

# CRAPS

## Broadway Party & Tent Rental

763-424-6155

www.BroadwayPartyRental.com

**QUICK FACT** If Broadway Party & Tents Rental's equipment is being used in a Crap Game, it must be used for home and private use only. If you have questions contact the Minnesota Gambling Division, 651-296-6159.

**BASIC BET IN THE GAME** The Pass Line. If the Shooter rolls a 7 or 11 on the first roll, all bets on the Pass Line win. If a 2, 3, or 12 are rolled, the Pass Line loses. Any other number rolled becomes the Point. The object then is to roll that number again without rolling a 7.

### RULES OF THE GAME

**PASS LINE** If you place a bet on the Pass Line (sometimes called the Win Line) and the first roll of the dice (known as the "Come-Out Roll") is a 7 or 11, you win automatically. If a 2, 3, or 12 is rolled, you "Crap Out," or lose. Any other number rolled becomes the Pass Line "Point," and that number has to be rolled again before rolling a 7. If the point is made, the Pass Line bet wins and the Shooter will start rolling for a new point. If however a 7 is rolled prior to the point being made, the Shooter "Seven's Out," the Pass Line bet loses, and the dice pass to the next Player.

**DON'T PASS LINE** The Don't Pass Line Bet is the opposite bet of the Pass Line. That is, the bet wins automatically on the Come Out Roll if a 2 or 3 is rolled and loses automatically if a 7 or 11 is rolled. A roll of 12 is a stand-off on the Don't Pass Line. Any other number rolled becomes the point. To win, a 7 must roll before point is thrown. If the point is rolled prior to a 7, the bet loses.

**COME** You can bet the "Come" at any time after a point has been established on the Come Out Roll. The win-loss rules are the same as for the Pass Line. The next roll of the dice determines whether you automatically win or lose or establishes the point which must be rolled before a 7 to win. The Come Bet and point are independent of the Pass Line point; that is, Come Bets are entirely different propositions not related to the shooter's point.

**DON'T COME** The Don't Come Bet may be made any time after the Come Out Roll and a point has been established. The win-loss rules are the same as for the Don't Pass Line. The automatic win, loss, or determination of the point is established by the next roll of the dice. Like the Come Bet, the Don't Come Bet allows a Player to bet on each roll of the dice.

Don't Pass Line and Don't Come Bets may be decreased or removed at any time but never increased or replaced.

**ODDS** After a point is determined (either the Shooter's point on the first roll or a point on any succeeding roll), you can take the odds and make an additional bet in support of your original Pass Line, Don't Pass Line, Come or Don't Come Bet. The Player is responsible for placing Pass Line, Don't Pass Line Odds should be given to the Dealer who will place them in the proper locations.

**PLACE BETS** After a point has been established, you can bet on 4, 5, 6, 8, 9, or 10 to be rolled before a 7, and if it does, you win. The Dealer will place such a bet on the number chosen. The Place Bet will lose if a seven is thrown.

**BUY BETS and LAY BETS** These bets pay true odds and may be made at any time on 4, 5, 6, 8, 9, or 10. A Buy Bet wins if the number rolls before a 7 and a Lay Bet wins when 7 rolls before the number. A 5%

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commission is charged on the amount of the Buy Bet and 5% is charged on the amount a Lay Bet can win. The Dealer will place such bets on the number chosen.

Come Odds, Buy Bets, and Place Bets have no action on the Come Out Roll unless designated otherwise by the Player. A Lay Bet always has action.

**FIELD** The Field Bet is a one-roll bet that may be made on any roll. If 2, 3, 4, 9, 10, 11, or 12 is rolled, you win. If any other numbers roll, the bet loses. Two and 12 pay double.

**BIG 6 OR 8** You win even money if a 6 or 8 is rolled before a 7. The bet may be made on any roll.

**ONE-ROLL BETS** There are also a number of one-roll bets that may be made on any roll. These bets are found in the center of the layout and are placed by the Dealer who is calling the numbers. You can bet on the next number rolled being either 2, 3, 7, 11, or 12.

**HARDWAYS** Hardway wagers may be made on the 4, 6, 8, or 10. In order to win, the number selected must be rolled with two matching numbers, for example, two 4s. If the number comes up in any other combination, or if a 7 is rolled, you lose. Hardways have no action on the Come Out Roll.

**CRAPS PAYOUT ODDS**

<b>BET</b>	<b>PAYOUT ODDS</b>	<b>BET</b>	<b>PAYOUT ODDS</b>
<b>Pass Line Bet</b>	1 to 1	<b>Don't Pass Line Bet</b>	1 to 1
<b>Come Bet</b>	1 to 1	<b>Don't Come Bet</b>	1 to 1
<b>Pass Line Odds, Come Bet Odds, and Buy Bets</b>		<b>Don't Pass Line Odds, Don't Come Odds, and Lay Bets</b>	
Points of 4 or 10	2 to 1	Points of 4 or 10	1 to 2
Points of 5 or 9	3 to 2	Points of 5 or 9	2 to 3
Points of 6 or 8	6 to 5	Points of 6 or 8	5 to 5
<b>Place Bets</b>		<b>One-Roll Bets</b>	
Points of 4 or 10	9 to 5	Any 7	4 to 1
Points of 5 or 9	7 to 5	Any Craps (2, 3, or 12)	7 to 1
Points of 6 or 8	7 to 5	2 Craps or 12 Craps	30 to 1
<b>Field Bets</b>		3 Craps or 11	15 to 1
3, 4, 9, 10, or 11	1 to 1	<b>Big Six or Eight</b>	1 to 1
2 or 12	2 to 1	<b>Hardways</b>	
		Hard 6 or 8	9 to 1
		Hard 4 or 10	7 to 1

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