

CRAPS

CRAPS PROCEDURES

GENERAL

1. Deal to the Table Games Supervisor and Surveillance.
2. Craps dealers will maintain an alert and courteous attitude whenever on a game.
3. No cross-firing is allowed on live games. Communication pertaining to the game and/or involving the players is allowed and encouraged.
4. Do not play with the equipment at any time (live or dead games).
5. Do not hawk the dice. When in a dealing position on a live game, dealers must pay close attention to their respective areas of the layout. Gazing around the casino or becoming otherwise distracted from the layout is strictly prohibited.
6. The dealer and seated supervisor must clear their hands, palms up and fingers spread before touching any part of their bodies for any reason.
7. Approval from the seated supervisor is required before the dealer may clear his/her hands before touching any part of his/her body.
8. Base dealers must never turn their backs to a live or dead game.
9. Dealers must not handle customer or house money unnecessarily.
10. Craps dealers must provide protection for the game bankroll and any wagers on the layout at all times.
11. Handling or carrying players' money with house money in the dealer's hand at the same time is absolutely prohibited.
12. Base dealers may reach into the bank for working stacks of singles, nickels and quarters. Blacks and above are handed out by the seated supervisor.

13. Proper posture should always be maintained on a Craps game. Deal with both hands. Never lean on the table with one hand to make payoffs with the other hand. When not in action, the base dealer's hands should rest on the lower area of the rail in front of them.
14. Always look approachable on a dead game. Invite guests to play.
15. Winning proposition bets for the dealers are cut out in the Come, as instructed by the seated supervisor, and dropped.
16. When a die is thrown off the table, it must be checked by a Supervisor before being put back on the table.
17. Conversations with acquaintances must be kept to a minimum on dead games and is prohibited on live games.

CHANGING POSITIONS

1. The dealer will only "push out" when the dice are in the center of the game.
2. Dealers must complete all transactions on their end before changing positions.
3. The stick person will not leave his/her position until all work on the inside is complete.
4. The dealer being relieved will turn towards the Supervisor, clear his/her hands and leave the game with palms up and fingers spread.
5. The seated supervisor must clear his/her hands when leaving the game.
6. The outgoing dealer will relay all pertinent game-related information to the incoming dealer before leaving the table.

BETTING POLICY

1. Answer questions and explain the game to customers in a friendly and informative manner.
2. Offer to teach the game but never tell the customers how to bet their money.
3. Cut all transactions out on the "Come" line in such a manner that everyone can clearly read them.
4. It is the dealers' responsibility to be aware of the amount bet and to whom they belong and be particularly aware of bets made on the "Don't Pass" line.
5. Make sure that the odds and line bets are properly separated.
6. On any bet that appears to be over the limit, call out "chips play up to the limit". Make certain that the Supervisor is aware of the bet.
7. If a customer wishes to play currency, notify the Supervisor and call out "money plays to the table limit".
8. In any situation when "on" or "off" buttons are used, the dealer must notify the Supervisor.
9. Make every effort to ensure proper placement of the bets and be able to identify who made them.
10. All hard way bets that are not working on any given roll should be marked with an "off" button.
11. If the dealer does not understand a bet, he/she will call out loud and clear "no bet, this roll". "No bet" should be called in extreme circumstances only.
12. Bets made by the customer will be placed on the table and not directly into the dealer's hand, unless the Supervisor gives permission. Before taking anything out of a player's hand (this includes but is not limited to dice, money, chips, and [REDACTED] cards) dealers are required to show clean hands first.

13. If a customer has less than the minimum bet, bring it to the customer's attention as soon as possible. If it is noticed after a winning roll, pay the amount of the bet wagered and notify the customer of the table minimum.
14. If a customer bets over the table maximum on odds and it is not noticed until a winning roll, inform the customer of the table limit and pay the excess as a place bet. Note: Make certain that the Supervisor is aware of the situation. If a bet over the table limit loses, the overage will be locked up. *Take the whole bet.*
15. In order to eliminate bet claiming, customers should be instructed in the proper placement of their bets on the table. All bets will be stacked neatly with the smaller denomination chips on top.
16. Wagers should be made before the dice are thrown, but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest, provided they are confirmed audibly by the dealer or Supervisor.
17. When a customer states a bet and sets in money that cannot immediately be determined, it will be given to the seated Supervisor and the bet will be put up with clean money. The seated Supervisor will run down the customer's money and will then inform the customer and dealer if the amount is correct or not.
18. The dealer will either use all customer's money or all house money to set up bets. Never use part customer's money and part house money.
19. With the exception of a "pass line bet" and "come bet", wagers made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager. "Pass line bets" and "come bets" shall not be removed or reduced after a come out point or come point is established with respect to such bet.
20. The dealer should not pay any questionable bet without approval from a Supervisor.
21. All bets, including horn and horn-high bets, should be placed appropriately with respect to a player's position.

PAYING BETS

1. Take-Pay-Place: Always take losing bets before paying or placing.
2. 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 all winning Come Bets, Don't Come Bets and Lay Bets have been paid.
3. Field, Pass and Don't Pass bets will be paid from the base towards the stick person.
4. Always pay the first line bet with the outside hand.
5. The odds and the flat bet should be paid separately, using the appropriate amount of chips to avoid going back to the bankroll.
6. Do not total the wager except for the purpose of conserving chips or at the customer's request.
7. Totals will be verbalized for the supervisor's benefit as well as the guest's. Totals will be heeled.
8. All other bets shall be paid from the inside out starting with the player closest to the stick and working toward the base.
9. Always use clean chips to pay bets.
10. Never slide or toss chips to the players.
11. Place chips on the apron of the layout with the outside hand (not in a betting area).
12. All change, place bets, and proposition bets are to be cut out in the come area with the largest denomination check cut out closest to the Box.
13. The customer must tell the dealer if he wants his/her bet pressed.

14. Come bets should be paid in the Come in front of the player.
15. Unlike place bets, a come bet payoff should not be handed off. Only if a player tells the dealer how much he wants coming will the dealer make a bet for the player and set off the difference.
16. Don't Come and lay bets should be paid, stacked up and placed in front of the player on the outside of the apron.
17. On seven (7), a winner, odds that were not working should be placed on the Come in front of the number(s) from which they came and then picked up by the dealer and returned to the player.
18. **No proposition payoff should be paid to a player unless the dealer is told to do so by the stick person. Proposition bets will be paid from base to stick. Always pay proposition bets last.**
19. On any sizable payoff, the dealer making the payoff must call out the amount being paid so that the stick person and Supervisor may correct any mistakes before the payoff is completed.
20. All payoffs must be made so that they are visible to all parties.
21. Do not pick up the customer's bets with chips in your hands (unless a 7 out).

STICK PERSON

GENERAL

1. The incoming stick person will observe one role of the dice to identify the shooter. In the event of multiple or high action proposition bets, wait for the point to be established.
2. The stick person is responsible for observing the payoffs made by the dealer on the end of the table where the dice landed.
3. The stick person is responsible for removing all losing proposition bets and placing green checks and higher in front of the Supervisor.
4. Always pay proposition bets last. **(base to stick)**

5. The stick person authorizes and directs the inside dealers to make payoffs on the proposition bets from **base to stick** and observes that the customer gets paid. The payoff is to be cut by the inside dealer on the Come line, then passed to the customer.
6. The stick person should never make a payoff.
7. Payoffs will be placed in front of the customer, unless the Supervisor gives permission to place chips in the rack. Do not place chips in the customer's hand.
8. If two customers claim the same bet, and the dealer is unable to resolve the conflict, let the Supervisor handle the situation. Keep close watch to avoid a reoccurrence.

CALLING THE GAME

1. The stick person is responsible for the tempo of the game.
2. The stick person should develop a manner of calling which is both informative and colorful, but done in accordance with good taste and common sense.
3. Calls must be audible and intelligible; loudness and clarity are of equal importance.
4. Only the stick person will call the dice, unless they specifically instruct another dealer to do so because both dice cannot be clearly seen from the stick position.
5. If a die is cocked, the stick person must call the high side (natural fall) of the die. If there is some doubt from the customers, the Supervisor will get involved.
6. If the dice are hidden behind chips, a dealer must move the chips so customers can see the dice and be satisfied with the call, then set the die out.
7. Before each "come out" roll, the stick person must announce it. This alerts both the customers and the dealers.
8. On "come out" rolls, call out "hardways" work, place bets and odds are off on the "come out roll".
9. Remind the shooter when they are betting on the "Don't Pass".

10. Make sure the dealers have the points marked correctly on both ends of the table.
11. Encourage bets on propositions and the field.
12. The Stick Person will repeat all proposition bets loudly and clearly so that the customer, the Supervisor, and the dealer are aware of what and how much the bet is. This will be done even if another repeats the bet.
13. Call every number at least twice, i.e. "eight; easy eight; no field eight".
14. Call the game according to the action. Calls should be used to call the attention to the base dealer of action they may have missed (i.e. "down behind, no field").
15. Call a neutral game, do not "root" outwardly for either the "do" or the "don't" side.
16. Once there is a point and the dice are in the middle, advertise, "field bets, come bets and hard ways" each and every roll.
17. When sending dice out, always mention the point.
18. Use the calls that the players can understand. "Coming out" or "nine was" are correct ways to remind the base dealers to pay the "don't" or unmark the point.
19. "Winner" is an unacceptable call. The winning number must be included in the call. "Winner 7, Front line Winner 7," "Winner 5, Front line Winner 5," "Winner Hard (or Easy), Front line Winner 8"

HANDLING THE STICK

1. The craps stick will be used only to give the dice to the shooter, to retrieve the dice once thrown and return them to the "box", and with the utmost discretion, as a pointer with which to refer to a customer or a dealer to various parts of the layout.
2. The craps stick may NOT be used for moving the dice boat, pucks or any other object, except the dice.
3. The stick may not be used to remove losing wagers from the layout.

4. The stick person should place the dice directly in front of the shooter but no closer to the shooter than the pass line.
5. After the dice have been thrown, they may not be touched with the stick until the total has been called at least once.
6. The stick person should keep the end of the stick being held as close to the surface of the layout as reasonably possible. This will increase control of the dice and also reduce awkwardness.
7. If one or both dice land in an area inaccessible to the stick person, they should request the inside dealer to move them to an area that can be reached.
8. When not in use, the stick is held in a generally vertical position.
9. The stick may also be used to indicate the customer to whom the dice are to be given or to whom a payoff is to be made, but never directly toward the person's face.

DICE HANDLING - SHOOTER

GENERAL

1. Control of the dice is the responsibility of the stick person, who will retain all dice, except those in active play.
2. Upon the selection of the dice, the shooter must make a "Pass Bet" or a "Don't Pass Bet".
3. The shooter will then throw the two selected dice so they leave the shooter's hand simultaneously and in a manner to cause them to strike the end of the table farthest from the shooter.
4. Be firm, but courteous when asking the shooter to hit the wall or shoot the dice. If the shooter does not cooperate, involve the Supervisor.
5. If a person is betting on another player's money, move the bet in front of the shooter.

6. The shooter must use only one (1) hand when shooting the dice.
7. The dice must always remain over the table.
8. The dice must roll down the table. They must not slide or spin down the layout.
9. If a player does not know the proper way to throw the dice, the stick person or the dealer on that base should instruct the player in a courteous manner.
10. Watch the dice at all times when they go in and out of the shooter's hand.
11. Do not give the shooter the dice with craps showing on the Come out roll or with a "seven" showing when there is a point. Players shooting from the "Don't Pass" should never be given the dice with a seven showing on the Come out roll, or the point after the Come out roll.
12. A roll of the dice shall be invalid or "no roll" when:
 - ◆ One or both dice go off the table.
 - ◆ One or both dice land on top of the bankroll; (a fill is considered part of the bankroll), all other chips are live. The dealer's working stacks are not part of the bankroll.
 - ◆ One or both dice land in the dice bowl.
 - ◆ The wrong player picks up and throws the dice.
 - ◆ Three dice on the table at the same time, for any reason.
 - ◆ For any other reason the dealer or Supervisor considers the throw to be improper.
 - ◆ The dice are stacked on top of each other.
 - ◆ *In "No Roll" situations, the dealer should make every effort to grab at least one die with their hand to eliminate a total of the dice being seen by the players.*
13. The dice should be stopped only on rare occasions with utmost discretion.
14. Study the shooter; many players do not know the correct way to roll the dice. Diplomatically correct players who do not know the proper way to roll the dice.
15. The stick person may set the stick down while the dice are in the center of the table and use both hands to clean up their area of the table or place new bets when there is heavy proposition betting action.

CRAPS HOUSE LIMITS

COME AND PASS LINE LIMIT

- 4 and 10 \$3,000 FLAT With \$9,000 ODDS
- 5 and 9 \$3,000 FLAT With \$12,000 ODDS
- 6 and 8 \$3,000 FLAT With \$15,000 ODDS

DON'T PASS AND DON'T COME BETS

- \$3,000 FLAT With \$18,000 LAY

PLACE AND BUY BETS

- 4-5-9-10 \$3,000
- 6-8 \$3,600

LAY BETS

- 4 and 10 \$6,000
- 5 and 9 \$4,500
- 6 and 8 \$3,600

FIELD, BIG 6 AND 8 BETS

- Maximum \$3,000

PROP BETS

- Any Seven \$2,000
- Any Craps \$1,000
- Hard Ways \$1,000
- Ace-Deuce, Eleven \$600 ("15 for 1" odds)
- Aces, Twelve \$300 ("30 for 1" odds)

HOP BETS

- Hard Ways \$300
- Easy Ways \$600

FIRE BET

- Minimum: \$1.00 Maximum: \$5.00

- 4 "INDIVIDUAL POINTS" 25 for 1
- 5 "INDIVIDUAL POINTS" 250 for 1
- 6 "INDIVIDUAL POINTS" 1000 for 1

CRAPS HOUSE LIMITS

COME AND PASS LINE LIMIT

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- 6 and 8 \$3,000 FLAT With \$5,000 ODDS

DON'T PASS AND DON'T COME BETS

- \$3,000 FLAT With \$6,000 LAY

PLACE AND BUY BETS

- 4-5-9-10 \$3,000
- 6-8 \$3,600

LAY BETS

- 4 and 10 \$6,000
- 5 and 9 \$4,500
- 6 and 8 \$3,600

FIELD, BIG 6 AND 8 BETS

- Maximum \$3,000

PROP BETS

- Any Seven \$2,000
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- Hard Ways \$1,000
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Dice Pit Procedures

A **"Fire Bet"** is a side wager that can be thought of as being similar to a six spot Keno ticket, wherein a player will be paid for 4, 5 or 6 "Individual Points" made, and will have a chance at a payoff of \$5,000.00 in return for their small investment. "FIRE BETS" help to revitalize the excitement and energy of the game by increasing the player camaraderie, since they are cheering for the common goal of a FIRE BET payoff.

General Information:

- The player can only make a wager on this side bet, before the first "Come Out" roll of a new shooter.
- Fire Bet Limits: Only \$1.00 - \$5.00 wagers will be accepted.
- A Fire Bet cannot be taken down or "called off", once the shooter has established his/her initial point.
- This side bet shall be paid according to the number of "INDIVIDUAL POINTS" the shooter successfully makes before "sevening out". * Note: The term "INDIVIDUAL POINTS" shall mean, when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9, or 10) more than once, it shall neither advance nor subtract from the player's goal of reaching a Fire Bet payoff threshold. **THUS, MAKING A POINT MORE THAN ONCE, WILL ONLY COUNT AS ONE "INDIVIDUAL POINT" MADE.**
- "Individual Points" **DO NOT** HAVE TO BE IN ANY SPECIFIC ORDER.
- Winning or losing on the "Come Out" roll will not effect this side bet. Only "sevening out" or successfully making all (6) "Individual Points" will terminate the bet.
- Markers shall be used to keep track of each "Individual Point" that the shooter has successfully made.
- As this is a "multi level" payoff structure, **ONLY THE HIGHEST PAYOFF LEVEL MET, WILL BE PAID.** *Example:* If (5) "Individual Points" are successfully made, **ONLY** the (5) point payoff will be made and not the lesser payoff threshold met. *With a *\$1.00 Fire Bet wager*, the player would be paid \$250.00 "and down" and not \$275.00 (*\$250.00 + \$25.00*).

Dealer Tokes Wagers:

- Every player may place a Fire Bet wager for the dealer; however, the dealers will only have a maximum of \$5 dollars "in action" on the Fire Bet, the remainder will be considered a dealer hand in.

Betting Procedures:

- Players making a wager on this side bet, must place their wager on the appropriate, numerically marked "Fire Bet circle" on the layout directly below their gaming position. (See Game Layout)
- There are (16) numeric betting spaces located around the rim of the Layout, beginning with #1 to the left of "third base" and proceeding clockwise to #8 next to the "Stick"; continuing on the opposite side of the "Stick" with #9 around to "Second base" concluding with #16. (See Game Layout)
- Once a wager is made, the base dealer will be instructed by the Seated Supervisor to bring the bet in, so that it can be placed in the coordinating "numerical betting circle" located in front of the Seated Supervisor at the top of the proposition box. (See Game Layout)
- "Fire Bet" wagers will remain in these numeric-betting circles, until the bet is lost or paid.
- Players should be reminded that they must place a "Fire Bet" wager in the circle below their betting position, and not throw them into the stickperson.
- Every attempt should be made to have "Fire Bet" wagers brought into the Prop Box area in *numerical order* at one time, and preferably after all other bets have been made or paid and always prior to the *initial "Come out" roll.*
- If a player asks for change and requests a fire bet, the dealer may set the bet up provided the dealer first calls out the bet for the seated supervisor to acknowledge. The dealer then must set the bet on the fire spot in front of the player and remove their hands for surveillance to see, prior to bringing it in to the seated supervisor.
- On a new player's come out roll, after all the "Fire Bet" wagers are set, if the player shoots the dice off the table, we will still accept new "Fire Bet" wagers. If there is a decision (i.e. winner 7/11 or craps), players will NOT be allowed new "Fire Bets".
- "Fire Bet" only wagers are accepted, except in the event that there are no open spots on the game (i.e. preference would be given to a new pass/don't pass player).

Payoff Table:

4	" INDIVIDUAL POINTS"	25 for 1
5	" INDIVIDUAL POINTS"	250 for 1
6	" INDIVIDUAL POINTS"	1000 for 1

Payoff Procedures:

- When the Player has bet \$2.00 and (5) "Individual Points" are successfully made, and then a "Seven-out" occurs, the payoff will be \$500.00 and the "Fire Bet" wager will be taken down (250 for 1).
- When the Player has bet \$2.00 and all (6) "Individual Points" are successfully made, the payoff will be \$2,000.00 and the Fire Bet wager is taken down (1,000 for 1).
**It's important to note that when (6) "Individual Points" have been made, the bets are paid and taken down and NO NEW Fire Bets can be made until after that shooter has "Sevned Out".*
- Bets will be paid in *numerical order* in conjunction with a player's betting position after all *usual* "take and pay procedures" (i.e. after all other Prop Bets are paid).

Example:

- When the Player has bet \$2.00 and (4) "Individual Points" are successfully made, and then a "Seven-out" occurs, the payoff will be \$50.00 and the "Fire Bet" wager will be taken down (25 for 1).
**Note: While cleaning up the layout after the "Seven-Out", be sure not to remove the "Fire Bet pucks" until all the Fire Bet payoffs have been made.*

Game Protections:

- When a winning point occurs DO NOT remove the puck until the Seated Supervisor has given you the Fire Bet puck and you have put it on the number. This will ensure we do not forget to mark the number with the fire bet puck. The Fire Bet puck will be placed directly in the center of the number box.
- The Casino Manager, must be notified before any adjustments or corrections, of the Placements of any "Individual Point" markers are made.
- The Section Supervisor and the Dice Pencil Supervisor will be notified after (4) "Individual Points" have been made.
**The Dice Pencil Supervisor will retrieve the 5th and 6th "Individual Point" markers, from the Pit podium.*
**Surveillance & Casino Manager on Duty will also be notified after the 4th "Individual Point" has been made, so as to be able to scrutinize any additional points made.*
- Prior to the 6th "Individual Point" Payoff being made, Surveillance should review to see that the total number of payoffs equals the total number of FIRE BET *wagers made* before that shooter's original Come Out roll. Any discrepancies should be reported to the Casino Manager immediately.

Suggested Stickperson Calls:

Sell the Fire Bet with each new shooter's Come Out roll! Add excitement and enthusiasm to your calls with these suggested "Fire Bet" barks.

"Who's got the hot hand? How much on the Fire Bet?"

"We're turning up the heat! How much on the Fire Bet?"

"This looks like a HOT shooter! How much on the Fire Bet?"

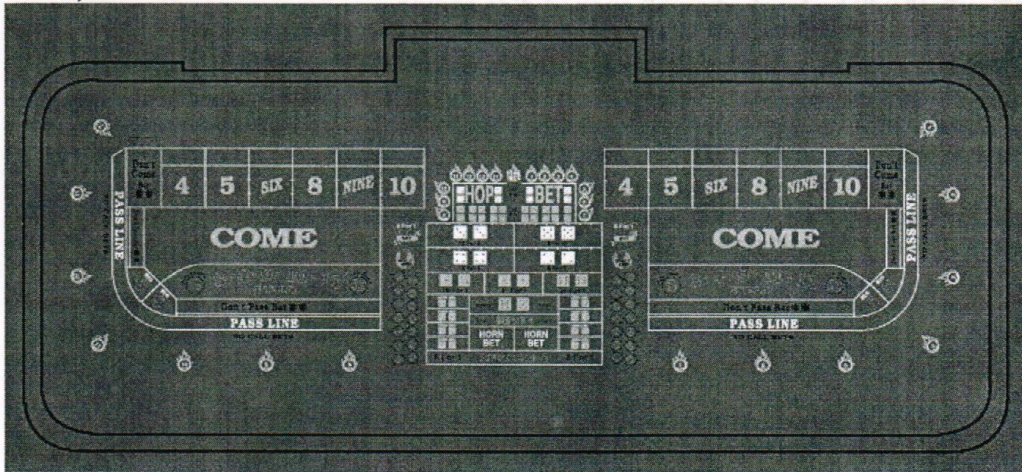
"These Dice are on FIRE! How much goes on the Fire Bet?"

"Where there's smoke there's FIRE and these dice are smoking! How much on the Fire Bet?"

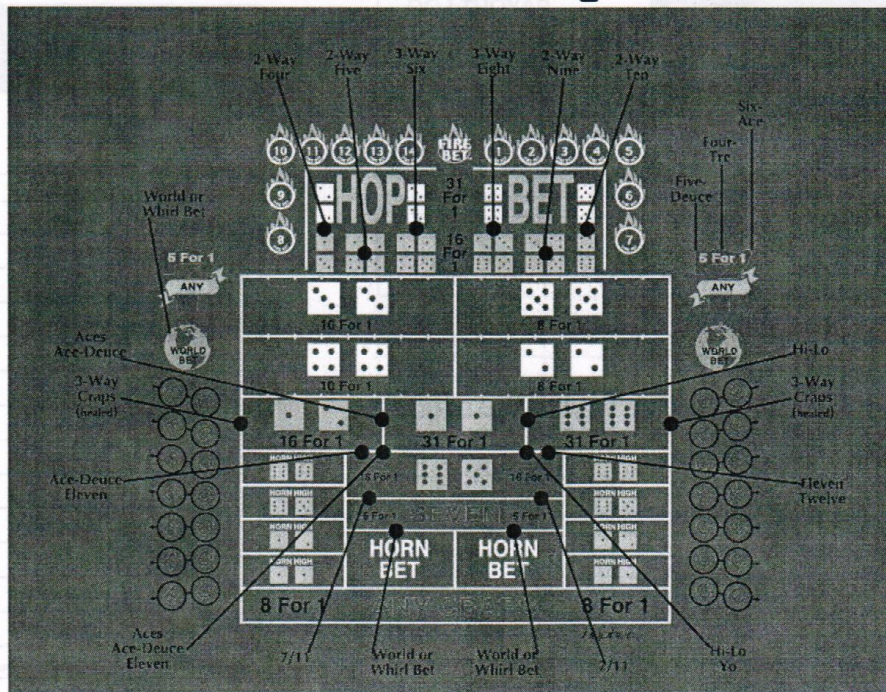
"It's time to catch FIRE! How much on the Fire Bet?"

"There's FIRE in the hole on the Come Out roll! How much on the Fire Bet?"

Fire Bet Layout



Fire Bet Prop Box



Tracking Procedures for the Fire Bet:

- "Fire Bet" will be tracked on all opened dice games.
- Seated Supervisors will count all "Fire Bets" made and keep a running total on the game.
- Every hour the Standing Supervisor will collect the total amount of bets and record them on the Fire Bet Tracking card that is on each game.
- Once recorded on the Fire Bet Tracking card, the Seated Supervisor will take down the count for that hour and start the count over.
- Anytime four numbers or more hit, it will be recorded on the Fire Bet Payout Log whether there was money on the "Fire Bet" or not. There will be one Fire Bet Payout Log per dice pit.
- Fire Bet Payout Log and all Fire Bet Tracking cards will be collected at the end of the gaming day and turned into the casino office.

FIRE BET PAYOUT LOG		Who's Got the HOT Hand?				
DAY: _____		DATE: _____				
CR #	TIME	# OF PLAYERS WITH FIRE BET WAGERS	TOTAL \$ AMOUNT OF FIRE BET WAGERS	# OF POINTS HIT	TOTAL PAYOUT	INITIALS + LAST 4#
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
TOTAL				4	5	6
DAILY						

FIRE BET TRACKING		Who's Got the HOT Hand?	
CRAPS: _____		DATE: _____	
OPEN: _____ A/P		CLOSE: _____ A/P	
TIME		TIME	
5:30 AM	\$	5:30 PM	\$
6:30 AM	\$	6:30 PM	\$
7:30 AM	\$	7:30 PM	\$
8:30 AM	\$	8:30 PM	\$
9:30 AM	\$	9:30 PM	\$
10:30 AM	\$	10:30 PM	\$
11:30 AM	\$	11:30 PM	\$
12:30 PM	\$	12:30 AM	\$
1:30 PM	\$	1:30 AM	\$
2:30 PM	\$	2:30 AM	\$
3:30 PM	\$	3:30 AM	\$
4:30 PM	\$	4:30 AM	\$
HOURS OPENED		TOTAL WAGERS	

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