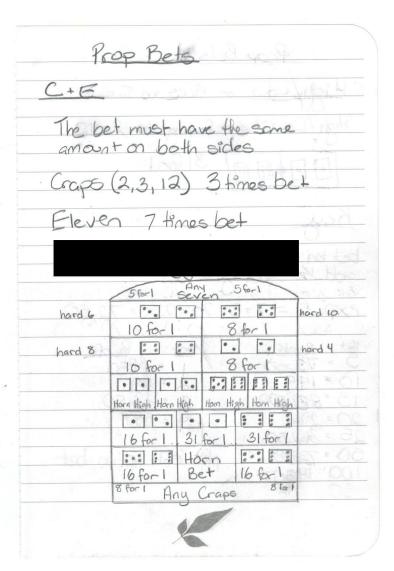
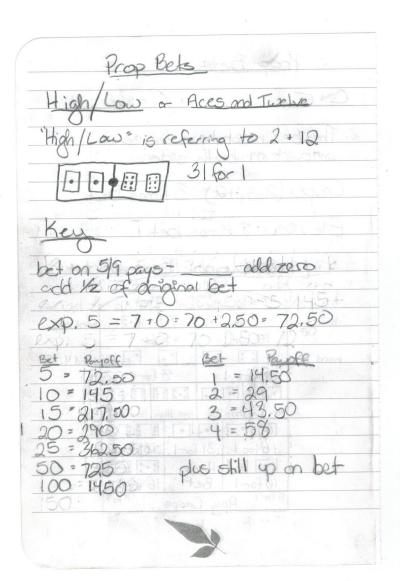
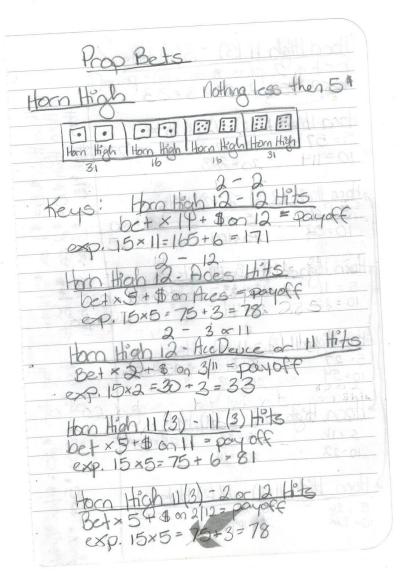
Prop Bets
16 for 1 Key
1=16 Backjack (3 to 2) 2:32 add zero
2:32 add zero 3:48 add bet
4 = 69
5 = 96 (minus total amount
7=112 that was bet by 8=128 answer)
9=144 25=400 75=1200
examples:
5 = 7.50 +0 = 75 +5 = 80 - 80
6 = 9 +0 = 90 +6 = 96 7 = 10,50 +0 = 105 +7 = 112
8=12+0=120+8=128
4=6+0-60+4=64
3 = 4.50 + 0 = 45+3 = 48
2-3+0-30+2-32

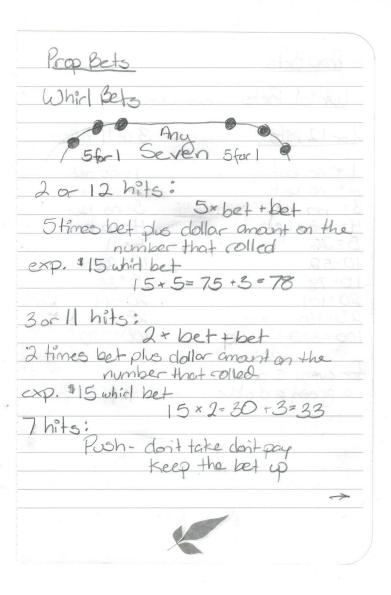
## Prop Bets Bet times 3 | = 3| add zero 2=62 add bet 3 = 93 4 = 124 5 = 155 (minus total bet 6 = 186 by answer) 7 = 217 8 = 248 75=2325 9 = 279 25:775 100=3100 50=1550 10 = 310 examples: 3 = 3 × 3 = 9 + 0 = 90 + 3 = 93 4=4×3=12+0=120+4=124 5=5×3=15+0-150+5=155 6=6×3=18+0=180+6=186 7=7×3=21+0=210+7=217 8=8×3=24+0=240+8=248 9=9×3=27+0=270+9=279



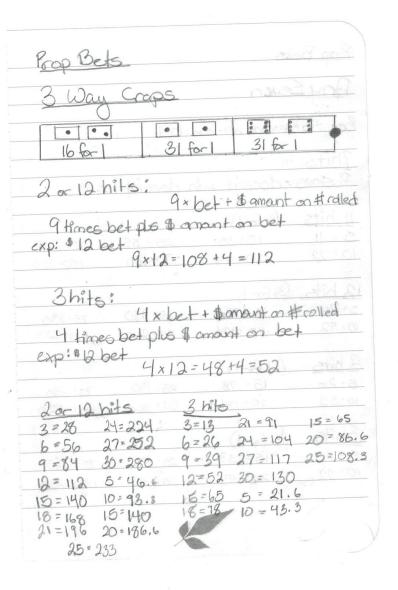




Bet x 2 plus to on 3(11) = payoff exp, 15 x 2 = 30 + 3 = 33 torn High 12/2) - 12/2/ Hits 25=285 5=570 15=171 10=114 20=228 5 CR Horn High 12(2) -2(12) Hits 事業中一〇〇〇 25=130 5=26 15-78 10= 32 20:104 orn Han 12/2) - 30-11 Hits 15= 33 5=10 20=44 10 = 22 -11 (3) Hits 25 = 135 5= 27 15-8 20 = 108 11(3)-3(11) 15=33 25=55 5:11 10-22 5 = 26 10=52 20-104 25 25=130 5 = 26



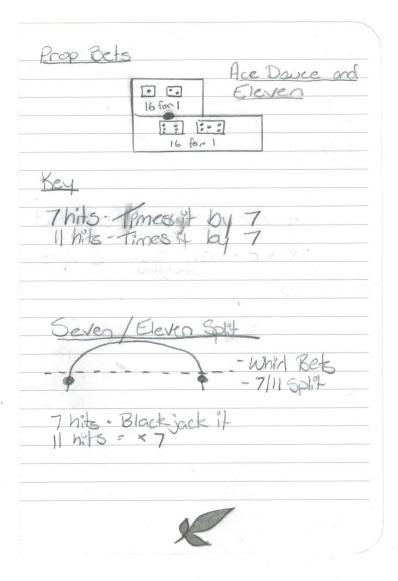
Prop Bets	الأمواقعان
Which Bets exa	ndes
2 or 12 hits	3 or 11 hits
l = no bet 2 = no bet	1= no bet 2= no bet
3 = no bet 4 = no bet	3 no bet 4-no bet
	5=11
15= 78 20=104	15=33
25=130 200=520	25°55 100°220
a green and above	all all the asmit the
a green and abue	Age To which the Fe
take dash asig tak	Inh-des
a low out o	1232



200 Bets	19		Stas N
Any Sev	ren	00-27-11	60.0
et:5=ar	nant on one	bet	
7hits	doesn't win	doesn't los	
11 hits	and the state		22.00
AND DESCRIPTION OF THE PARTY OF		25 = 55	75=165
5 = 11	15=33	50=110	100-120
2 hits (	21 ( 1)	9	Shile.
2 hits	15= 78	25 = 130	75=390
5-26	20 = 104	50:260	
W: 32	20.01	50.00	( e( # ) ox 5
2 hits	(31 for 1)		
5-26	15= 78	25= 130	75= 390
10-52	20=104		100-820
10 00	19 - 45 21	TE DOCE	2 = 29
3his	(16 for 1)	7-252 %	P 426 - 3
5=11	15= 33	25. 55	75= 165
10-22	20= 44	50= NO	100-220
	1,14 1 1 32	· 51 1.80 1	OF OHE
		2.361 ×	

Prop Bets 300 11 hits: (low side) 3+bet exp: #4 hom bet 3×4=12 2 or 12 hits: (high side) 7 x bet - /4 of the bet Cxp: 4 hom bet 7x4=28-41=27 20012 hito: 3 or 11 hots 1 = 6.75 1 = 3 20:60 2= 13.5 2=6 24: 72 3 = 20.25 3=9 25.75 4= 27 4012 40:120 5=33.75 5 = 15 50-150 8-54 8=24 10=67,50 10=30 12=81 12=36 15=101.25 15=45 16=108 40=270 20=135 50=337,50 24=162 25=168.76 16-48

Prop Bets Any Craps 8x bet - bet 8xbet 6=48-6=42 1 7 8-1=7 2=16-2=14 7=56-7=49 8=24-3=21 8=64-8=56 4 = 32-4=28 9=72-9=63 5 = 40-5-35 Take this # and 10 = 80 -10 - 70 15 = 120-15=105 minos the bet 20= 160-20=140 25 = 200-25=175 50 - 400=50-350 75 = 600-15=525 100 = 900-100-700



Beys	
Blackjack it add zero	31 for 1 Bet times 3 add zero add bet
C+E craps-Bet times 3 eleven-Bet times 7	

The Whip
The Stick

6	Stick Calls
Con	ne Out Roll
	t now while disce are in the middle
2-	2 craps 2 Line away Pay don'ts
	3 craps 3 Line away Rue don'ts Single the field
Y- "The	Heasy (hard) 4 Mark the 4 Pay the Point is 4, Sho would like the
	5 no field 5 Mark the 5
6-	beasy (hard) 6 Mark the 6 no field point is 6, who would like the hord 6
"The	point is 6, who would like the hard 6"
/ -	7 winner 7 Take the don'ts
colds,	7 winner 7 Take the don'ts Pay the line working bets saves , pay behind

8-8 eesy (hard) 8 Mark the 8

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

9-9 centerfield 9 Mark the 9

Pay the field

10-10 easy (hard) 10 Mark the 10

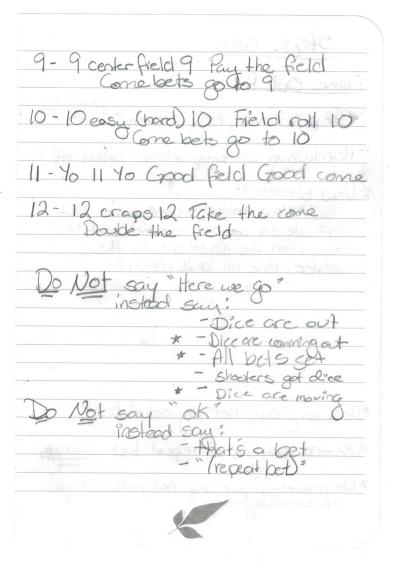
"The point is 18, who would like the hard 10?

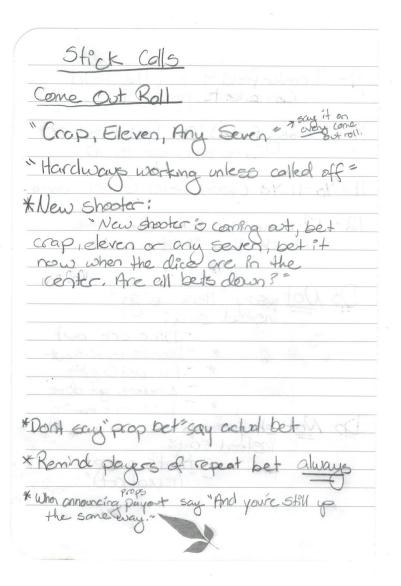
11- Yo Eleven to Take the don't Pay the line Single the field to Eleven Front Line Winger

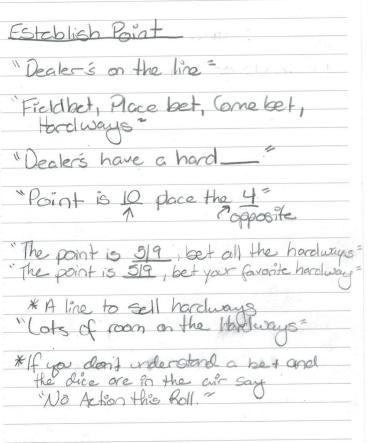
12-12 craps 12 Line away Bar don't Triple the field

## Stick Calls Established Point "Bet now while dice are in the middle" 2-2 crops 2 Take the come Double the Geld 3-3 crops 3 Take the come Single the Geld 4-4 eosy (hard) 4 Good field Come bets go to 4 5-5 no field 5 Come bets go to 5 6-6 easy (hard) 6 No field Come bets go to 6 7-7 out Line away Pay the don'ts and lost come's Pay behind

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





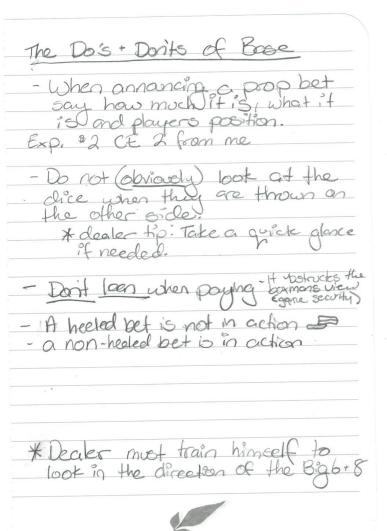




## The General Duties of a Stick - The stick does not wait for deakers to can't out change. You must call the dice before touching them w/ the stick. - Watch the end opposite of the shooter - Stick will arrance all bets exp. = \$ 1.00 Eleven? - Amount of money - what the bet is (grap, hordway, ea) - Action#1: Call dice + Rake in center Ation # 2: watch your end Action#3: Pick up all looner proplect bos Action#4: Pay winning bets Action #5: Put up new bets Action #6: Give dice to shooter - Do not hustle the hardways on the come out roll, just that one roll bets. (Exception-if a player is betting it every times

- After the point is established do not hustle one coll bels - Hustle all hardways when the - Only the shooter can ask for "same dice" we do not listen to the other players.





0 1 00 1
Procedure Silvetions
A player has 75# (one green +10 red) and you want to convert the red to green and then pay.
1) Prove the \$50 RIBI 25 25
2) Pay with green BB FF
Shiag JR:
3) Pick up the sed
4) Pay the green \$55
* Never leave out more than the original bet at one time:
original bet of one inte

h 8	Place Bet		
	Point bar	8	
	6=71	300 = 350 450 = 525	
	18 = 21/	600 = 700	
	36 = 42	720=840	4
	42 = 49 /	900=1050	
	54 = 63 × 60 = 70	1200=1400	
	90=105	1500 = 1750	
	120=140		
	150 = 175		1
	180=210-		
	210=245,		
	270=315	4	

Place Bet
Point 5 or 9
5 = 7
10=14
15:21
20 = 28 25 = 35
30 = 42
35 = 49
40 = 56 45 = 63
50:70
25
75=105
100=140
125
125- 175
150=210.
175= 245
200 = 280
Place Bet
Point 4 or 10
5-9 no vig
O

Denler Verillans
Dealer "Sayings"
· 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
* Come out rall and money is on apron-
"No bet for the money on the apron!"
NO VET for the morey
on the concon!
at the aprocess
· ·
Fig. 1

Procedures	
TORPODES	
TOCCHO! CO	
and the second s	
A AMP	

\* when a player hards you a bet, repeat it loud + clear \* Always cut out the bet in the \* Cut with your inside hard and hard out with your autside hard. All Game Procedures \* When someone hands you a stack of 5 then put 20# in a stack 120 120 12

	Place Bet Payo	Pace Bet 277
		(50nd 9 (7 to 5)
	Bet Payoff	Bet Payoff
	,	\$5 ->0 \$7 37
	\$10 5 -\$18	\$ 10 -> \$1408
	\$ 15 \$ \$27	\$15 30 \$21.28
	\$20 36	\$ 20 -> \$ 28 00
<i>F</i>	\$25 3 \$45	\$ 25 - \$ \$ 35 00
	\$30 - \$59	\$30 × \$420
	\$35 - \$63 6	\$35 -> 1490
	\$40 -> \$72 P	# 40 -> 3600
	\$45 - \$81	# 45 A 6300
	\$50 -> \$90	\$50 3000
	#55 - #99	\$55 <del>3</del> 7700
	\$60 - \$108	\$60 00 \$8900
	€65 - ±117 °	\$65 3 \$9100
	0 970 0 126	470 > 498
	more on back—	

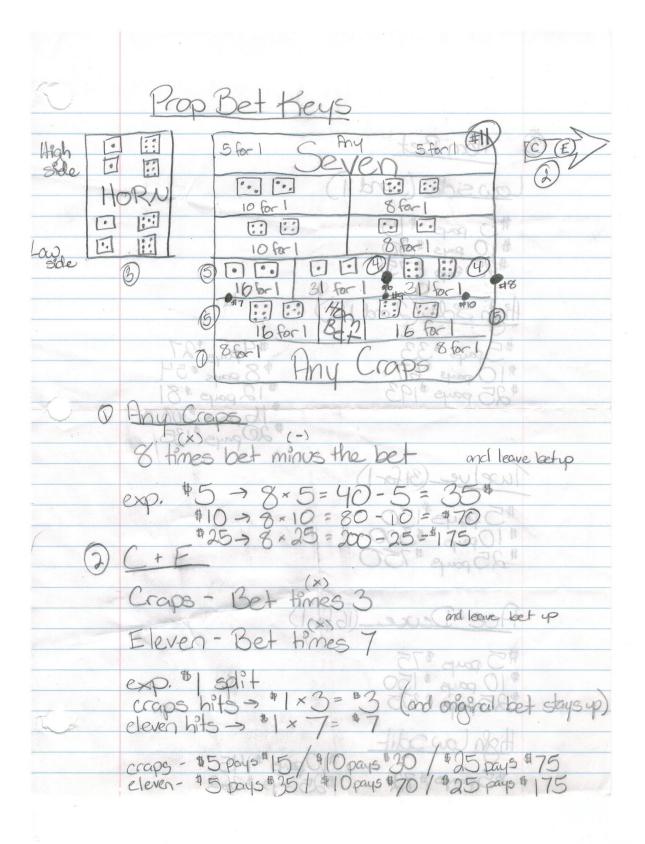
Place Bet Layoff 100 0019 50nd 9 (7+05) (2 4 and 10 (9 to 5) Bet Payoff Payoff \$75 > \$135 d \$ 75 7 \$ 105 \$80 > 44 \$ 80 > \$ 112 85 + \$153 01 \$ 85 > \$ 119 \$90 > \$126 \$90 7 \$ 162 00 \$950 \$174 008 \$ 95 -> \$ 133 \$100 -> \$18008 \$100-\$140 \$150 - 270 \$ 150→ \$210 \$200 -> \$360 OF \$ 200 - \$ 280 \$250 > \$450 CV \$ 250 > \$350 \$ 360 > \$420 300 = \$540 02 1 \$400 >\$ 720 20 \$ 400 -> \$560 \$500 - 900 00 \$ 500 > \$700 \$ 1000 - \$1,800 \$1,000 -> \$1,400 #2,000 > #3,600 #2,000 > \$2,800

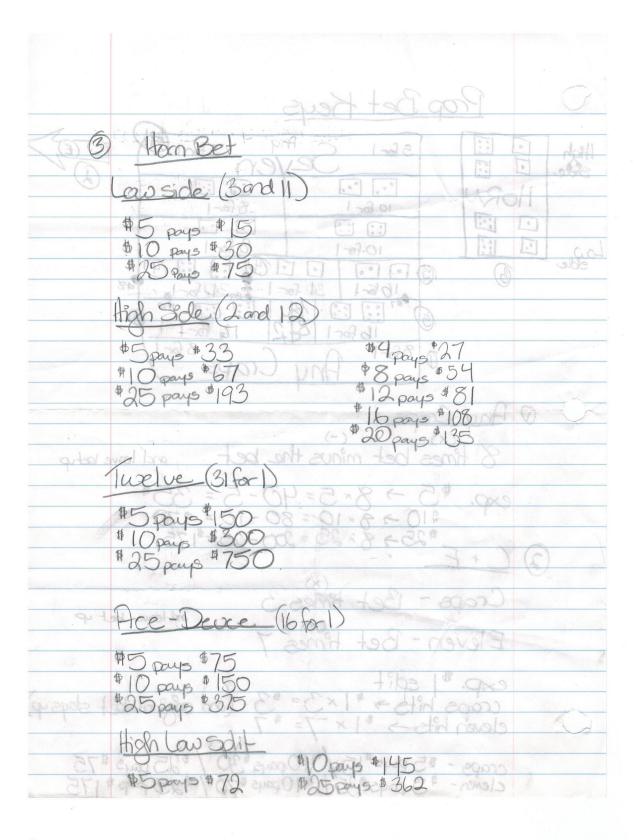
Place Bet Payoffs Payoff \$102->\$119 #108 > # 126 \$30 > \$35 54 > 63 === 70 \$ 144 -> \$ 168 \$ 150 > 175 \$60 > \$77

Come Bet Payoff Betterit 4 and 10 Dauble) adds 45 7 #7 810 = 010 #10-7 #20 \$10 > \$15 \$15 > \$2 \$20 > \$20 #15 > \$30 & OCO #20>#40 \$25 ¬\$37 \$25→\$50 < Rx \$ 30 7845 \$30 -> \$60 \$35 > \$52 \$40 > \$60 \$35 -> \$ 70 \$40 -> \$60 Cha = 588 HG8 8H8 < 048 \$45 > \$67 \$45->\$90 < 3/1/8 \$50 -> \$ 100 \$50 >\$75 - 000° \$55 - \$82 \$55 → \$ 110 < 77 \$60 →\$120 \$65 = \$97 \$70 = \$105 \$65 - \$130 = 3da \$70 -> \$ 140 \*75 - \* 150 #80 -> #160 \$5 -> \$ 170 \*90 > \$180 \*95 - \*190 095 > #142 000 € 00 100 → \$ | 50 \$ 100 -\$ 200 \$200 -\$ 400 0848 - 09200 - \$300 #300 -> \$600 \$400 -> \$600 \$400 -> \$600 \$500 -> \$1,000 \$1,000 -> \$1,500 If the amount equals \$.50 you round down (Drap the 0,50)

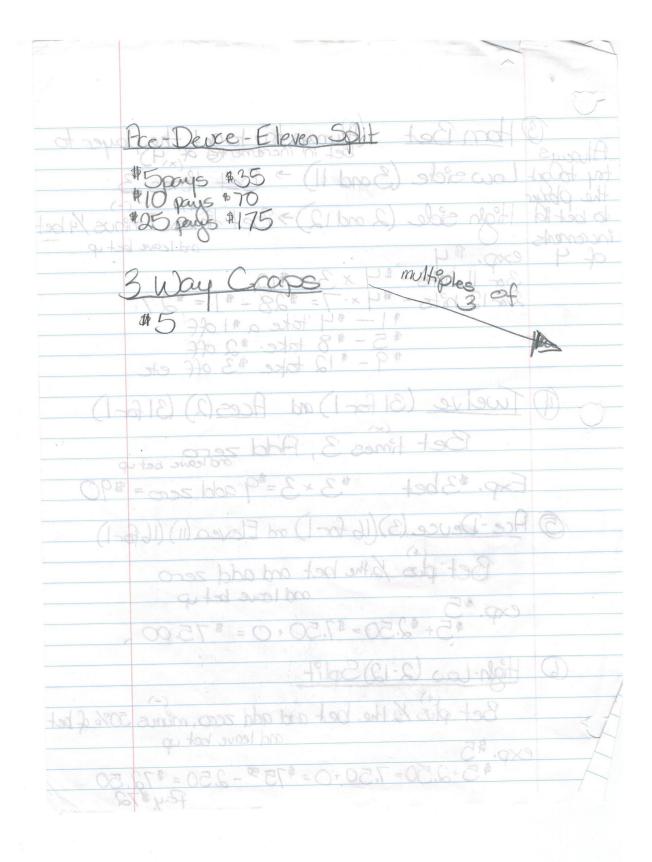
	2400	
	Come Bets for St to Somo	3
Collecti		
2) Even	6 and 8 (6 to 5) (dokal) OI hoof	
	CHd52	
5 >	16 THE 24	
#10 >	12 314 - 614 000	
\$15 >	18-12-19	
\$20 ->	#20 = #20 = #20 = #20 = PS#	
\$25→	*30 = 75° - 25° 02° - 26°	
\$25 → \$35 →	36 = 24 = CD = COS:	
#35 ->	\$ 12 - 25 ° - 25	
\$40 ->	*48 00 = 0+3 . OB = 0+3	
#45 >	100 - 100 - 54 - 100 - 54 - 100 - 54 - 100	
\$50 -	\$50 - 27 ° co3 ° co3 ° co3 ° co3	
955 >	155 - 10 ° 55 - 182 dd	
\$60 >	*72 00° = 00° 00°	
\$65 ->	*78 - TP = Cd " OE   = Cd "	
\$70 >	84 €0 16 - 0L 8 OH 8 € 0L8	
\$75 >	\$90 00 1 1 = \$90 > \$108 00 = 21°	
#80 >	196-081 - 195 > 114 Odi - 081	
\$85->	102 FAIR - 3100 - 120 ON - COM	
11777	1246810-Ob. OSIS-Ob.	
11/41	1995 - 2#200 > #240 op - 208	
	4360 > 360 mc = 00 19	
	14 CON - CON	
	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
	1001 = 001 = 001 = 001 = 001 = 001 = 001 = 000 = 001 = 000 =	
	\$ 500 - \$ 1,000 ° 500 °	
	\$ 1000 - 2,000 \$ 1,000 - \$ 1,500 \$ 1	
100	1.004	
03. 48	If the arount equal	
	you round down	
	(000) the 0.30)	

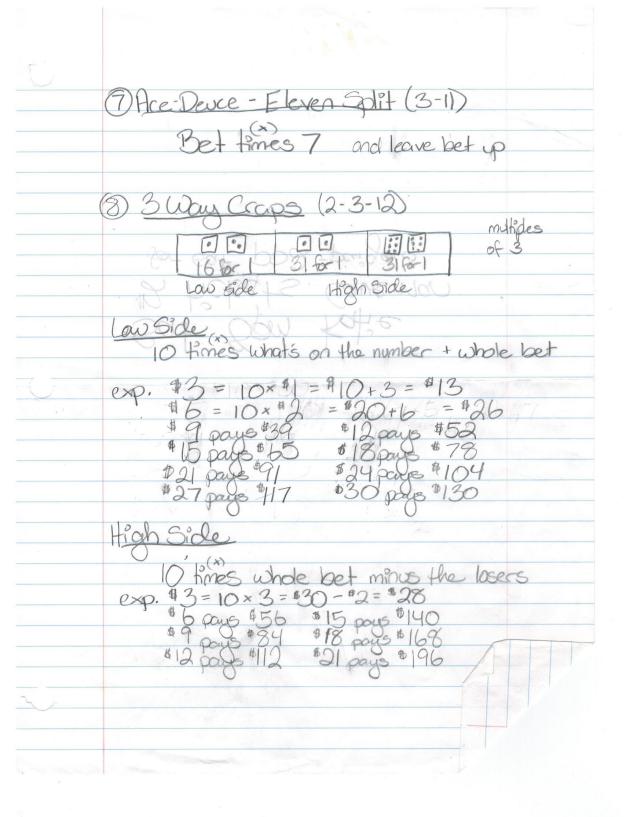
	16 for 1	31 for 1	
	· ·	·	Horn Bet
	1=16	= 3	
	2=32	2=62	3011 hits:
	3= 48	3=93	3. bet
	4=64	4=124	
1	5=80	5 = 155	2 or 12 hits:
	6=96	6=186	7xbet-14 the bet
	7=112	7=217	
	8=128	8 = 248	
	9=144	9 = 279	16 for 4
	10 = 160	10 = 310	black pack the bet \$4-2
	15=240	15:465	add tagether 4+2=6
	20=320	20:620	add zero 60
1	25=400	25:775	
	50 = 806	50: 1550	31 For 1 4
	75 = 1200	75: 2325	3 x bet 4x3=12
	100 = 1600	100-3100	add zero 120

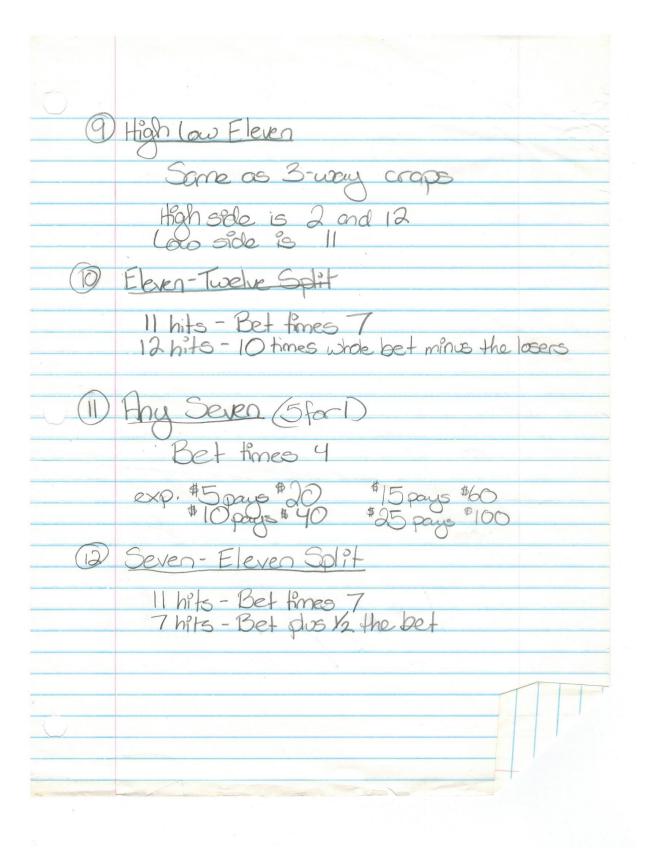


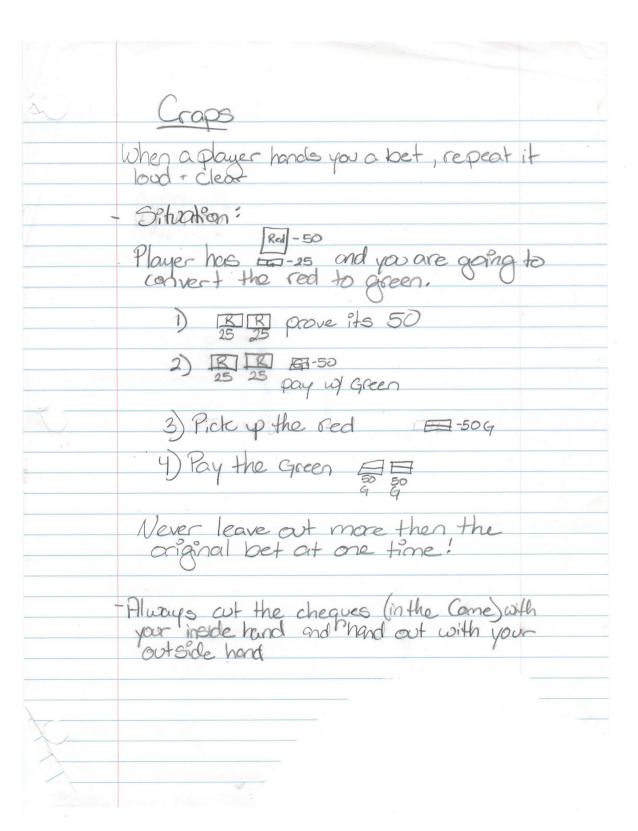


increments and leave bet up exp. \$4 20012 mits - 44x take a #1 off Twelve (31 for 1) and Aces (2) (31 for 1) 13 × 3=9 add zero= \$90 (5) Ace-Deuce (3) (16 for 1) and Elevea (11) (16 for 1) Bet plus 15 the bet and add zero and leave bet up + \$2.50 = \$7.50 + 0 = \$75.00 High-Law (2-12) Split (6) Bet plus 12 the bet and add zero, minus 50% of bet and leave bet up \$5+2,50=7,50+0=\$759-2,50=\$72,50 Pay \$72





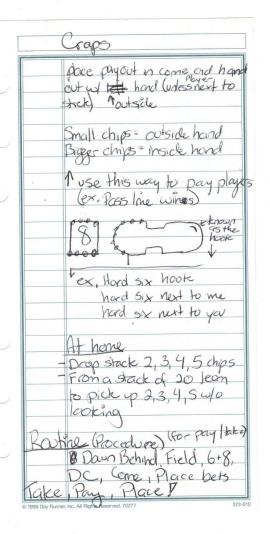


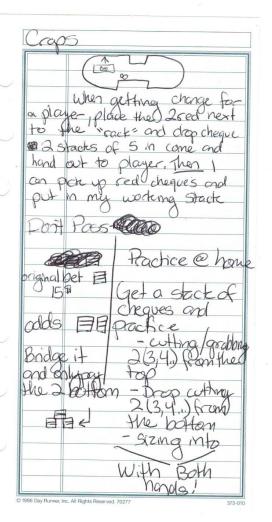


	Craps Take+ Pay Procedure
when the count is established	Take the losing bets 1st, then pay the winning bets and then place the corne/Doil (one Bets.  1. Down Behind (this is the Doil Corne boxes behind the numbers)  2. Field  3. Big 6+8  4. Doil Corne Box  5. Come Bets  6. Place Bots
.!	You only warry about the Pass Line/Doint Pass Line when a point is won or lost or on the come at roll.  On the come at roll, when a 2.3,11,12, or 7 is rolled, take all the losing bets first starting w/ the pass/doint pass line.
	Remember this saying "Down Behind the Field 68 Aliens are COMEing to

	Stick Calls
Come	Stick Calls out Roll "Bet now while disce are in the middle" "ok, Dice out"
26	2 craps 2 line away Pay the doits Double the field
3:	
4:	4 easy (hard) 4 Mark the 4 Pay the field Point is 4, who would like the hard 4?
5:	5 no field 5 Mark the 5
6;	b easy (hard) 6 Mark the 6 No field Corner 6 Posnt is 6, who would like the hord 6
7:	Whener 7 Take the don'ts Pay the line Working bets Save odds Pay behind
8:	8 easy (hard) 8 Mark the 8 16 field Corner 8 Point is 8, who would like the hard 8?
9:	9 center field 9 Mark the 9 Pay the field
10;	10 easy (hard) 10 Mark the 10 Pay the field 10 Posn + 30 10, who would like the hard 10?
11:	Yo Eleven Yo Take the don't Pay the Line Single the field Yo Eleven Front Line Winner
12:	12 craps 12 Line away Bar don'ts Double the field

Estal	Stick Calls olished Point "Bet now while dice are in the midelle"
2:	2 craps 2 Take the come Double the field
3:	3 craps 3 Take the come Single the field
4:	4 easy (hard) 4 Good field 4 Come bets go to 4
5:	5 no field 5 Come bets go to 5
60	6 easy (hard) 6 No field Corner to Come bets go to 6
7;	7 out Line away Pay the don'ts and last comes Pay behind 8 easy (hard) 8 No field Corner 8 Come bets go to 8
8:	8 easy (hard) 8 No field Corner 8 Come bets go to 8
9:	9 center field 9 Pay the field Come bets go to 9
10 °	10 easy (hard) 10 Field roll 10 Come bets go to 10
110	Yo II Good field Good Come Yo II
12:	12 craps 12 Take the came Double the field 12 craps
Poin!	+ H9t5:
	Winner (5,9) Take the don'ts Pay the 19re
	Where (4,6,8,10), come easy (hord), Take the don'ts Pay the 1Pre, where (4,6,8,10) come the easy (hord) way
	the easy (hard) way

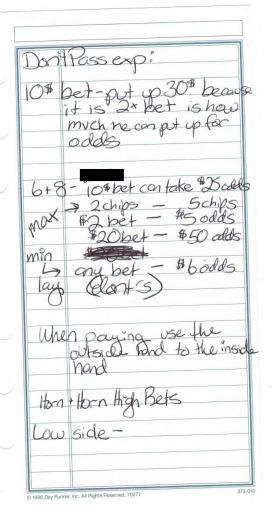


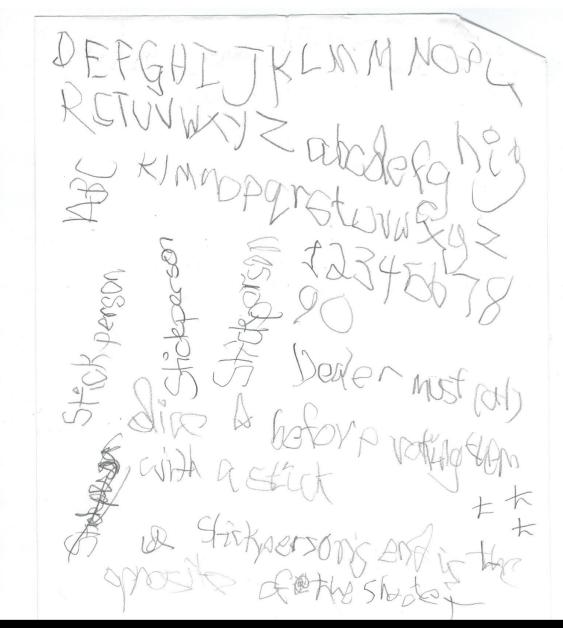


Cours	
Point Established Winner! Line always gets payed floot	
Don+ Ross (Behind)  moke suce divisible	
5+9-3 8+6-6	
Dani Pass is just the opposite of Pass  put up 3 chips to win 2 (5+9)	
put up 6 chips to win 5 (6+8) put up 2 chips to win 1 (4+10)	

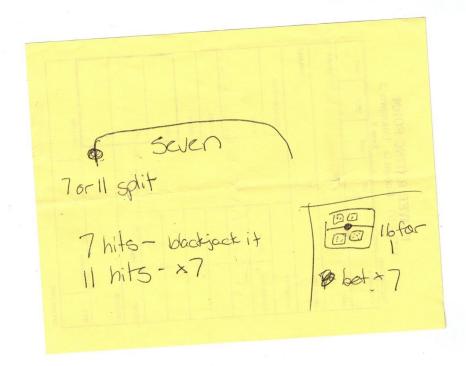
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373-01





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



Answers.	
Any Seven	3 h?ts_
bet Payoff	5 = 11 10 = 22
#10 = #22 #15 = #33 #20 = #44	15 = 33 20 = 44 25 = 55
\$25= \$55 \$50 = \$ NO	50 = 110
Which Bot	Hon High
bet payor	
5 = 11 10 = 22 15 = 33	10 = 22 15 = 33
20=44 25=55 50=110	20 - 44 25 - 55 50 = 10



## COLOR CHANGE

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

## REDICT

- pouguod Arous si sayor busining
- Both the bet and payoff on all winning toke bets must be taken slown. Zoke "parteyed".
  - Color changes for lokes should be made by the dealer with vertice
    - Pay it as you come to it, pick up toke bet after the line is paid.
- When a player throws in a toke, it must be dropped. If a player gives you the option of playing or dropping a toke, you must drop it into the toke box. Politely explain to the player that once we are given the option to stev or drop the toke, we must drop it.
  - Never dirip black checks (\$100's) without the consent of the floor supervisor.
    - It is imperative that all dealers' bets be advoveleded by the floorperson
      - Maximum toke bet is any amount up to the table maximum.

- Once the dice go out keep a constant eye on them I can look around when the dice are in the middle

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  - (2) the nature of the copyrighted work;
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