

# HOW TO PLAY CRAPS

## G. Betting the Odds

You may take odds or lay odds in addition to your original bet (flat bet). The odds wins if your flat bet wins, and your bet is removed if your flat bet loses. The odds on a 4 and 10 are 2-to-1, on 5 and 9 are 3-to-2, and on a 6 and 8 the odds are 6-to-5. The dealers will be happy to further explain the odds bet to you.

## H. Place Bets

You may take a *Place Bet* any time on any or all of the following numbers: 4, 5, 6, 8, 9 or 10. If the number you have placed rolls before a 7, you win and are paid 9-to-5 on the 4 and 10, 7-to-5 on the 5 and 9, and 7-to-6 on the 6 and 8. *These bets are placed by the Dealer.*

## I. Buy & Lay Bets

Pay true dice odds and may be made any time on any or all of the following numbers: 4, 5, 6, 8, 9 or 10. A *buy bet* wins if the number rolls before a 7 out. A *lay bet* wins when a 7 rolls before the number. 5% is charged on a buy bet, and on the amount that could be won on a lay bet.

## J. Field Bets

This is a one-roll bet that may be made on any roll. If a 3, 4, 9, 10, or 11 rolls, you win even money. If a 2 or 12 rolls, you win 2-to-1. If any other number rolls, your bet is removed.



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## A. Betting the Pass Line

(With the dice): When the shooter rolls a 7 or 11 on the first throw (the come-out roll), it is a natural and you win. On the other hand, if 2, 3, or 12 rolls, it is craps—and you lose. Any other number (4, 5, 6, 8, 9, or 10) becomes your point. You win if the point repeats before a 7 rolls, and your bet is removed if a 7 shows before you make your point. *Place these bets in the area marked Pass Line on the layout.*

## B. Betting the Don't Pass Line

(Against the dice): This is the reverse of betting the Pass Line. You lose on a natural 7 or 11, and win if a 2 or 3 rolls. 12 is a push, and no one wins. If a 4, 5, 6, 8, 9, or 10 rolls it becomes the point, and you win if a 7 rolls before the point is repeated. Your bet is removed if the point is made before a 7 rolls. *Place these bets in the area marked Don't Pass Bar on the layout.*

## C. Come Bets

The simplest explanation of Come bets is that you're betting with the dice, exactly as on the Pass Line, except that Come bets are made any time after the come-out roll. You win on naturals 7 or 11, and your bet is removed on craps 2, 3, or 12. Any other number becomes the come-point and you win if your come-point is made before a 7 is rolled. *Place these bets in the area marked Come on the layout.*

## D. Don't Come Bets

The reverse of betting on the Come. You lose on a 7 or 11, and win on a 2 or 3. 12 is a push. Here you win if a 7 rolls before your come-point is repeated, and lose if the come-point is made before a 7 is rolled. *Place these bets in the areas marked Don't Come Bar on the layout.*

## E. Proposition Bet

These are all one-roll bets that are decided on each roll of the dice. Any 7 pays 4-to-1. Any Craps (2, 3, or 12) pays 7-to-1. Either 2 or 12 pays 30 to 1. Either 3 or 11 pays 15-to-1. *These bets are placed for you by the Dealer.*

## F. Hardways

There are four possible Hardway bets: Hardway Four-two 2's and Hardway Ten-two 5's, which pay 7-to-1, and Hardway Six-two 3's, and Hardway Eight-two 4's, which pay 9-to-1. If any other combination of the numbers or a 7 is rolled, your bet is removed. *These bets are placed for you by the Dealer.*

More rules on back

