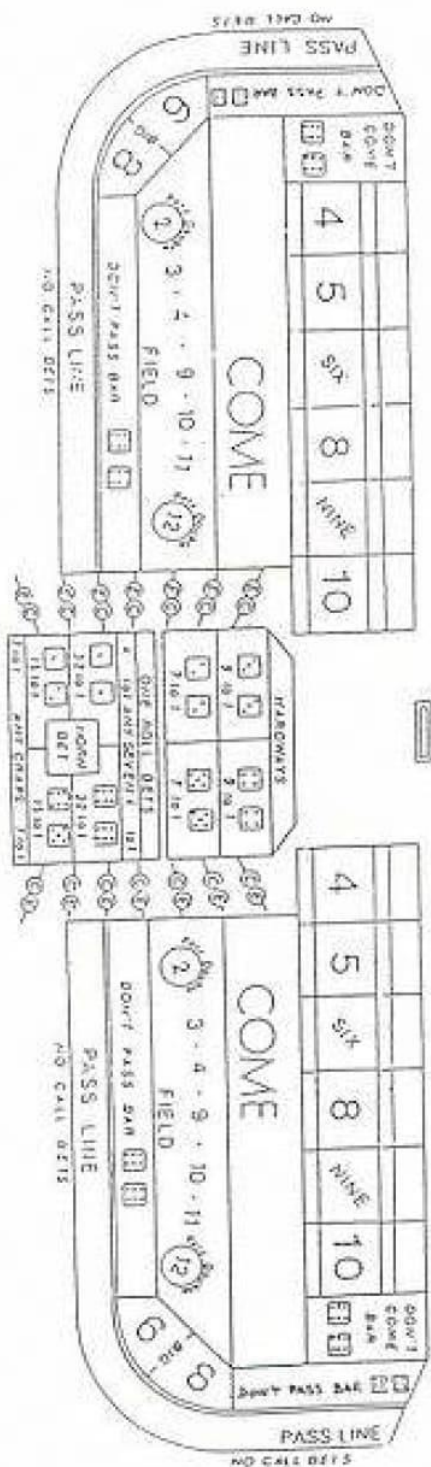


RULES FOR **CRAPS**

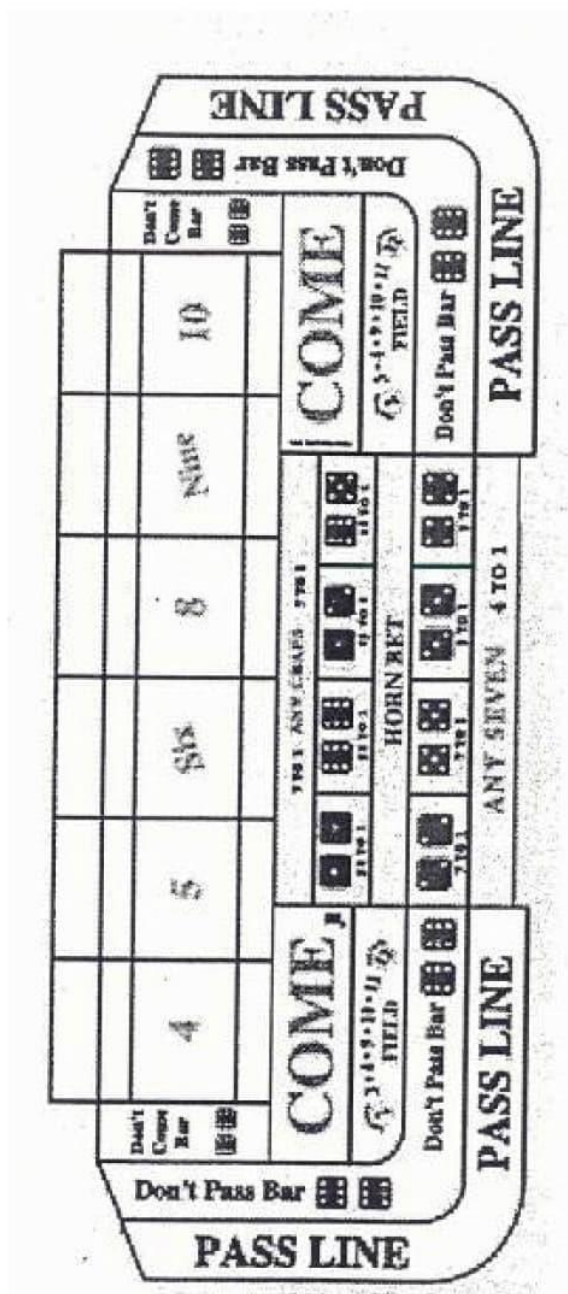
Approved Rules As At 28/4/03

CRAPS LAYOUT (Standard Layout)



CRAPS LAYOUT

CRAPS LAYOUT (Tub Style Layout)



1. **DEFINITIONS**

The following words and terms, when used in these rules, shall have the following meanings unless the context clearly indicates otherwise.

“Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the Shooter on a come out roll.

“Come Out Roll” shall mean 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 has been effected.

“Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the Shooter on the next roll following placement of a Come Bet or Don’t Come Bet.

“7 Out” shall mean the sum of the numbers totalling 7 thrown by the Shooter subsequent to him establishing a come-out point.

“Total” shall mean the sum of the numbers shown on the high or uppermost sides of the two dice on any given roll.

“Roll” shall mean the throw of the dice by the Shooter.

“Shooter” shall mean the player who throws the dice.

“Void” shall mean the bet is a stand-off and neither wins nor loses.

2. **THE TABLE**

Craps shall be played on a table oblong in shape with rounded corners and high walled sides. The cloth of the table shall be marked to indicate spaces for wagers of a kind specified in Rule 4 and in a manner similar to that shown in the diagrams attached.

3. **THE DICE**

A set of five precision-made dice with faces of a minimum size of 1.9 centimetres square shall be used. The sides of each of the dice shall be marked with values from 1 to 6, so arranged that the sum of the values of any pair of opposite sides is 7.

4. WAGERS

The following shall constitute the definitions of permissible wagers at the game of Craps.

- (a) "Pass Bet" shall mean a wager placed on the Pass Line of the lay-out immediately prior to the Come Out Roll.

The Pass Bet shall win if:

- (i) A total of 7 or 11 is thrown on the Come Out roll; or
- (ii) A Come Out Point is thrown and the same Come Out Point is thrown again before a "7 Out".

The Pass Bet shall lose if:

- (i) A total of 2, 3, or 12 is thrown on the Come Out Roll; or
- (ii) A "7 Out" is thrown.

- (b) "Don't Pass Bet" shall mean a wager placed on the Don't Pass line of the layout immediately prior to the Come Out Roll.

The Don't Pass Bet shall win if:

- (i) A total of 2 or 3 is thrown on the Come Out Roll; or
- (ii) A "7 Out" is thrown.

The Don't Pass Bet shall lose if:

- (i) A total of 7 or 11 is thrown on the Come Out Roll; or
- (ii) A Come Out Point is thrown and the same Come Out Point is thrown again before a "7 Out".

- (c) The Don't Pass Bet shall be void if, on the Come Out Roll, a total of 12 is thrown.
- (d) "Come Bet" shall mean a wager placed on the Come Line of the lay-out at any time after the Come Out Roll.

4. **WAGERS (Cont)**

The Come Bet shall win if:

- (i) A total of 7 or 11 is thrown on the roll immediately following placement of the wager, or
- (ii) A Come Point is thrown and the same Come Point is thrown again before a "7 Out".

The Come Bet shall lose if:

- (i) A total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager; or
- (ii) A Come Point is thrown and a 7 is thrown before the same Come Point is thrown again.

- (e) Don't Come Bet shall mean a wager placed on the Don't Come area of the layout at any time after the Come Out Roll.

The Don't Come Bet shall win if:

- (i) A total of 2 or 3 is thrown on the roll immediately following placement of the wager; or
- (ii) A Come Point is thrown and a 7 is thrown before the same Come Point is thrown again.

The Don't Come Bet shall lose if:

- (i) A total of 7 or 11 is thrown on the roll immediately following placement of the wager; or
- (ii) A Come Point is thrown and the same Come Point is thrown again before a 7.

- (f) The Don't Come Bet shall be void if, on the roll immediately following placement of the wager a total of 12 is thrown.
- (g) "Place Bet to Win" shall mean a wager that 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 the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before the number. 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" marker button on top of the player's wager.

4. WAGERS (Cont)

- (h) A "Place Bet to Lose" shall mean a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed is thrown before a 7 appears.
 - (i) "Four the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (ie with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
 - (j) "Six the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (ie with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
 - (k) "Eight the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e. with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
 - (l) "Ten the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (ie with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
- Note:** The bets specified under sub rule (i) (j) (k) and (l) of this Rule (The Hardways) shall be inactive on any "Come Out Roll" unless called "ON" by the Player and confirmed by the Dealer through placement of an "ON" marker button on top of such player(s) wager.
- (m) "Big 6" shall mean a wager that may be made at any time, which shall win if a 6 is thrown before a 7 (where available).
 - (n) "Big 8" shall mean a wager that may be made at any time, which shall win if an 8 is thrown before a 7 (where available).
 - (o) "Field Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if a total of 5, 6, 7 or 8 is thrown on the roll.
 - (p) "Any Seven" shall mean a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

4. WAGERS (Cont)

- (q) "Any Craps" shall mean a one roll wager that may be made at any time which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (r) "Craps Two" shall mean a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (s) "Craps Three" shall mean a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (t) "Craps Twelve" shall mean a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (u) "11 in One Roll" shall mean a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (v) "Horn Bet" shall mean one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (w) "Craps Eleven" shall mean a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (x) "World Bet" shall mean a one roll wager that may be made at any time which shall win if anyone of the totals 2, 3, 7, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.
- (y) Each player shall be responsible for the correct placement of their wager or wagers whether or not they are assisted by the Dealer.

Only the wagers listed in this section shall be permitted in the game of Craps.

5. MAKING AND REMOVAL OF WAGERS; APPROVAL OF MINIMUM WAGERS

- (a) All wagers should be made before the dice are thrown. Verbal wagers shall only be accepted when accompanied by chips and confirmed orally by the Dealer/Boxman.
- (b) All wagers shall be made by placing gaming chips on the appropriate areas of the layout.
- (c) A wager shall be removed or reduced at any time prior to a roll that decides the outcome of the wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a Come Out Point or Come Point is established with respect to that wager.
- (d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time, but may not be replaced or increased after the removal or reduction until a new Come Out Roll.
- (e) All Buy Bets to Win, Place Bets to Win, Come Odds, and Hardways, shall be inactive on any Come Out Roll, unless called "On" by the player and confirmed by the Dealer or Boxman through placement of an "ON" marker button on the top of each player's wager. One wager marked with an "ON" button shall indicate that all similar wagers from that player are "ON" unless otherwise specified by such players.
- (f) Minimum and maximum wagers permitted per player and the odds payable shall be shown on a notice at the gaming table. Unless stated on this notice, wagers are not required to be made in multiples of the minimum.
- (g) Each player shall be responsible for the correct positioning of wagers on the Craps layout regardless of whether he is assisted by the Dealer or Stickman. Each player shall ensure that any instructions he gives to the Dealer or Stickman regarding the placement of his wagers are correctly carried out.

21 September 1999, 1400, 4 February 2003, 1200

6. PAYOUT ODDS

- (a) All odds stated on any layout or in any brochure or other publication distributed by a Casino Licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".
- (b) No Casino Licensee, his employees or agents shall pay winning wagers at the game of Craps at less than the odds listed below. A Casino Licensee may pay winning wagers at higher odds than those listed in Rule 6(c) provided that the odds are uniform within the Casino.

(c) WAGERS	PAYOUT ODDS
Pass Bet	1-1
Taking Odds; Pass Bet No's 4 & 10	2-1
Taking Odds; Pass Bet No's 5 & 9	3-2
Taking Odds; Pass Bet No's 6 & 8	6-5
Don't Pass Bet	1-1
Laying Odds; Don't Pass Bet No's 4 & 10	1-2
Laying Odds; Don't Pass Bet No's 5 & 9	2-3
Laying Odds; Don't Pass Bet No's 6 & 9	5-6
Come Bet	1-1
Taking Odds; Come Bet No's 4 & 10	2-1
Taking Odds; Come Bet No's 5 & 9	3-2
Taking Odds; Come Bet No's 6 & 8	6-5
Don't Come Bet	1-1
Laying Odds; Don't Come Bet No's 4 & 10	1-2
Laying Odds; Don't Come Bet No's 5 & 9	2-3
Laying Odds; Don't Come Bet No's 6 & 8	5-6
Place Bet 4 to Win	9-5
Place Bet 5 to Win	7-5
Place Bet 6 to Win	7-6
Place Bet 8 to Win	7-6
Place Bet 9 to Win	7-5
Place Bet 10 to Win	9-5
Place Bet 4 to Lose	5-11
Place Bet 5 to Lose	5-8
Place Bet 6 to Lose	4-5
Place Bet 8 to Lose	4-5
Place Bet 9 to Lose	5-8
Place Bet 10 to Lose	5-11

6. PAYOUT ODDS (Cont)

(c) WAGERS	PAYOUT ODDS
Four the Hardway	7-1
Six the Hardway	9-1
Eight the Hardway	9-1
Ten the Hardway	7-1
Field Bet No's 3, 4, 9, 10 & 11	1-1
Field Bet No's 2 & 12	2-1
Any Seven	4-1
Any Craps	7-1
Craps 2	32-1
Craps 3	15-1
Craps 12	32-1
11 in one roll	15-1
Horn Bet Winning No's 2 or 12	32-1
Horn Bet Winning No's 3 or 11	15-1
The Horn Bet odds are paid only to one-quarter of the amount wagered on the Horn Bet.	
World Bet Winning No's 2 or 12	32-1
World Bet Winning No's 3 or 11	15-1
World Bet Winning No 7	4 - 1
World Bet odds are paid only to one fifth of the amount wagered on the World Bet.	
Craps Eleven; Winning No's 2, 3 or 12	7-1
Craps Eleven; Winning No's 11	15-1
Craps Eleven odds are paid only to one-half of the amount wagered on the Craps Eleven Bet.	
Big 6	1-1 (where available)
Big 8	1-1 (where available)

6. PAYOUT ODDS (Cont)

- (d) Winning wagers which cannot be paid from the table float at the applicable odds relevant to the wager, shall be paid to the next higher amount payable.

7. TRUE ODDS ON PLACE BETS (BUY BETS)

- (a) Buy Bets: In addition to the payout odds for Place Bets to Win and Place Bets to Lose, a player shall have the option of receiving true odds on these wagers, by paying to the Casino at the time of making the wager the following amounts.

Buy Bet to Win - 5% of amount wagered.

Buy Bet to Lose - 5% of the amount calculated to win.

- (b) Pay out odds shall be the same as the odds payable for taking odds on Pass Bets or laying odds on Don't Pass Bets as detailed in Rule 6 (c).
- (c) [REDACTED] shall return the 5% paid if the player requests removal of the Buy Bet from the layout.

8. SUPPLEMENTAL WAGERS MADE AFTER COME OUT ROLL IN SUPPORT OF PASS/DON'T PASS/COME AND DON'T COME BET (TAKING AND LAYING ODDS)

- (a) When a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out roll, he shall have the option to make an additional wager in support of the Pass Bet (Taking Odds) which shall be limited to an amount up to ten times the original Pass Bet. The exact multiple of the original wager available will be displayed on the table during operating hours. If, in the circumstances, the Pass Bet wins, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the Come Out Point was 4 or 10, 3 to 2 if the Come Out Point was 5 or 9, and 6 to 5 if the Come Out Point was 6 or 8.
- (b) When a player makes a don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, he shall have the option to make an additional wager in support of the Don't Pass Bet (Laying Odds) which shall be limited to an amount so calculated as to provide winnings not in excess of ten times the amount originally wagered on the Don't Pass Bet. The exact multiple of the original wager available will be displayed on the table during operation hours.

If, in the circumstances, the Don't Pass Bet wins, the original amount of the Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if the Come Out Point was 4 or 10, 2 to 3 if the Come Out Point was 5 or 9 and 5 to 6 if the Come Out Point was 6 or 8.

- (c) When a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the wager, he shall have the option to make an additional wager in support of the Come Bet (Taking Odds) which shall be limited to an amount up to ten times the amount of the original Come Bet. The exact multiple of the original wager available will be displayed on the table during operating hours. If, in the circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the Come Point was a 4 or 10, 3 to 2 if the Come Point was 5 or 9, and 6 to 5 if the Come Point was 6 or 8.
- (d) When a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the wager, he shall have the option to make an additional wager in support of the Don't Come Bet (Laying Odds) which shall be limited to an amount so calculated as to provide winnings not in excess of ten times the amount originally wagered on Don't Come Bet. The exact multiple of the original wager available will be displayed on the table during operating hours. If, in the circumstances, the Don't Come Bet wins, the original amount of the Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if the Come Point was a 4 or 10, 2 to 3 if the Come Point was a 5 or 9, and 5 to 6 if the Come Point was 6 or 8.

9. DICE - RETENTION - SELECTION

- (a) A set of five dice shall be present at the table during the game. Control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup immediately in front of his position at the table.
- (b) At the commencement of play the Stickman shall offer the set of dice to the player immediately to the left of the Boxman at the table. If the player rejects the dice, the Stickman shall offer the dice to each of the other players in turn clockwise around the table until one of the players accept the dice.
- (c) The first player to accept the dice shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.
- (d) In the event of a die or dice going off the table the following procedures shall be followed:
 - (i) An immediate effort shall be made to retrieve the die or dice.
 - (ii) The remaining dice shall be offered to the Shooter to select new dice. However, the Shooter may request the original die or dice back again if immediately recovered and checked by the Boxman.
 - (iii) If the missing die or dice are found they shall be carefully checked by the Boxman.
 - (iv) In the event that one or more dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. However, to avoid any delay in the game, the Shooter at the time of the die or dice becoming lost may be allowed to continue with the remaining dice of the original set until a 7 out is thrown.

10. THROW OF THE DICE

Upon selection of the dice, the Shooter shall make a Pass Bet or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table furthest from him.

Following a Come-Out Roll, the Shooter shall maintain a wager on the Pass Bet or Don't Pass Line until a decision is effected to be eligible to continue as the shooter.

11. INVALID ROLL OF THE DICE

- (a) A roll of the dice shall be invalid whenever:
 - (i) Either or both of the dice go off the table.
 - (ii) One dice comes to rest on top of the other.
 - (iii) Either or both of the dice come to rest on the chips constituting the Craps bank of chips located in front of the Boxman.
 - (iv) Either or both of the dice comes to rest in the dice cup in front of the Stickman or one of the rails surrounding the table.
 - (v) There is cheating, or the use of crooked or fixed device or technique in the roll of the dice.
 - (vi) Dice other than those approved for the game are used in the roll.
- (b) A Boxman or Stickman, as designated by the Casino Licensee, shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:
 - (i) The dice do not leave the Shooter's hand simultaneously;
 - (ii) Either or both of the dice fail to strike an end of the table.
 - (iii) For any other reason the Boxman or Stickman, as the case may be, considers the throw to be improper.
 - (iv) A player takes the dice out of view.
- (c) The call of "No Roll" by the Boxman or Stickman under Rule 11(b) shall whenever possible, be made before both dice come to rest.
- (d) A throw of the dice which results in the dice coming into contact with any chips on the table, shall not be the cause for a call of "No Roll".

12. POINT THROW - SETTLEMENT OF WAGERS

- (a) When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each dice shall be considered skyward. In the event of a dispute as to which face is uppermost, the Boxman shall have discretion to determine which face is uppermost or to order the throw be void and the dice re-thrown.
- (b) After calling the throw, the Stickman shall collect the dice and bring them to the centre of the table between himself and the Boxman. All wagers decided by that throw shall then be settled following which the Stickman shall pass the dice to the Shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

13. CONTINUATION OF SHOOTER, SELECTION OF NEW SHOOTER

- (a) It shall be the option of the Shooter after any roll, either to pass the dice or remain the Shooter except that:
 - (i) The Shooter shall pass the dice upon throwing a 7 Out and
 - (ii) The Boxman may order the Shooter to pass the dice if the Shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the Rules Of The Game.
- (b) When a voluntary or compulsory relinquishment of the dice occurs by the Shooter the Stickman shall offer the complete set of five dice to the player having either a Pass or Don't Pass wager, immediately to the left of the relinquishing Shooter. Should he not accept, the dice are then offered to the next player having such a wager, moving in a clockwise direction.
- (c) The first player to accept the dice when offered shall become the new Shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice cup, which shall be placed immediately in front of the Stickman.

14. GENERAL PROVISIONS

- (a) The House reserves the right to invalidate an outcome of the game under the following circumstances:
 - (i) If the game is disrupted by civil commotion, fire, riot, brawl or an Act of God.
 - (ii) If there is any fraudulent act by any player or Dealer.
- (b) Wagers shall not be touched by players until full settlement of all wagers within a winning segment is made, except as provided for under these Rules. Repeated instances of failure to comply may result in the offending players future wagers on the game being refused.
- (c) Partnerships with a view to exceeding the maximum wagers shall not be allowed.
- (d) Except as provided for in this section, no Casino Licensee shall charge any percentage, fee or vigorish to a player making any wager in the game.
- (e) No cash wagers shall be accepted.
- (f) All wagers shall be against the House and no side wagers shall be permitted.
- (g) Wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result.

Wagers above the maximum shall be paid or collected up to the permitted maximum only.
- (h) When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum cannot be paid in full from the table float, shall be paid to the lower multiples only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- (i) The House reserves the right to close any gaming table at its own discretion subject to prior notification to a Government Casino Inspector.

14. GENERAL PROVISIONS (Cont)

- (j) In any disputes not covered by the provisions of these Rules, the House decision shall be final subject, to a review by the Manager Government Casino Inspectorate, if requested.
- (k) In any dispute arising from these Rules, the House decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
- (l) Complaint's in all unresolved disputes under Rules 14(j) or 14(k) shall be advised of the presence of, and their rights to consult a Government Casino Inspector.
- (m) No player shall possess with the intent to use or actually use at the game, or communicate during the game with any other person or persons possessing with the intent to use or actually using at the game or elsewhere, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting or affecting an outcome at the game, the changing probabilities of the game or the playing strategies to be utilised at the game.
- (n) A copy of these Rules shall be made available upon request for perusal in the Casino.

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- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

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