickperson, change positions while the shooter has the dice in his possession.
 - d. A dealer being relieved should be relieved from the outside. This means that the dealer to be relieved must be approached and tapped out from the side opposite the Boxperson.
 - e. Craps dealers must clear their hands by clapping them together once and then turning their palms up toward the Boxperson whenever being push out of the dealing position, or prior to putting their hands in their pockets or concealing them from full view at any time. This also applies when adjusting clothing or going to the body for any reason.

23. General Do's:

- a. Stay in your assigned area.
- b. Watch your own end. Repeat how much, where and from whom the bet came.
- c. Leave the pit immediately when relieved.
- d. Hand all uncertain bets to the Boxperson for verification.
- e. Size into bets in the same area they were bet.
- f. Pay line odds, on side.
- g. Show payoffs in Come.
- h. Act on Field, Don't Come, Come.
- i. On Seven-Out, leave puck on the number until all work is completed (except clean up); on Come Out Roll, move puck to the number then accept bets.
- j. Pay last Come bets from Base to Stick.

24. General Don'ts:

- a. Use slang terms.
- b. Play with cheques or buttons.
- c. Hawk the dice.
- d. Look around casino on live game.
- e. Total bets without Boxperson's permission.
- f. Talk on game, once you have one or more players.
- g. Lean on hand while making payouts.
- h. Correct a mistake without Boxperson's permission.
- i. Just say "bet".
- j. Let customer touch flat bet.
- k. Say "It's a roll".
- l. Loiter when leaving the pit, leave immediately. Don't stop to talk to dealers or supervisors that are on a live game. Talk only to supervisors if it pertains to business on the game. Don't bring cigarettes into the pit.

CHANGING CURRENCY, CHEQUES AND COLOR CHANGE

- A. Place currency or checks in the center of the table in front of the Boxperson and verbalize amount and type.
- B. Count out the change directly in front of you on the Come Line.
- C. Place/heel the change on the apron in front of the player, not on the layout. (Never hand change to a player; no hand to hand contact.)
- D. Break down cheques as follows:

CHEQUES

5
6
7

WHITE / RED / BLACK / ORANGE / TEAL

ONE STACK (5)
3, 3
3, 3, 1

8	4, 4	VII. COME BETS
9	4, 4, 1	
10	5, 5	
11	5, 5, 1	
15	5, 5, 5	
20	5, 5, 5, 5	
<u>CHEQUES</u>		<u>PINK / GREEN / PURPLE / GREY</u>
4	ONE STACK (4)	
5	4, 1	
6	3, 3	
7	3, 3, 1	
8	4, 4	
9	4, 4, 1	
10	4, 4, 2	
11	4, 4, 3	
15	4, 4, 4, 3	
20	4, 4, 4, 4, 4	

*Denomination cheques of \$100 or higher must be proven.
 (Black = 2, 2, 1 / Purple = 2, 2 / Orange = 2, 2, 1 / Grey = 2, 2 / Teal = 2, 2, 1)*

V. FIELD BETS

Field Bet. A Field Bet is a one roll bet that can be made on the numbers 2, 3, 4, 9, 10, 11 and 12 on any roll of the dice. All numbers pay even money, except 2 and 12 which pay double. The respective odds will be clearly labeled on the layout. If any other number appears, the bet loses.

VI. PASS / DON'T PASS LINE

- A. **Pass Line.** You win on 7 and 11 and lose on 2, 3, or 12 on the come out roll (the first roll). If any other number rolls, it's your "point". If your point rolls before 7, you win. After the come out roll, if 7 rolls before your point, you lose and the dice move to the next player. Pass Line Bets cannot be reduced or removed after a point is established. This is a contract bet. It may be increased.
- B. **Don't Pass Line.** The opposite of the Pass Line. You lose on the 7 and 11 and win on 2 and 3 on the come out roll (the first roll). When 12 is rolled, it is a standoff. If any other number rolls, it is your "point". You are betting that 7 will be rolled before the point.

This bet must be placed before the come out roll. Don't Pass Line Bets cannot be placed or increased, but may be removed or decreased, after a point is established.

VII. COME BETS

The "Come Bets" are exactly the same as the Pass Line after the Come Out roll and a point is established.

Bets on the "Come" take the next roll of the dice, and are moved to the number rolled by the dealer, where they are in escrow, a contract bet, until they win or lose. If 7 or 11 rolls instead of a point, they are paid even money; or if a 2, 3, or 12 rolls the bets lose.

Come Bets only win when the point is repeated before a "7", and are taken off the "Come" number by the dealer, replaced on the Come Line, and paid in front of the player who made the bet. Come bets lose when the number "7" rolls before the point. A player can never call his Come Flat Bets "off". These bets are always in action, and must remain until they win or lose. A player can make a Come Bet at any time except on the Come Out Roll.

If a player makes a Come Bet on the Come Out roll and it is not "no betted", the bet is still in action; treat it as a Pass Line bet. Once a point is established, just move it to the Pass Line, in front of player, and tell him to make his Come Bets once the point is established. Come Bets are paid in order from Stickperson to Base Dealer.

VIII. TAKING ODDS / PASS LINE AND COME

A player can remove his odds at any time and also take odds at any time until a decision is reached. The odds can be pressed or pinched at any time, as long as the press or pinch does not exceed minimum or maximum table limits.

Come Bet odds are always "Off" on the Come Out roll, unless the player requests the odds "On" or working. After the point is established, a player can call his come odds "Off" one roll or up to three rolls at which time they are returned to the player. One "Off" or "On" button on top of the odds nearest the Boxperson will verify all the player's odds are "Off" or "Working".

In the event a player has a combination of bets that are off and on, additional buttons will be needed to indicate which bets are off or on. If player wants his Pass Line odds off one roll or a number of rolls; player will pick odds up until he wants them working, then he will replace them.

IX. PAYING COME BETS "OFF AND ON"

In order to work more quickly, a Dealer may pay "Off and On". The system enables a Dealer to pay without ever moving the bets.

Using Totaling "Off and On"

- A. A player has a Come Bet with or without odds on a number and a Come Bet on the come of equal value; and come returns.
- B. Instead of going through the paying moves, go to the Come Bet on the come and pay the total bet that is on the come number.
- C. Announce the amount of the total "Off and On".

EXAMPLE

1. \$5 are bet on the Come Line: there is a \$5 come 10 with \$5 odds.
2. The dice roll 10.
3. Pay the total \$15 to the bet on the come, leaving the Come Bet and the odds as they are.
4. The player has received his full payoff, and the bet is still set up.
5. Announce to the player "you are Off and On for \$15".

X. PASS LINE AND COME ODDS

A player may place, increase, reduce or remove odds any time he/she has a Pass Line or Come bet (called the Flat Bet), as long as the odds are within the table minimum or maximum.

- A. Odds on the 4 and 10
Pay 2 to 1
Maximum odds 100 times the Flat Bet (100x)
Up to Maximum odds of \$10,000 or 3x the odds \$10,001 to \$50,000 max
- B. Odds on the 5 and 9
Pay 3 to 2
Maximum odds 100 times the Flat Bet (100x)
Up to Maximum odds of \$10,000 or 4x the odds \$10,001 to \$50,000 max
- C. Odds on the 6 and 8
Pay 6 to 5
Maximum odds 100 times the Flat bet (100x)
Up to Maximum odds of \$10,000 or 5x the odds \$10,001 to \$50,000 max

XI. DON'T COME

Don't Come is exactly the same as Don't Pass, but it is bet after the point is established. The same rules apply. It is known as the "Backline" or Don't Side and is played exactly opposite of Pass Line and Come.

Bets placed on Don't Come win if Craps number "2" or "3" roll and are paid even money. If "12" rolls before a point number occurs, it is a "stand-off". Bets on Don't Come lose if "7" or "11" rolls before a point and are locked up immediately.

When a point number Don't Come bet is moved behind the point, the bet remains until it wins or loses. Don't Come Bets on a point lose when the point is rolled (Down Behind) and win when a "7" rolls.

EXAMPLE:

10 rolls, money goes behind 10, the only way that the bet wins is if 7 rolls before the 10.

Don't Come Bets behind the number can be removed at any time the player request. Don't Come Bets behind the number cannot be pressed at any time. If a number is rolled and a player decides he doesn't want his money to go behind the number he will say "No Action" and the Dealer will leave the bet on the Don't Come for the next roll and wave it off for that roll.

LAYING ODDS / DON'T PASS AND DON'T COME

A player can remove his odds at any time and also lay odds at any time until a decision is reached. The odds can be pressed or pinched at any time, as long as the press or pinch does not exceed minimum or maximum table limits. The original odds bet, press or pinch shall be in even multiples according to the number i.e. multiples of \$2 for the 4 and 10, multiples of \$3 for the 5 and 9, and multiples of \$6 for the 6 and 8. Odds will be healed or bridged on the Don't Pass Line. Odds will be layed away from the Boxperson.

Laying odds behind is always "On" or working on "Come Out". If the player wants his odds "Off", on the Come Out roll, the Dealer's responsibility is to take the odds down, then hand off them to the player (No "Off" buttons used). If a player wants his odds off one roll or a number of rolls on the Don't Pass; player will pick odds up until he wants them working, then he will replace them.

- A. Odds for the 4 and 10: Pay 1 to 2
- B. Odds for the 5 and 9: Pay 2 to 3
- C. Odds for the 6 and 8: Pay 5 to 6

CORRECT PLACEMENT OF COME, DON'T COME, LAY, PLACE BETS AND BUY BETS

Come, Don't Come, Lay, Place Bets AND Buy Bets must be positioned in their respective boxes in relations to where the players to whom they belong are standing at the table. (Place Bets are placed on the line of their respective boxes.)

- A. The proper location of these bets belonging to players standing near the Stickperson side of the table will be positioned sequentially on the top line of the appropriate box. Players standing at the end of the table nearest the Base Dealer shall have their bets placed along bottom line of the appropriate box in the same manner.

- B. All wagers, including both flat and odd bets, must be entirely within the appropriate space. In the case of backline bets, this may result in congestion; however, moderate re-adjustment of the bets will normally solve the problem. Also, odds on Pass Line and heeled Don't Come Bets must be spaced so as to preclude a die from being caught between the bets resulting in a cocked die situation.
- C. Dealers must be particularly cautious setting up and maintaining these bets in their correct positions, since serious confusion over bet ownership can result otherwise.
- D. Dealers being relieved must be certain that the incoming Dealer understands clearly to whom each bet belongs.

Place Bets

“Place Bets” shall mean a wager which may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. Place Bets may also be increased or decreased at any time. The payout odds on place bets shall be as follows:

<u>PLACE BET</u>	<u>ODDS</u>
Place Bet on 4 or 10	9 to 5
Place Bet on 5 or 9	7 to 5
Place Bet on 6 or 8	7 to 6

All Place Bets shall be inactive on any Come Out Roll unless called “On” by the player and confirmed by the Dealer through placement of an “On” button on top of such bet. One “On” button on the bet closest to the box will verify all the player’s bets and Place Bets are working.

Booking Place Bets: Announce the amount, position of player and change, if any.

Example: Player announces, “\$27 across” and sets the money in. Dealer announces, “\$27 across one from me out of \$30; \$3 change”. Set the \$30 in front of the box. Cut out \$3 on the come letters, hands off with outside hand. Set up player’s bet in relation to position around the table.

Set up Place Bets from outside to inside. Place Bets are frequently pressed. A full press is doubling the original bet. A parlay is adding the total winnings to the original Place Bet.

Place Bets Across, Outside and Inside

These particular bets can be bet anytime. A player will say Inside, Outside or Across, depending on the point.

Inside	5, 6, 8 and 9
Outside	4, 5, 9 and 10
Across	all the numbers except the point

These bets are usually bet after the Come Out roll and kept up to win or lose. These bets can be taken down at any time. They can be called "Off" for one roll or a number of rolls at any time. These bets can be pressed or taken down at any time.

Inside – Inside numbers are 5, 6, 8 and 9. If the point is one of the four numbers indicated, and a player wants to bet the Inside number, action will go on the other three numbers. If player wants all four numbers he will specify by saying: Example: \$22 Inside, including the point.

Outside – Outside numbers are 4, 5, 9 and 10. If the point is one of the four numbers indicated, and a player wants to bet the outside numbers, action will go on the other three numbers. If the player wants all four numbers, he will specify by saying: Example: \$20 Outside, including the point.

Across – Across numbers are all numbers except the point. If the player wants action on all the numbers, he will specify by saying: Example - \$32 Across, including the point.

Buy and Overlay Bets

A player can also place a Buy Bet at any time on the place side to receive true odds on that bet.

<u>BUY BET</u>	<u>ODDS</u>
Buy on the 4 or 10	2 to 1
Buy on the 5 or 9	3 to 2
Buy on the 6 or 8	6 to 5

The player is charged 5% vigorish (with the exceptions listed below), when the bet is made. Buy Bets are almost always on the 4 or 10. We will charge the following vigorish for buys:

- \$20 - \$39 = \$1
- \$40 - \$59 = \$2
- \$60 - \$79 = \$3
- \$80 - \$99 = \$4
- \$100 = \$5

A player can also Overlay Behind a number at any time. A 5% vigorish is charged on the winnings (see chart above).

<u>OVERLAY BET</u>	<u>ODDS</u>
Overlay Behind on the 4 or 10	1 to 2
Overlay Behind on the 5 or 9	2 to 3
Overlay Behind on the 6 or 8	5 to 6

Buy and Overlays vigorish will be charged up front when the bet is placed.

Booking and Positioning Proposition Bets

Repeat all bets, by repeating a bet, you are booking the bet and giving the player a verbal receipt for his/her money.

- A. It is the responsibility of all the dealers to book the proposition bets.
- B. Players will be given a reasonable time to make proposition bets, although the stickperson must not unduly slow the pace of the game while waiting for such wagers.
- C. All incoming proposition bets must be verbally acknowledged as to bet type, amount and position. For example, if a player makes a \$5 eleven bet, the Stickperson must call out "\$5 on eleven one from me". This must be done clearly and audibly so that any misunderstandings can be eliminated before the dice roll. It also assists the dealers in remembering what bets have been made and to which players they belong. However, only the Stickperson should actually set up proposition bets.
- D. A Dealer must never accept a wager which is not clear. If the nature and amount of the bet cannot be clarified before the dice roll, the Dealer must politely call "no bet this roll" so that all parties concerned hear and understand.
- E. A proposition wager must be placed in the exact area of the layout marked for that particular bet. Further, within the appropriate area, each bet must be positioned according to the table location of the player to whom the bet belongs. Doing so eliminates much confusion over ownership and facilitates the correct order of making payoffs.
- F. When the Stickperson is watching the dice on the other end and prop bets are tossed in on this end, the Base Dealer on this end must book the bets. He/she must announce amount, bet type and position of player.

Example: Player tosses in \$5 on eleven, Base Dealer announces "\$5 on eleven, one from you", speaking to the Stickperson.

Making Proposition Bet Payoffs

- A. The inside Dealers shall count out and deliver all payoffs for their respective ends of the table.
- B. Payoffs should be made only after the inside Dealer has completed all other work on his/her end of the layout and the Stickperson has removed all losing proposition wagers from the betting portion of the layout. Inside Dealers are never to take down losing proposition bets.
- C. All proposition bets shall be paid from the inside Dealer around to the Stickperson, in order. Stickperson will start on the end to which the dice landed (his/her end).
- D. When making a payoff, the Stickperson must announce the amount, as well as the type of the bet for which the payoff is being made.
- E. The Stickperson should monitor the accuracy of the payoffs as they are made.
- F. Payoffs for winning proposition bets shall not be paid to the player until told to do so by the Stickperson. The payoffs for winning proposition bets shall be cut out in front of the Dealer in the come area of the layout, and placed on the apron in front of the player, not in a betting area.

Example: \$5 eleven. Stickperson takes the stick, puts it in front of the player who had the bet and announces, "\$70 for \$5 eleven and still up to win". Use the stick with the outside hand.

XXI. Making Change For Proposition Bets

- A. All bets must be made in the exact amount intended as a wager by the player.
- B. When change is required to correctly set up a bet, the Dealer booking it shall call out the amount and type of wager, position of player and the amount of the change. Stickpersons may not make change.
- C. All currency or cheques for which change has been made must be immediately removed from the betting portion of the layout and placed in front of the Boxperson before change is actually made.
- D. Working stack: Cheques may be kept on the apron of the layout in front of the Stickperson. The Stickperson may use \$1 and \$5 cheques with all other denominations to be handed in to the Boxperson, unless otherwise approved.
- E. When taking down all losing prop bets, Stickperson will place them in front of the paddle, or in his/her working stack not to exceed approximately 15 cheques.

XXII. Hardways

A bet made on the 4, 6, 8 or 10. To win a Hardway Bet; 4, 6, 8 or 10 must be rolled in pairs; for instance a Hardway 8 is two 4's. You lose if your number is made any other way or if a 7 is rolled. You can bet the Hardways any time. Hardways are off coming out unless designated otherwise by the player.

<u>HARDWAY</u>	<u>ODDS</u>
4 the Hardway	7 to 1
6 the Hardway	9 to 1
8 the Hardway	9 to 1
10 the Hardway	7 to 1

XXIII. Proposition Bet Odds

Proposition Bets are one roll bets that pay the following odds.

<u>TYPE OF BET</u>	<u>ODDS</u>
Any 7	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
Eleven	15 to 1
Hop bet* (easy)	15 to 1
Hop bet* (hard)	30 to 1

*Hop bets are paid separately and before other prop bets but they are subtracted from other prop payoffs and kept up to win.

XXV. Fire Bets

A bet made on the number of points that a player will make before a seven out. A player making 4, 5 or all six numbers before a seven out will win. Anything less than 4 points made will lose.

A. Fire bets are only accepted after **THE SEVEN OUT** prior to the first roll of a new shooter. If the shooter throws a natural number or there is a "no roll", we will still accept fire bets as long as the first point has not been established.

- B. All fire bets must be placed in the player's betting circle before they can be moved to their position located in front of the Boxperson.
- C. At no time will we verbally book a fire bet.
- D. All fire bets that are more than five cheques high must be broken down and proved for surveillance before they can be brought to the middle of the table.
- E. A fire bet is a contract bet that cannot be taken down or altered in any way once the *first* point has been established.
- F. A fire bet puck is not placed on the number when it is established. It is *only* placed when the number has been made successfully.
- G. We only pay fire bets after a seven out and at the highest level reached.
- H. The Boxperson will cut the payoffs out in front of each bet which will be paid after the seven out. When instructed by the Stickperson, dealers will pay fire bets in order from spot one to spot fourteen.
- I. Each bet will be taken down after it has been paid and before the next bet is paid.

XXVI. Dealer Bets

- A. Dealers are not allowed to hustle tokens.
- B. Dealers must drop tokens/bets in the token box if given the choice by the Player.
(The Dealer should encourage the Player to make the decision.)
- C. Commission/Vigorish will not be charged on dealer bets.
- D. All dealer bets must not be over the maximum amount allowed.

XXVII. Proposition Bet Keys

C & E	Craps Hit	3 x Bet	7 to 1
	Eleven Hits	7 x Bet	15 to 1
Seven-Eleven	Seven Hits	1 ½ x Bet	4 to 1
	Eleven Hits (or low side)	7 x Bet	15 to 1
Eleven-Twelve (or 2# Hop Bet)	Eleven Hits (or low side)	7 x Bet	15 to 1
	Twelve Hits (or high side)	2 x Bet x 7 + 1/2 Bet	30 to 1

Hi-Lo Split	Hi or Lo Hits	2 x Bet x 7 + 1/2 Bet	30 to 1
3 Way Craps (or 3# Hop Bet)	Twelve or Aces Hit (or high side)	9 x Bet + 1/3 Bet	30 to 1
	Ace Deuce Hit (or low side)	4 x Bet + 1/3 Bet	15 to 1
Hi-Lo-Yo	Hi or Lo Hits	9 x Bet + 1/3 Bet	30 to 1
	Yo Hits	4 x Bet + 1/3 Bet	15 to 1
World Bet	Eleven or Ace Deuce Hits	2 x Bet + 1/5 Bet	15 to 1
	Twelve or Aces Hits	5 x Bet + 1/5 Bet	30 to 1
	Seven Hits	Push	4 to 1
Horn Bet	Eleven or Ace Deuce Hits	3 x Bet	15 to 1
	Twelve or Aces Hit	7 x Bet - 1/4 Bet	30 to 1
Horn High Ace Deuce	Ace Deuce Hits	5 x Bet + 2/5 Bet	15 to 1
	Twelve Hits	5 x Bet + 1/5 Bet	30 to 1
	Aces Hits	5 x Bet + 1/5 Bet	30 to 1
	Eleven Hits	2 x Bet + 1/5 Bet	15 to 1
Horn High Eleven	Ace Deuce Hits	2 x Bet + 1/5 Bet	15 to 1
	Twelve Hits	5 x Bet + 1/5 Bet	30 to 1
	Aces Hits	5 x Bet + 1/5 Bet	30 to 1
	Eleven Hits	5 x Bet + 2/5 Bet	15 to 1
Horn High Aces	Ace Deuce Hits	2 x Bet + 1/5 Bet	15 to 1
	Twelve Hits	5 x Bet + 1/5 Bet	30 to 1
	Aces Hits	11 x Bet + 2/5 Bet	30 to 1
	Eleven Hits	2 x Bet + 1/5 Bet	15 to 1
Horn High Twelve	Ace Deuce Hits	2 x Bet + 1/5 Bet	15 to 1
	Twelve Hits	11 x Bet + 2/5 Bet	30 to 1
	Aces Hits	5 x Bet + 1/5 Bet	30 to 1
	Eleven Hits	2 x Bet + 1/5 Bet	15 to 1

XXVIII. GLOSSARY

- ACE** A single die showing one spot up.
- ACES** Craps—Two: One die showing "one spot" up and the other die showing "one spot" up.
- ACE-DEUCE** Craps—Three: One die showing "one spot" up and the other die showing "two spots" up.

ANY CRAPS	A one roll bet on a craps table that consists of betting 2, 3 and 12.
BACKLINE	The don't pass on the craps table layout.
BANKROLL	House money used to make payoffs and change.
BAR	The bar number of the don't pass layout, usually a bar 12, a standoff roll.
BARBER POLL	A stack of cheques in which the denominations are mixed.
BOX NUMBER	A betting space on a craps layout (closest to the Dealer) where each of the possible point numbers (4, 5, 6, 8, 9, 10) appear within a square/box. Players may bet each or all of these numbers at any time (place bets, buy bets, lay bets).
BIG 6	A self-service betting area in which the player is wagering the 6 will roll before a 7.
BIG 8	A self-service betting area in which the player is wagering the 8 will roll before a 7.
BOX CARS	Craps 12: consisting of two 6's on the dice. Properly called a twelve.
BOXPERSON	An employee authorized to supervise a craps game.
BUTTON	A small round chip used to keep track of buy bets (with a buy button), lay bets (with a lay button) off and on place bets or hardways which are automatically off coming out, or called "on" or "off" by the patron during the course of the game.
BUY BETS	Wagers that are paid true and correct odds but are handled like place bets. Player must pay 5% vigorish on what is bet.
BUY THE NUMBER	A bet made on a point number that the number will roll before a "7". The bet is bought at a cost of 5% of the amount of the bet and pays true odds.
CALL BET	A bet that is called without cheques or money. The law prohibits such bets.

C & E	A split bet covering any Craps and Eleven.
CAPPING	Placing money on top of a bet or payoff.
CHIP/ CHEQUE	A token which is commonly used, by law, for betting purposes on the layouts of the games, instead of money. Each check or chip color has a different value.
COCKED DIE	When a die comes to rest on an edge rather than flat on the layout, during a roll.
COLD	A series of losing throws of the dice.
COME	A self-service betting area of the layout in which a natural 7 or 11 will win and a natural 2, 3 or 12 will lose. All other (non-natural) numbers will travel the wager to the box number.
COME BET	A wager that will travel to the coordinating box number on the next non-natural roll of the dice. Once travelled, the wager will win if the non-natural number is repeated before a 7 rolls.
COME POINT	A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll of the dice following placement of a come bet or don't come bet.
COME-OUT POINT	A total of 4, 5, 6, 8, 9 or 10 thrown by the shooter at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet that has been affected. This number becomes the point.
COME-OUT ROLL	The first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a pass bet and don't pass bet that has been affected.
CONTRACT BET	A bet which may not be removed or reduced once a point has been established. Pass line and come bets are contract bets.
CORNER RED	The portion on the layout where the big 6 and big 8 are bet.
CRAP-NUMBERS	The numbers 2, 3, or 12 on a pair of dice.
CROSS-FIRING	Dealers talking across to each other on a live game that is not game related. This is not permitted.

DEUCE	A die with two spots up.
DICE	Cubes with designated sides, numbered one through six. When you look at opposite sides they add up to seven. (4-3, 6-1, 5-2)
DICE BOWL	The container on the game which holds dice that are not in play but which are available for use.
DIRTY MONEY	Bet that lost and was picked up by the Dealer.
DON'T COME BET	A bet made against the come point, during the shooter's point contest.
DON'T PASS LINE	A self-service betting area on the layout for betting against the point or wagering that the shooter does not pass.
DROP BOX	A metal container attached to a gaming table in which all currency and documents shall be deposited.
EASY WAY	To make a point number of 4, 6, 8, or 10 in any way but the hardway (which are pairs).
ESTABLISH A POINT	A number 4, 5, 6, 8, 9, or 10 thrown by the shooter on a come-out roll.
FIELD	A self-service betting area on the layout for betting the numbers 2, 3, 4, 9, 10, 11, and 12.
FIELD BET	A bet that one of the field numbers will win on the next roll.
FIRE BET	An optional bet on how many different points a shooter will make in any given hand (roll). The bet must be made before the first point is established. A minimum of four different points must be made for a player to be paid.
FIRST BASE	The dealer (Stickperson) opposite the Boxperson.
FLAT BET	The original pass, come, don't pass or don't come bet to which any odds bet may be attached. It is paid even money.
FRONT LINE	Another name for the pass line.

- HARDWAY** To make a point number 4, 6, 8 or 10 the Hardway in a pair. (Two + Two = Hard Four)
- HAWKING THE DICE** The Base Dealer on one end of the table looking at the dice on the opposite end. This is not permitted.
- HIGH/ LOW** A split bet on 2 and 12 Craps.
- HOP BET** A one-roll bet that may be bet at any time on a specific combination of the dice. A hardway pays 30 to 1 and an easy combination pays 15 to 1. These are placed in front of the box position.
- HORN BET** A bet that covers 2, 3, 11, and 12 simultaneously.
- HORN HIGH** A bet that covers the horn, but which has twice as much money on one of the numbers as on the other three.
- LAMMER** A plastic disc used to indicate the amount of a marker or money taken from the bankroll during playing time.
- LAYBETS** To purchase true odds behind a point number, betting that the number will not be rolled before a "7". The cost of the bet is 5% of the amount that the bet can win. (The 5% on a craps game that is charged to any Buy Bet is called Vigorish).
- LAY ODDS** If a player has a Flat bet behind a number, he then can lay the odds.
- LAYOUT** A diagram with designated spaces for different casino bets (Craps Layout). The players place their money on the spaces to signify the bets they are making.
- MAKING A POINT** To roll the point number before rolling a 7- out.
- MARKER** A document verifying that credit has been extended by the casino to a customer.
- MIRRORS** In front of the Boxperson, they are used to check the number of dice that he cannot see and to check all payoffs on the layout, especially the cheques on the stack's bottom.

NATURAL	"7" or "11" when thrown on a come-out roll (first roll of the dice). Also 2, 3, and 12 are naturals.
ODDS	The mathematical probability of a number occurring expressed as a ratio.
OFF & ON	A commonly used shortcut employed by craps dealers when paying come bets.
ONE ROLL BET	A bet which is decided on the next roll of the dice (only one roll action). Example: field, seven, craps (2,3 or 12), eleven, horn bets, world bets, any craps and hop bets.
OVERLAY	This bet is made on don't pass when there is an "existing" don't pass bet with maximum odds. A Player may then overlay the point. This is the same as laying behind the point on the don't pass line (Lay Bet).
PADDLE	A plastic device used to push currency and documents in to the drop box.
PARLAY	Let it ride; to leave the original bet and the winnings of that bet on the table and wager them again.
PASS	The shooter throws a winning roll on the come-out or makes the point during a point contest.
PASS LINE	A self-service betting area of the layout for wagering with the dice, expecting the shooter to roll a winning pass.
PAYOFFS	The money received on a winning bet.
PLACE BET	A wager on the box numbers located directly in front of the Base Dealers.
POINT	Any of the point numbers 4, 5, 6, 8, 9, or 10 rolled by the shooter on the come-out.
PUT BET	A wager on the come point without first travelling through the come. This bet follows all rules of a contract bet.
PRESS THE BET	To increase a wager after winning a bet by the same amount as the original bet.
PROPOSITION	Are the center bets; one roll bets. Example: any seven,

BETS	any craps (two, three or twelve), eleven, horn bets, world bets and hop bets. Also includes the hardways, even though they are not a one roll bet.
PUCK/MARKER	Black on the side where the word "off" is written and white on the side where the word "on" is written. Used to mark the number or point established.
ROLL	The throw of the dice by the shooter.
SECOND BASE	The Base Dealer positioned to the right of the Boxperson.
SEVEN-OUT	A total of "7" thrown by the shooter subsequent to his/her establishment of a come-out point.
SEVEN WINNER	A total of "7" thrown by the shooter prior to his/her establishment of a come-out point.
SHOOTER	The player who throws the dice.
SINGLE ROLL BET	The wager is decided by one roll of the dice.
SIXES	Craps-Twelve; both die showing "six spots" up.
SNAKE EYES	Craps-Two; both die showing "one spot" up. Properly called aces.
STAKE	The amount of money a player has available for playing a game.
STAND OFF	Nobody wins or loses when the don't pass bar number is rolled. The bet rides on to the next roll.
STICK	A stick or pole used by the dealer (Stickperson) to retrieve the dice and push the dice around the table to the shooter.
STICKPERSON	The Dealer responsible for the control of the dice.
TABLE BETTING LIMIT	The minimum and maximum bets permitted at a specific time.
THIRD BASE	The Base Dealer positioned to the left of the Boxperson.
TOKE	Tip: the gratuity given to a Dealer (supervisors are not allowed to accept a gratuity from a customer, by law).

TOTAL	The sum of the numbers shown on the high or uppermost sides of the two dice on any given roll.
TOTALING	Total payoff. This is only allowed with the Boxperson's approval. It (typically) is when flat bet and odds are combined for a "total" win/payoff.
TREY	Crap-Three; one die showing "one spot" up and the other die showing "two spots" up. Properly called Ace – Deuce.
UNIT	A mathematical expression representing any value or denomination of a wager
VIGORISH (JUICE)	The 5% commission on bets such as buy bets and lay bets.
WORLD BET	A combination of proposition bets that consist of "two, three, twelve craps, eleven, and any seven. A bet covering the Horn and the number "7" in five equal amounts.
WORKING BETS	Bets that are in action at all times. "On" Another term used to indicate a customer's bets are working.

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