

CRAPS

(RWS)

Game Rules

w.e.f. 30 August 2013

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1 Definitions

In these rules:

Boxperson refers to the person who supervises the operation of the game.

Come Out Roll refers to the first and any subsequent rolls of the dice by the Shooter before a Point is established.

Come Point means a dice total of 4, 5, 6, 8, 9 or 10 rolled by the Shooter on the next roll following the placement of a Come wager or a Don't Come wager.

Contract Wager is a wager that once placed cannot be removed or reduced. After the Point has been established, a Player can increase the Contract Wager.

House means the Casino Operator.

Inactive means that the wager will continue to remain on the table layout pending the next Roll and no action will be taken on the wager.

Marker Buttons are discs labelled to indicate the status of the wagers as follows:

- (i) "ON" means that a wager is in play for a specific throw of the dice.
- (ii) "OFF" means that a wager is not in play for a specific throw of the dice.

Natural Fall refers to the way in which the die would come to rest as if there is no obstructing object.

No Roll is an invalid throw of the dice under the situations set out in rule 3.10.

Point means a dice total of 4, 5, 6, 8, 9, or 10 rolled by the Shooter on the Come Out Roll.

Puck is a disc marked "ON" on one side and "OFF" on the other side and is used to denote the Point for a particular Round of play.

Roll means the throw of the dice by the Shooter.

Round of play means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and if applicable, collects losing wagers and pays winning wagers.

Seven Out means a dice total of 7 which is rolled by the Shooter before the Point that has been established is rolled again.

Shooter refers to the Player who rolls the dice.

Stickperson means a person at the table who controls the issuance and collection of the dice as well as the announcement of the dice total.

Vigorish means the commission collected by the House from a “Buy” or “Lay” wager. The vigorish is collected at the time “Buy” or “Lay” wager is placed.

2 Mode of Play

2.1 The Layout

2.1.1 Craps may be played only on tables displaying the layout as shown in Appendix "A".

2.1.2 Appendix "B" shows the magnified version of the betting areas on the tables.

3. How to Play

3.1 Commencement of play shall begin when the Shooter rolls the two dice.

3.2 Closing of bets shall take effect when the Dealer announces "No more bets".

3.3 A Player may wager on one or more of the permissible wagers described in Appendix "D". The wager(s) are placed on the appropriate betting area(s) of the layout as set out in Appendix "B" and described in Appendix "C". The wager(s) wins if the dice result matches the designated betting areas on the layout chosen by the Player.

3.4 At the commencement of play, the Stickperson shall offer the set of dice to the Player immediately to the left of the Boxperson.

3.5 If the Player rejects the dice, the Stickperson shall offer the dice to each of the other Players in turn, clockwise around the table until one of the Players accepts the dice.

3.6 To be eligible to roll the dice, a Player must have a wager on the Pass Line or the Don't Pass.

3.7 In accepting the dice, the Player shall become the Shooter. The Shooter shall select and retain two of the offered dice and the remaining dice will be returned to the dice bowl.

3.8 The Shooter shall roll the two dice and no wagers shall be accepted upon the closing of bets. The Stickperson shall immediately call out the dice total when the dice comes to rest from a valid roll and the Point will be marked with the Puck, should a Point be established.

3.9 If the throw of the dice is a No Roll, the Stickperson shall call "No Roll" and the Shooter shall roll the dice again.

3.10 The following are the No Roll situations:

- (i) The dice do not leave the Shooter's hand simultaneously.
- (ii) The Boxpersion or Stickperson feels that no effort has been made to roll the dice.
- (iii) The Shooter has not placed any wager on the Pass Line or the Don't Pass.
- (iv) One or both of the dice go off the table.
- (v) One die comes to rest on top of the other.
- (vi) One or both of the dice come to rest on top of the chips constituting the float.
- (vii) One or both of the dice come to rest in the dice bowl.
- (viii) One or both of the dice come to rest on one of the rails surrounding the table.
- (ix) One or both of the dice rest on a stack of chips or other object.
- (x) One or both of the dice are slanted and it is impossible to determine the Natural Fall of any of the dice.
- (xi) A Player not authorised as the designated Shooter rolls the dice.
- (xii) A Player changes the natural movement of one or both of the dice on purpose with a Player's body part or foreign object.

3.11 Following a valid roll by the Shooter, all wagers decided by that valid roll shall be settled in accordance with rule 4.1 and the Stickperson shall pass the dice to the Shooter for the next roll.

3.12 The Shooter shall continue to roll the dice until the result of a roll is a "Seven Out" or until the Shooter voluntarily relinquishes the dice.

4 Settlement

4.1 Odds of each winning wager:

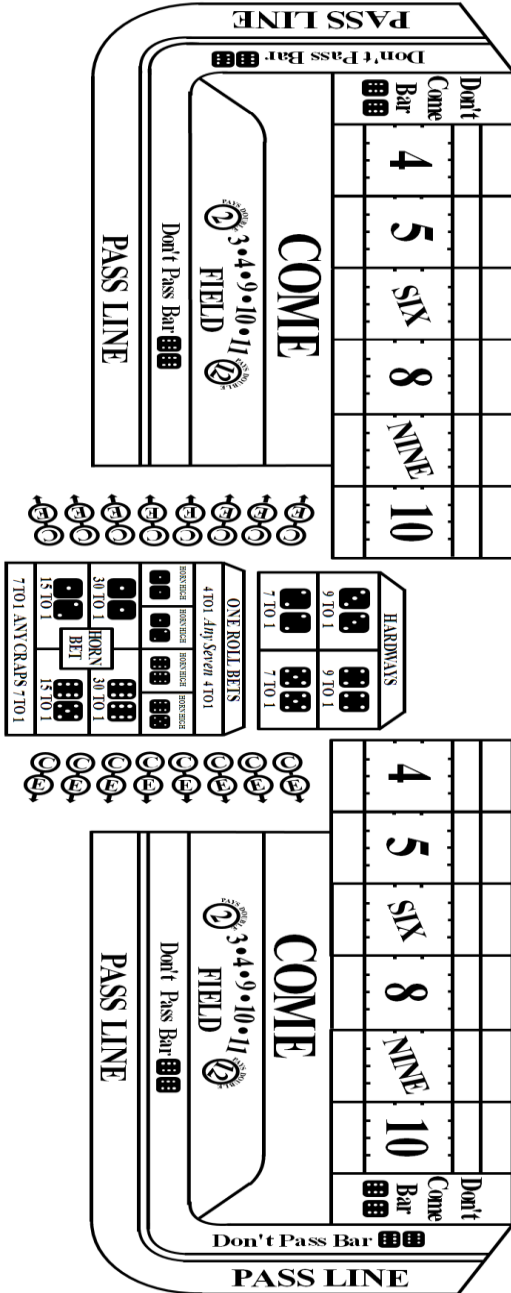
Wager	Payout
Pass Line	1 to 1
Pass Line Odds	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Pass	1 to 1
Don't Pass Odds	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Come	1 to 1
Come Odds	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Come	1 to 1
Don't Come Odds	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Place	
Point of 6 or 8	7 to 6
Point of 5 or 9	7 to 5
Point of 4 or 10	9 to 5
Buy	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1

Lay	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Hardways	
4 (2 and 2)	7 to 1
6 (3 and 3)	9 to 1
8 (4 and 4)	9 to 1
10 (5 and 5)	7 to 1
Field	
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1
Any Craps (2, 3 or 12)	7 to 1
2 Crap	30 to 1
3 Crap	15 to 1
12 Crap	30 to 1
11	15 to 1
Any 7	4 to 1
C & E if 2, 3 or 12	3 to 1
C & E if 11	7 to 1

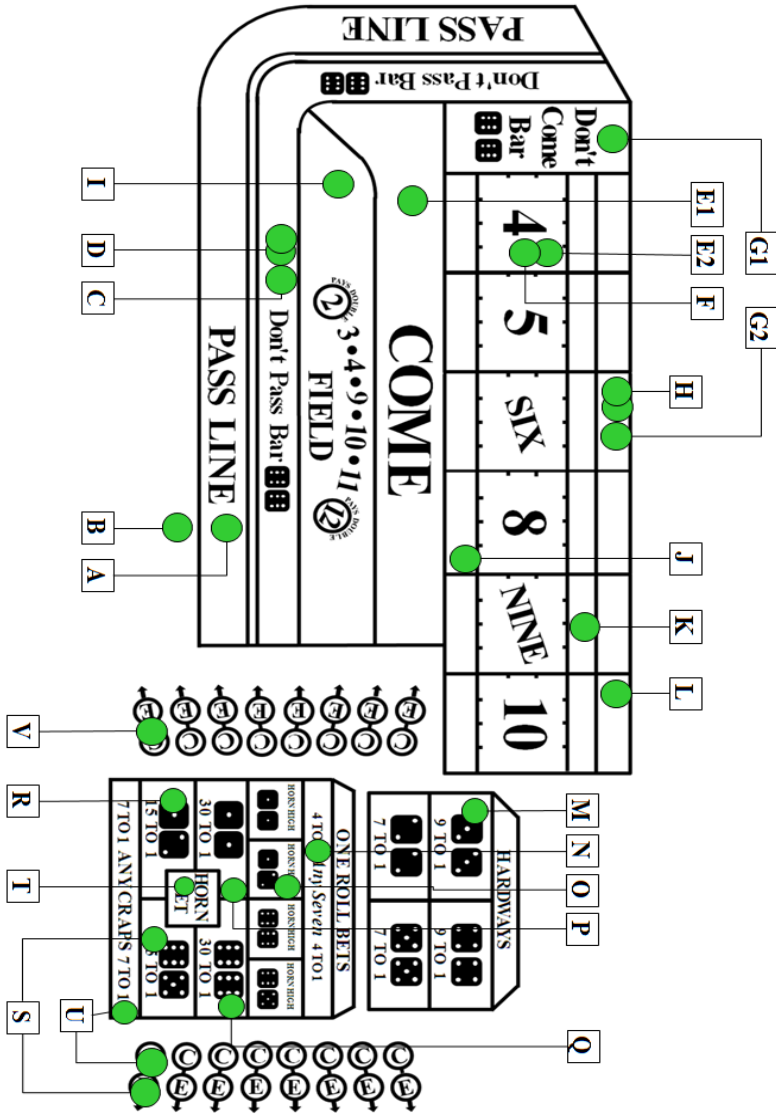
5 Irregularities

- 5.1 After the two dice come to rest upon a valid roll by the Shooter, no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honoured.
- 5.2 After the two dice come to rest upon a valid roll by the Shooter, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.

Appendix "A"



Appendix "B"



Appendix “C”

Type	Descriptions
A	Pass Line - Within the area marked “PASS LINE”.
B	Pass Line Odds - Directly behind the Pass Line wager after the Point has been established.
C	Don’t Pass - Within the area marked “Don’t Pass Bar 12”.
D	Don’t Pass Odds - Directly next to the Don’t Pass wager after the Point has been established.
E1/E2	Come - Within the area marked "COME". When the Come Point is established, the wager will move into E2 based on the Come Point that is established.
F	Come Odds - On top of the Come wager.
G1/G2	Don’t Come - Within the area marked "Don’t Come Bar 12". When the Come Point is established, the wager will move into G2 based on the Come Point that is established.
H	Don’t Come Odds - Directly next to the Don’t Come wager.
I	Field - Within the area marked “FIELD” including the numbers “2”, “3”, “4”, “9”, “10”, “11”, “12”.
J	Place - Within the area marked either “4”, “5”, “6”, “8”, “9”, “10” adjacent to the area marked “Don’t Come Bar 12”.
K	Buy - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don’t Come Bar 12" and is distinguished by a "BUY" marker.
L	Lay - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don’t Come Bar 12" and is distinguished by a "LAY" marker.
M	Hardways - Below the area marked "HARDWAYS" where the dice total is 4, 6, 8, 10.
N	Any Seven - Within the area marked "Any Seven".
O	Horn High - Within the area marked "HORN HIGH" where the dice total is 2, 3, 11, 12.
P	2 Crap - Beside the area marked "HORN BET" where the dice total is 2.
Q	12 Crap - Beside the area marked "HORN BET" where the dice total is 12.
R	3 Crap - Beside the area marked "HORN BET" where the dice total is 3.
S	Eleven - On the symbol marked "E" or beside the area marked "HORN BET" where the dice total is 11.
T	Horn Bet - Within the area marked "HORN BET".
U	Any Craps - On the symbol marked "C" or within the area marked "Any Craps".
V	Craps & Eleven (C & E) - Between the symbols marked "C" and "E".

Appendix “D”

The following are permissible wagers at Craps:

1. **“Pass Line”** is a Contract Wager placed immediately prior to the Come Out Roll, and:

(a) Wins,

- (i) if on the Come Out Roll, a dice total of 7 or 11 is rolled; or
- (ii) where a Point has been established, a dice total equal to the Point is rolled before a dice total of 7 is rolled.

(b) Loses,

- (i) if on the Come Out Roll, a dice total of 2, 3 or 12 is rolled; or
- (ii) where a Point has been established, a dice total of 7 is rolled before the dice total equal to the Point is rolled.

(c) Is Inactive, if after a Point has been established, any dice total other than the Point or a dice total of 7 is rolled.

2. **“Pass Line Odds”** is an additional wager that may be placed once a Point has been established provided the Player has a Pass Line wager. The amount of wager that a Player may place depends on the Point.

If the Point is:

4 or 10 Player may place up to a maximum of 3 times the Pass Line wager.

5 or 9 Player may place up to a maximum of 4 times the Pass Line wager.

6 or 8 Player may place up to a maximum of 5 times the Pass Line wager.

The Pass Line Odds:

(a) Wins, if a dice total equal to the Point is rolled before a dice total of 7 is rolled;

(b) Loses, if a dice total of 7 is rolled before a dice total equal to the Point is rolled;

(c) Is Inactive, if any number other than the Point or a dice total of 7 is rolled.

3. **“Don’t Pass”** is a wager placed immediately prior to the Come Out Roll, and:
- (a) Wins,
 - (i) if on the Come Out Roll, a dice total of 2 or 3 is rolled; or
 - (ii) where a Point has been established, a dice total of 7 is rolled before a dice total equal to the Point is rolled.
 - (b) Loses,
 - (i) if on the Come Out Roll, a dice total of 7 or 11 is rolled; or
 - (ii) where a Point has been established, a dice total equal to the Point is rolled before a dice total of 7 is rolled.
 - (c) Is Inactive,
 - (i) if a dice total of 12 is rolled on a Come Out Roll; or
 - (ii) where a Point has been established, any dice total other than the Point or a dice total of 7 is rolled.

4. **“Don’t Pass Odds”** is an additional wager that may be placed once a Point has been established provided the Player has a Don’t Pass wager. The amount of wager a Player may place depends on the Point.

If the Point is:

- | | |
|---------|---|
| 4 or 10 | The maximum amount of wager a Player may place is such that the winnings do not exceed 3 times the amount of the original Don’t Pass wager. |
| 5 or 9 | The maximum amount of wager a Player may place is such that the winnings do not exceed 4 times the amount of the original Don’t Pass wager. |
| 6 or 8 | The maximum amount of wager a Player may place is such that the winnings do not exceed 5 times the amount of the original Don’t Pass wager. |

The Don't Pass Odds:

- (a) Wins, if a dice total of 7 is rolled before a dice total equal to the Point is rolled;
- (b) Loses, if a dice total equal to the Point is rolled before a dice total of 7 is rolled;
- (c) Is Inactive, if any dice total other than the Point or 7 is rolled.

5. **"Come"** is a Contract Wager placed at any time after the Point has been established, and:

(a) Wins,

- (i) if a dice total of 7 or 11 is rolled immediately after the wager has been placed; or
- (ii) where a Come Point has been established, a dice total equal to the Come Point is rolled before a dice total of 7 is rolled.

(b) Loses,

- (i) if a dice total of 2, 3 or 12 is rolled immediately after the wager has been placed; or
- (ii) where a Come Point has been established, a dice total of 7 is rolled before a dice total equal to the Come Point is rolled.

(c) Is Inactive, if any dice total other than the Come Point or 7 is rolled.

6. **"Don't Come"** is a wager placed at any time after the Point has been established, and:

(a) Wins,

- (i) if a dice total of 2 or 3 is rolled immediately after the wager has been placed; or
- (ii) where a Come Point has been established, a dice total of 7 is rolled before a dice total equal to the Come Point is rolled.

(b) Loses,

- (i) if a dice total of 7 or 11 is rolled immediately after the wager has been placed; or
- (ii) where a Come Point has been established, a dice total equal to the Come Point is rolled before a dice total of 7 is rolled.

(c) Is Inactive,

- (i) if a dice total of 12 is rolled immediately after the wager has been placed; or
- (ii) where a Come Point has been established, any dice total other than the Come Point or 7 is rolled.

7. **“Come Odds”** is an additional wager that may be placed after the Come Point has been established provided the Player has a Come wager. The maximum amount of wager a Player may place depends on the number on which the Come Wager is placed.

If the number on which the Come Wager is placed is:

4 or 10 Player may place up to a maximum of 3 times the Come wager.

5 or 9 Player may place up to a maximum of 4 times the Come wager.

6 or 8 Player may place up to a maximum of 5 times the Come wager.

The Come Odds:

- (a) Wins, if a dice total equal to the Come Point is rolled before a dice total of 7 is rolled;
- (b) Loses, if a dice total of 7 is rolled before a dice total equal to the Come Point is rolled;
- (c) Is Inactive, if any number other than the Come Point or a dice total of 7 is rolled.

8. **“Don’t Come Odds”** is an additional wager that may be placed after the Come Point has been established provided the Player has a Don’t Come wager. The maximum amount of wager a Player may place on a “Don’t Come Odds” depends on the number on which the Don’t Come wager has been placed.

If the Don’t Come wager is on the number:

- 4 or 10 The maximum amount of wager a Player may place is such that the winnings do not exceed 3 times the amount of the original Don't Come wager.
- 5 or 9 The maximum amount of wager a Player may place is such that the winnings do not exceed 4 times the amount of the original Don't Come wager.
- 6 or 8 The maximum amount of wager a Player may place is such that the winnings do not exceed 5 times the amount of the original Don't Come wager.

The Don't Come Odds:

- (a) Wins, if a dice total of 7 is rolled before a dice total equal to the Come Point is rolled;
 - (b) Loses, if a dice total equal to the Come Point is rolled before a dice total of 7 is rolled;
 - (c) Is Inactive, if any number other than the Come Point or 7 is rolled.
9. **“Place”** is a wager placed on one of the numbers “4”, “5”, “6”, “8”, “9”, “10” and:
- (a) Wins, if that particular number is rolled before a dice total of 7 is rolled.
 - (b) Loses, if a dice total of 7 is rolled before a dice total equal to that particular number is rolled.
 - (c) Is Inactive, if any number other than the particular number or 7 is rolled.
- 10 **“Buy”** is a wager placed on one of the numbers “4”, “5”, “6”, “8”, “9”, “10”, distinguished by a Buy marker on that number and:
- (a) Wins, if that particular number is rolled before a dice total of 7 is rolled.
 - (b) Loses, if a dice total of 7 is rolled before a dice total equal to that particular number is rolled.
 - (c) is Inactive, if any number other than the particular number or 7 is rolled.
- 5% Vigorish will be taken on a “Buy” wager.

11. **“Lay”** is a wager placed on one of the numbers “4”, “5”, “6”, “8”, “9”, “10”, distinguished by a Lay marker on that number and:
- (a) Wins, if a dice total of 7 is rolled before a dice total equal to that particular number is rolled.
 - (b) Loses, if that particular number is rolled before a dice total of 7.
 - (c) Is Inactive, if any number other than the particular number or 7 is rolled.
- 5% Vigorish will be taken on the amount that the Player can win for a “Lay” wager.

12. **“Hardways”** is a wager placed at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) and:
- (a) Wins, if the selected dice total is rolled the hardway (with the two dice showing the same value i.e. 2 and 2, 3 and 3, 4 and 4 and 5 and 5) before the selected dice total is rolled in any other way, or before the dice total of 7 is rolled.
 - (b) Loses, if the selected dice total is rolled in any other way other than the hardway or when the dice total of 7 is rolled.
 - (c) Is Inactive, if any number other than 7 or the selected dice total is rolled.

For **“Place”, “Buy”, “Lay”** and **“Hardways”** wager(s), if the Puck is **“ON”**, these wager(s) are in play unless called **“OFF”** by the Player, in which case an **“OFF”** marker button will be placed on top of the Player’s wager(s). When the Puck is **“OFF”**, such wager(s) are not in play unless called **“ON”** by the Player, in which case an **“ON”** marker button will be placed on top of the Player’s wager(s).

13. **“Field”** is a wager that:
- (a) Wins, if a dice total of 2, 3, 4, 9, 10, 11 or 12 is rolled immediately following the placement of the wager; and
 - (b) Loses, if a dice total of 5, 6, 7, 8 is rolled immediately following the placement of the wager.
14. **“Horn Bet”** is a wager that may be placed in equal amount on the dice total of 2, 3, 11 and 12 that:

- (a) Wins, if a dice total of 2, 3, 11 or 12 is rolled immediately following the placement of the wager; and
- (b) Loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is rolled immediately following the placement of the wager.

The wagers are paid as if the numbers are wagered individually as per rule 4.1.

15. **“Horn High”** is a wager that consists of the same numbers as the Horn Bet. The wager is placed in units of five, with four units wagered as a Horn Bet and an additional unit wagered on the dice total of 2, 3, 11 or 12 as selected by the Player, and:

- (a) Wins, if a dice total of 2, 3, 11 or 12 is rolled immediately following the placement of the wager; and
- (b) Loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is rolled immediately following the placement of the wager.

The wagers are paid as if the numbers are wagered individually as per rule 4.1.

16. **“Any Craps”** is a wager that:

- (a) Wins, if a dice total of 2, 3 or 12 is rolled immediately following the placement of the wager; and
- (b) Loses, if a dice total of 4, 5, 6, 7, 8, 9, 10 or 11 is rolled immediately following the placement of the wager.

17. **“Two Crap”** is a wager that:

- (a) Wins, if a dice total of 2 is rolled immediately following the placement of the wager; and
- (b) Loses, if a dice total of 3, 4, 5, 6, 7, 8, 9, 10, 11 or 12 is rolled immediately following the placement of the wager.

18. **“Three Crap”** is a wager that:

- (a) Wins, if a dice total of 3 is rolled immediately following the placement of the wager; and
- (b) Loses, if a dice total of 2, 4, 5, 6, 7, 8, 9, 10, 11 or 12 is rolled immediately following the placement of the wager.

19. **“Twelve Crap”** is a wager that:
- (a) Wins, if a dice total of 12 is rolled immediately following the placement of the wager; and
 - (b) Loses, if a dice total of 2, 3, 4, 5, 6, 7, 8, 9, 10 or 11 is rolled immediately following the placement of the wager.
20. **“Eleven”** is a wager that:
- (a) Wins, if a dice total of 11 is rolled immediately following the placement of the wager; and
 - (b) Loses, if a dice total of 2, 3, 4, 5, 6, 7, 8, 9, 10 or 12 is rolled immediately following the placement of the wager.
21. **“Any Seven”** is a wager that:
- (a) Wins, if a dice total of 7 is rolled immediately following the placement of the wager; and
 - (b) Loses, if a dice total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is rolled immediately following the placement of the wager.
22. **“Craps & Eleven”(C&E)** is a wager that:
- (a) Wins, if a dice total of 2, 3, 11 or 12 is rolled immediately following the placement of the wager; and
 - (b) Loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is rolled immediately following the placement of the wager.

“Field”, “Horn Bet”, “Horn High”, “Any Craps”, “Two Crap”, “Three Crap”, “Twelve Crap”, “Eleven”, “Any Seven”, “Craps and Eleven” are all one roll wagers. Such wagers can be placed at any time and do not depend on the Point. The one roll wagers are settled immediately following a valid dice roll.