

Terms

Aces – a roll of 2

Ace-deuce- a roll of 3

Apron- The outside space between the pass and line and customer.

Alligator skin- A textured rubber on the walls used to.

A die showing a value of one.

Bankroll

Casino cheques kept in front of the box person.

Barber pole

A stack of checks in which the denominations are in random order

Betting Right:

Betting on the pass line. See Right Bettor for a further explanation.

Betting Wrong:

Betting on the don't pass line. See Wrong Bettor for a further explanation.

Big Red:

A slang term for a roll of seven.

Bones:

An alternative term for dice.

Bowl- Where the dice set when they are not being used.

Boxman:

A casino employee at the craps table, responsible for the chips and supervising the dealers.

Capped Dice:

Dice which have been fixed to favor certain numbers.

Center Field:

A slang term for a roll of nine.

Cold Table:

A table where at least most of the players are losing.

Color Up:

To exchange small denomination chips for larger denomination chips.

Come Out Roll:

The first roll of the dice in a new round, which sets the point.

Crap Out:

To throw a 2, 3, or 12 on the come out roll.

Crap Numbers:

The numbers 2, 3, and 12.

Dice- 6 sided square cubes

Easy Way:

Rolls of 4, 6, 8, or 10 made without a double.

Fever:

A slang term for a roll of five.

Front Line:

An alternative name for the pass line bet.

Hard Number:

Any number rolled as a pair. Two fours is a hard eight while two fives is a hard ten etc.

Insurance Bet:

A wager that's made to protect against another wager losing.

Little Joe:

A slang term for a roll of four.

Little Phoebe:

A slang term for a roll of five.

Marker:

A plastic disc used by dealers to mark the point number on the table.

Midnight or boxcars- a roll of 12

Natural:

A roll of seven or eleven on the come out roll.

Outside Numbers:

The numbers 4, 5, 9, and 10.

Parlay A Bet:

Adding the winnings from a bet to the original stake and wagering it all.

Payoff:

The amount received from a winning bet.

Place Numbers:

The numbers 4, 5, 6, 8, 9 and 10.

Point:

The value established on the come out roll.

Press a Bet:

Prop bets- A section of the layout that is controlled by the stickman, hardway, hors, whirl, bets, etc.

Adding money to an existing bet (typically doubling it).

Puppy Paws:

A slang term for a roll of ten.

Rail:

The area around the top of the craps table where player keep their chips.

Right Bettor:

A player betting on the pass line. The term is used as most players bet on the pass line, and doing so usually means betting with the rest of the table.

Seven Out:

Rolling a seven before rolling the point.

Snake Eyes:

A slang term for a roll of two.

Square Pair:

A slang term for a hard eight (a pair of fours).

Stick- tool used to retrieve and send out the dice.

Stickman:

A casino employee at the craps table, responsible for passing the dice to the shooter and announcing the outcome of rolls.

Toke:

A tip to the dealer.

Winner on Dark Side:

A slang term for a roll of three.

Working Bets:

Bets that are in play for the next roll.

Wrong Bettor:

A player who bets on the don't pass line. The name stems from the fact that most players bet on the pass line, so betting the don't pass line usually means wanting a different result than the rest of the table.

Pass line

The fundamental bet in craps is the pass line bet, which is a bet for the shooter to win. This bet must be at least the table minimum and at most the table maximum. If the come-out roll is 7 or 11, the bet wins. If the come-out roll is 2, 3 or 12, the bet loses (known as "crapping out").

If a 4, 5, 6, 8, 9, or 10 is rolled, this establishes a "point." When a point is set, you want that number to be rolled again, *before* a 7 is rolled (when the shooter "sevens out"). If the shooter rolls the point before he rolls a 7, you win even money.

Pass line is a contract bet you can add to it, but you cannot take it down until a decision has been made on it. It is always working and cannot be turned "Off", taken down, or reduced until the point is made, or the shooter sevens out.

Pass line odds-

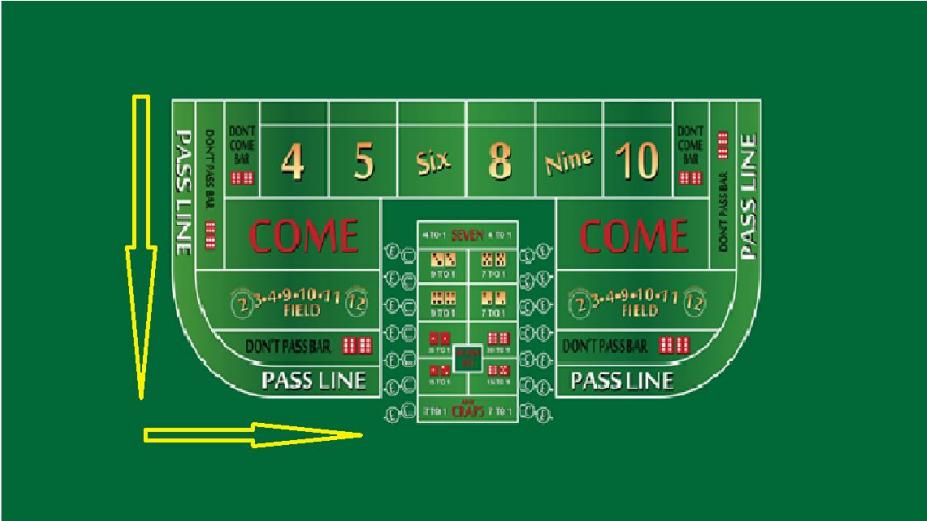
The Odds is like a side bet in craps made after a point is thrown. It pays if the point is thrown before a seven. The odds on the Odds are exactly fair, which zero house edge. To be specific, the Odds pays 2 to 1 on points of 4 and 10, 3 to 2 on a 5 and 9, and 6 to 5 on a 6 and 8. To make an odds bet after a pass line bet just put the odds bet behind the pass line bet, outside of the pass line area on the side closer to you.

Because the Odds has zero house edge the player can only bet so much on it compared to his Pass bet. Our casino allows "3- 4-5X Odds." This means the player may bet up to three times his Pass bet on the odds after a point of a 4 or 10, four times after a 5 or 9, and five times after a 6 or 8. How did they come up with this? I think because if the player always takes the maximum odds, and he wins on the pass line, the Odds bet will always pay 6 times the pass line wager, making the math easier for the dealers.

Paying the pass line order

Losing bets are picked up first then the winning bets are paid. The bets are paid going from base to stick.

DICE CHART		Probability
Roll		
2		$\frac{1}{36}$
3		$\frac{2}{36}$
4		$\frac{3}{36}$
5		$\frac{4}{36}$
6		$\frac{5}{36}$
7		$\frac{6}{36}$
8		$\frac{5}{36}$
9		$\frac{4}{36}$
10		$\frac{3}{36}$
11		$\frac{2}{36}$
12		$\frac{1}{36}$



Paying the pass line bets

Paying the pass line with a point of 4 or 10-odds pay 2 to 1.



Bet Pay the odds first by either sizing in the odds stack twice or once on each side.
Then pay the line bet.

Paying the pass line with a point of 5 or 9, Odds pay 3 to 2



Pay the odds first by either sizing in the odds stack once and dropping $\frac{1}{2}$ the odds bet, to the side of the bet or on top to look like a bridge. Then pay the line bet.

Paying the pass line with a point of 6 or 8. Odds pay 6 to 5.



Every red chip gets a red and white. Every green chip gets a red and a green chip when paying the odds. Example below size into the odds with one stack of red and one stack of white. Then size into the pass line bet.

Paying multi color bets which are not over 5 cheques



The point is 6, 10 flat 30 odds

Grab 1 white chip and 1 green in outside hand and red in inside



Drop the green chip with white on it in a staggered motion next to the odds bet, then size into it with the red.

Paying a multi-color bet with less than 5 cheques



Point is 9, 10 flat 40 odds (1-\$25 chip and 3-\$5chips) The odds are not broke down, pay the odds 60 then size into the flat.

Paying a bet with more than 5 cheques with another color



Point is 9 10 flat 40 odds (8 red nickels.

The odds are broke down 2 stacks of 4. 2 green and 2

red paid next to odds and flat bet is sized into with red.

Totaling a payoff



The total payoff (odds and flat) can be broken down in the come and stacked together, heeled and paid on the back of the pass line dividing the pass line bet and the odds.

Don't Pass" Bets

Don't Pass bets are just the opposite of Pass Line bets. Rather than hoping for a 7 or an 11 on the come out roll, you're hoping for a 2, 3, or 12 (the losing roll of Pass Line bets). A 2, 3, will pay even money and the 12 will be a push. When a point is established, rather than hoping that the point number will be rolled

again before the 7 shows up, you're hoping that the point won't be rolled again before the 7 shows up -- if the 7 comes first, you win.

Paying the don't pass

Paying the don't pass with a point of 4 or 10. Odds pay half or 1 to 2.



The base dealer pays the odds first then the flat bet. The bets are paid in front of the bets closest to the base dealer, above example odds 20 pays 10.



Paying the don't pass with a point of 5 or 9. Odds pay reverse blackjack or 2 to 3. Odds in example 30 pays 20.



Paying the don't pass with a point of 6 or 8. Odds pay 5 to 6, above example 18 pays 15.

Field bets-

This wager good for ANY single roll of the dice at ANY time. The player wins even money if a 3, 4, 9, 10, or 11 are rolled. It pays double when 2 or 12 is rolled. The player loses if a 5, 6, 7, or 8 is thrown



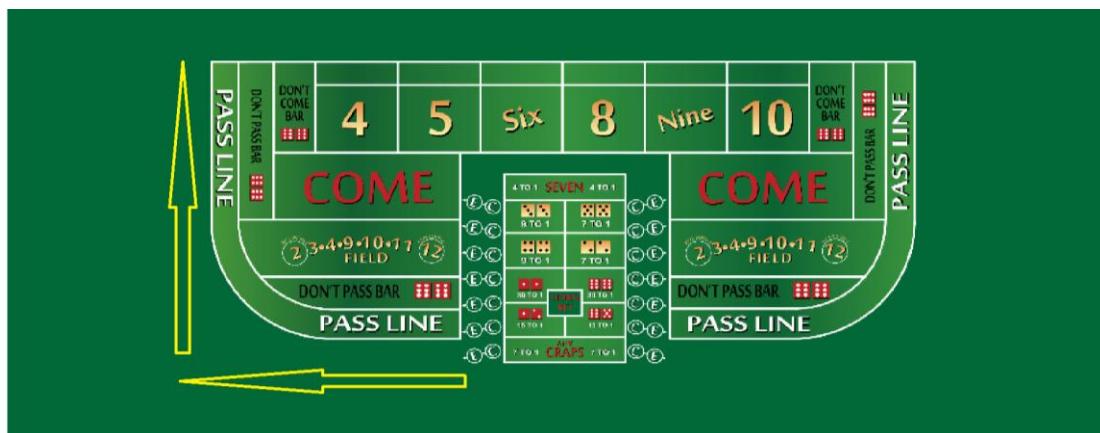
Place bets

The Place Bet is basically an “on-demand Point”. The player is betting that the Placed number will roll before a 7 rolls. This bet can be made at any time, but is usually made after a point number is already established. It's paid as follows:

Number bet on	Pays	Example
4 or 10	9 to 5	a \$5 bet is paid \$9
5 or 9	7 to 5	a \$5 bet is paid \$7
6 or 8	7 to 6	a \$6 bet is paid \$7

Paying place bets.

Place bets are paid in order from stick to base.





Paying a place bet 4 or 10.



Break the winning chips in the come, then hand them off to the customer.

Paying a place bet 5 or 9.



Place the payoff in the come then hand the bet off to the customer.

Paying a place bet 6 or 8.



Place the payoff in the come then hand the bet off to the customer.

Buy and Lay bets

Buy bets are like Odds or Place bets, except with different odds. The concept is that they pay fair odds, like Odds bets, except you have to pay a 5% commission to make the bet, based on the bet amount. Here on the 4 and 10 we charge the commission only on a win, because of this we round up at .50 on the vig.i.e.

\$25 pays 1.25 vig or 1.00 charged

\$50 pays 2.50 vig or 3.00 is charged

\$75 pays 3.50 vig or 4.00 is charged.



The buy bet is placed inside of the number box, like a come bet, but a buy button is placed on top of it.

Lay bets are like laying the Odds or Place to Lose bets, except with different odds. The concept is that they pay fair odds, like Odds bets, except you have to pay a 5% commission to make the bet, based on the win amount.



The Lay bet is placed inside of the number box, like a don't come bet, but a lay button is placed on top of it.

Come bets

Any come bet is almost like an individual pass line bet on every roll. For example, if you roll anything other than 2, 3, 12 or 7, 11 or the original point, you will land on some other number which could be thought of as a "secondary" point. Your chips will then be moved up to that other number you rolled and you can actually keep making come bets which can establish to other "secondary" point numbers. The shooter must roll these same point numbers in order to win.



Customer places a come bet in the come.



A 9 is rolled creating a point of 9 for the come bet.



The come bet is moved to the 9, to mark it as its point.



Come bet odds are placed offset on top of the come bet.



A 9 is rolled making the come bet a winner. To pay the bet, set the come bet in the come and place the odds in front of the come bet. Then pay the bet as you would if it was on the pass line with odds.



The bet should be paid directly in front of the guest. If they cannot reach the payoff, you may hand the bet off to them, by handing it directly in front of them.

Don't come

This bet is very similar to the don't pass bet. First, this bet starts by having the shooter make a come out roll. Once a point is established, players will have access to this bet and can place chips on the don't come bar on the table layout.

The rules are exactly the same as the don't pass line. The player wins if the shooter throws a 2, 3 or 12 and losses when the dice lands on 7 or 11. If the shooter throws a 4, 5, 6, 8, 9, or 10, the chips will move from the don't come line to whichever number was thrown, almost like a "secondary point" number. If this happens, the goal is to have the shooter throw a 7 before the point number.

The round ends for the don't pass bet when the point is thrown, but on the don't come bet, your chips will still remain in play even after the round has ended. Also, you can keep placing don't come wagers and can have multiple "point" numbers on the board at one time. If the shooter

rolls a seven, you will win every single don't come bet on all numbers, all at once. You will lose only one wager if the shooter rolls that number the don't come is on before a seven.

The odds are the same as the don't pass bet



A don't come is bet the don't come box.



A 5 is rolled establishing a point to bet against. The bet is moved to the don't box behind the number.



A 7 is rolled which makes the don't come a winner.



The dealer sizes into the don't come bet.



The dealer sets the winning don't come bet and the payoff in the don't come box for the customer to get.

Prop bet payoffs

3 way bets

ex. 6's (5-1, 4-2, 3-3)

one way (3-3) **pays 30 to 1**

two ways (4-2,5-1) **pay 15 to 1**

9x bet plus 1/3

4x bet plus 1/3

9xbet plus in the box.

4x bet plus what's in the box

9.33 per \$1

4.33 per \$1

any 7 pays 4 to 1

yo 11 pays 15 to 1

any craps. Pays 7 to 1

c&e pays 3 to 1 on crap/ 7 to 1 on the 11

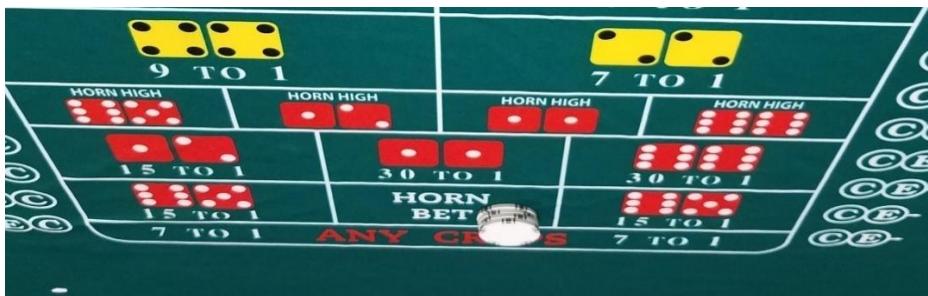
2 way bets

on a **30 to 1** -key is blackjack the bet add a zero to back number and subtract half the original bet. Ex. 10 hi-lo, 10 blackjacked is 15, 150 with zero, 145 payoff after bet subtracted

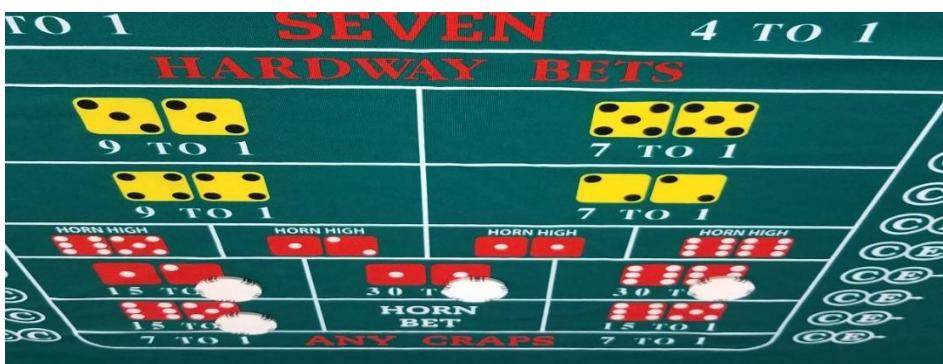
on 15 to 1- 7 times bet

**horns or 4
way bets**

<p>2</p>  pay 30 to 1 7 times the bet - 1/4 the bet 6.75 per \$1	<p>12</p>  pays 30 to 1 7 times the bet - 1/4 the bet 6.75 per \$1
<p>3</p>  pays 15 to 1 3 times the bet \$3 per \$1	<p>11</p>  pays 15 to 1 3 times the bet \$3 per \$1



Bets are placed in the position that the customer is playing on the table.



Dealer may also place them with $\frac{1}{4}$ of the bet in each spot, if it is easier for them to calculate win.

5 way whirl or world bets

	Any 7
pays push	
2	12
Every red chip bet gets a pay 30 to 1 5x bet plus 1x in box \$5.20 per \$1	Every red chip net gets pays 30 to 1 5x bet plus 1x in box \$5.20 per \$1
3	11
Evry red bet pays \$11 pays 15 to 1 2x bet plus 1x in box 2.20 per \$1	pays 15 to 1 2x bet plus 1x in box 2.20 per \$1



Bet is placed on the top line above the any 7 box, on a whirl bet.

Horn Highs

high side 	2 30 to 1 11x bet plus 1x in the box 11.40 per \$1	12 30 to 1 11x bet plus 1x in the box 11.40 per \$1
	 5x bet plus 1x in box \$5.20 per \$1	 5x bet plus 1x in box \$5.20 per \$1
Low side 	3 15 to 1 5x bet plus 1x in the box 5.40 per \$1	11 15 to 1 5x bet plus 1x in the box 5.40 per \$1
	 2x bet plus 1x in box 2.20 per \$1	 2x bet plus 1x in box 2.20 per \$1



Bets are placed in the box which the horn high is high on. Above is a horn high yo.

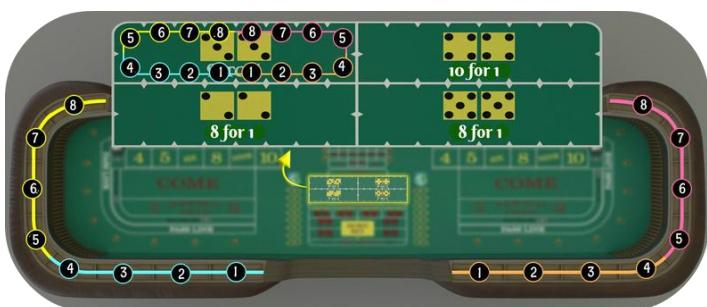
Hardways

Hard 4 and 10 7 to 1

Hard 6 and 8 9 to 1



Bets are placed in the position that the customer is playing on the table.



Rolls of the dice

DICE CHART		
Roll		Probability
2		1/36
3		2/36
4		3/36
5		4/36
6		5/36
7		6/36
8		5/36
9		4/36
10		3/36
11		2/36
12		1/36

Dice calls

New shooter/Same shooter coming out bet craps, eleven and any seven, hi, lows, yo's, horn bets, whirl bets, bet them all while the dice are in the center. Hardways are off on the come out roll.

Come out rolls

Use complete stick calls , **however** call the game according to the action on the table. Calls should be specific to help the Base Dealers with their end.

2 craps 2 line away. Pay the don't and double the bubble.

3 craps 3 line away. Pay the don't and single the field.

4 easy 4. The point is 4, mark it.

4 hard 4. Pay the field. The point is 4, mark it.

5 no field 5. The point is 5, mark it.

6 easy 6. No field The point is 6, mark it.

6 hard 6. No field The point is 6, mark it.

7 winner 7. Front line winner. Take the don'ts, no field and pay the line. All working bets have action, save the odds.

8 easy 8. No field. The point is 8, mark it.

8 hard 8. No field. The point is 8, mark it.

9 centerfield 9. The point is 9, mark it.

10 easy 10. Pay the field. The point is 10, mark it.

10 hard 10. Pay the field. The point is 10, mark it.

11 yo eleven 11, take the don't, pay the line, single the field. Yo 11 winner 11.

12 craps 12 line away. Bar the don'ts bar double the bubble.

Once a point is established and point does not roll.

2 craps 2. Take the come, pay the dc and double the bubble. “*referred as snake eyes*”

3 craps 3. Take the come, pay the dc and single the field.

4 easy 4. Field 4. (down behind) Don'ts and comes travel to 4. “*referred as square pair or Ozzie and Harriet*”

4 hard 4. Field 4 (down behind) Don'ts and comes travel to 4. “*sometimes referred as little joe from kokomo*”

5 no field 5, (down behind) don'ts and comes travel to 5.

6 easy 6. No field 6. (down behind) Don'ts and comes travel to 6.

7 , 7 out line away, no field, The point was #, pay the don'ts, last come gets some, pay behind.

8 easy 8, no field 8. (down behind) Don'ts and comes travel to 8. “*referred as 8er from decateur*”

8 hard 8, no field 8. (down behind) Don'ts and comes travel to 8.

9 centerfield 9, (down behind) don'ts and comes travel to 9. “*sometimes referred as 9 nina from pasadena*”

10 easy 10. Field roll 10. (down behind) Don'ts and comes travel to 10.

10 hard 10, field roll 10. (down behind) Don'ts and comes travel to 10. “*sometimes referred as General Patton*”

11 yo eleven, take the dc, good in the field and come, yo eleven.

12 craps 12, take the come, double the bubble. “*sometime referred as box cars or midnight*”

Once a point had been established and is made

4 easy 4. Front line winner, take the don'ts and pay the line. Don'ts and comes travel to 4.

4 hard 4. Front line winner, take the don'ts and pay the line. Don'ts and comes travel to 4.
The 4 came hard.

6 easy 6. Front line winner, take the don'ts and pay the line. Don'ts and comes travel to 6.

6 hard 6. Front line winner, take the don'ts and pay the line, the 6 came hard. Don'ts and comes travel to 6

8 easy 8, front line winner. Take the don'ts and pay the line. Don'ts and comes travel to 8.

8 hard 8, front line winner. Take the don'ts and pay the line. Don'ts and comes travel to 8.

10 easy 10, front line winner. Take the don'ts and pay the line. Don'ts and comes travel to 10.

10 hard 10, front line winner. Take the don'ts and pay the line. Don'ts and comes travel to 10.

Stick man responsibilities-

- 1. Ensure that the point is marked correctly on both ends of the table.**

2. Be responsible for **watching the dice from the moment they are given to the Shooter until they land, and for calling the dice accurately.**
3. If the dice are out and a prop bet comes in, DO NOT set it up until after the roll. Book the bet verbally and let it lie where it lands. Again, the dice are your main responsibility.
4. Be responsible for watching and verifying the payouts on the end of the table which the dice land.
5. May pick up the losing bets for the two Guests adjacent to the stick on the end that they are watching and will ensure that this money is placed next to the paddle.
6. May assist in picking up the Pass Line bets and Odds on either side of him/her.
7. Never hand off cheques to a Guest at any time.
8. Do not lean on the game with one hand while handling the stick, placing bets, or cleaning up losing wagers. Use both hands while on the stick.
9. A set or stick of five dice will always be present on an open craps table. The Stickperson is in charge of securing the dice and must be aware of where they are at all times.
10. A set or stick of five dice will always be present on an open craps table. The Stickperson is in charge of securing the dice and must be aware of where they are at all times.
11. The dice are kept in the bowl at all times.
 - a. During a dead game all five dice are kept in the bowl and placed in the center of the table with the stick.
 - b. During a live game, the remaining dice are kept in the bowl and placed against the mirror.
12. During a live game, the stick will:
 - a. Be held in the Stickpersons hand during a roll.
 - b. Be set down on the table, resting on the rail during the placement and taking down of prop wagers.
13. The Stickperson will handle the stick in a respectful and clean manner. It is to be used to deliver and collect the dice only. The stick will not be used for moving the bowl, cheques, pucks or for pushing around cheques or losing wagers.
14. No bending, pointing, snapping, popping or slapping the stick on the layout.
15. The Stickperson will pass out the dice as the Base Dealer is handing off their final payout.
16. The Stickperson will attempt to pass out the dice on the number they landed on, with the exception of 7, 11, 2, 3, or 12.
17. The Stickperson will use caution when delivering the dice to the shooter so as not to disrupt the placements of bets on the layout.
18. The Stickperson will pass the dice to the spot directly in front of the Guest; the Guest should always have to reach out to pick up the dice. The dice should never be pushed into the mirror or tumbled off the wall when presented to the Guest.
19. Only after the come-out roll, the Stickperson will square and separate the dice and turn them twice for the Box Man to verify the gaming equipment. No turning of the dice is necessary after each subsequent roll; the dice are simply brought to rest in front of the paddle.
20. When retrieving the dice, the stick should be held in the hand closest to the dice. The Stickperson should never expose the proposition bets by leaning or twisting over the layout to maneuver the stick.

21. When bringing in the dice after the roll, they are brought around the outside of the layout – not through the money or cheques.
22. The Stickperson will make sure that the Box Man is aware if a die/dice goes off the table.
23. If one die goes off the table, the Stickperson will center the remaining die and dump the bowl on the opposite side of the stick ensuring that the stick separates the original die from the dumped dice.
 - a. If there is no request for “same dice”, the Stickperson will mix the dice and pass them out.
 - b. If there is a request for “same dice”, the Stickperson will pull the dumped dice quickly back and place them into the bowl and wait for the Box Man to inspect and return the requested die.
24. If both dice go off the table, the Stickperson will dump the bowl and wait a brief moment for a request of “same dice”.
 - a. If no request is made, the Stickperson will mix the dice and pass them out.
 - b. If there is a request for “same dice”, the Stickperson will pull the dumped dice quickly back and place them into the bowl. After the Box Man inspects the dice, the requested dice will be returned.
25. Requests for “same dice” must come from the shooter. It is not necessary to ask the shooter if he/she would like the same dice.
26. If one or both dice cannot be located, the bowl will be dumped and the game continued until the dice are located or changed out.
27. The Stickperson must verify that the die/dice are retrieved.

Calling the game

Calling the Game

1. The Stickperson will call the game an impartial, enthusiastic and interesting manner, without outwardly rooting for either side.
2. Use a variety of calls and phrases to keep the game exciting and interesting.
3. The Stickperson will advertise different types of betting options including the proposition bets as part of their “stick calls”.
4. Hardways do not work on the come out roll. The Stickperson will announce “*Hardways do not work unless called on!*” on every come-out roll.
6. When delivering the dice to the shooter, the Stickperson will inform the shooter of the roll. For example, “*The Point is Five*” or “*Coming Out*”. By mentioning the status of the game, the shooter and the Base Dealers are aware that the dice are out and what the status of the roll is.
7. The dice must come to a complete stop before calling out the roll; never move the dice before they have come to a complete stop.
8. Dice will not be slid or spun down the layout.
9. The Stickperson will call the game in a loud, clear, and accurate manner with full and complete stick calls. This will eliminate the need for Base Dealers to hawk the dice or question

the call and alert every Guest around the table as to the call. The volume of the calls will be determined by the volume of activity in the craps pit/casino area.

12. Use complete stick calls , however call the game according to the action on the table. Calls should be specific to help the Base Dealers with their end.

13. Winning decisions should be called, “*Winner 7, Front Line Winner*” or “*Winner 8, Winner 8 came the Hard Way*”. This will alert the Base Dealer to take the Don’t’s.

14. If the Stickperson’s view of the dice is obstructed by cheques after a roll, the Stickperson will say “*Call It!*” and the Base Dealer will call the number and move the cheques (not the dice), so the Stickperson can retrieve them.

15. The Stickperson will always call the tops of the dice. In a “cocked dice” situation, if it is resting on an object, imagine if the object were to “melt” and which way the die would rest, and call that combination.

e. If there is any doubt, the Stickperson will ask the Base Dealer to “*Call It!*”

f. If there is still uncertainty, the Stickperson will ask the Box Man to call the dice.

16. Any “cocked” or wedged dice will remain where they are until the Box Man makes the final call.

17. If the dice land on working stacks, the roll is valid. A working stack is defined as any stack that is removed from the bank roll and is actively being used by the Stickperson or Base Dealer to take and pay wagers. A stack of tokes (with an “OFF” lammer on top is considered a working stack.)

18. If one of the following combinations occurs, a “*No Roll*” will be called:

g. *One or both dice go off the table*

h. *One or both dice land in the rail*

i. *One or both dice land in the bowl*

j. *One or both dice land on the bankroll*

k. *One or both dice land in the space between the bankroll and the table and the Stickperson is unable to retrieve them*

l. *One die lands on top of the other die*

m. *When both dice do not leave the shooter’s hand simultaneously, both dice must leave the shooters hand at the same time, and be rolled in a forward nature.*

n. *When the shooter tosses the dice in the wrong direction, the dice must be tossed to the opposite end of the table.*

o. *When a Guest who is not the shooter, tosses the dice. The dice will be returned to the designated shooter.*

Base dealer responsibilities

Base Dealer Responsibilities

The Base Dealers will:

1. Watch their end at all times. Do their best to keep track of all bets, the dice and any unusual movements or errors made by Guests.

2. When the shooter has the dice, both the Base Dealer and the Stickperson will watch the Guest's hands.
 3. When the dice land on your end, look at them and total to confirm with the Stickperson's call.
 4. Be responsible and aware of the amounts bet and to whom they belong.
 5. Set-up bets in the Guest's proper position on the layout.
 6. Never turn your back or shoulder to the Don't Pass box.
 7. Never turn your back or shoulder to the game, exposing your working stacks or the layout.
 8. Alert the Box Man to any suspicious movements or bets made by a Guest. Do this in a manner that will not be overheard or interpreted by other Guests.
 9. Repeat all bets. Repeat all prop bets and confirm with the Stickperson. Repeat all bets on your side and confirm with the Guest.
 - a. If there is not enough time or the bet is confusing – and there is not time to stop the roll, call out in a loud voice, "*No bet this roll*".
 - b. If there is a dispute, the Box Man will handle the matter.
 10. Keep a clean layout. Keep the odds spread so to avoid a cocked die. Keep your bet boxes neat and clean to avoid a cocked die.
 11. Take losing bets before paying winning bets.
- 12 Above all else CALL YOUR GAME. All bets taken, pressed and paid should be announced loud enough for the boxperson and customer to be able to hear and confirm if necessary. This will alleviate many miscommunication problems.**

Appendix a

Acrosses

across					
amount	4	5	Six	8	Nine

10

	4	5	6	8	9	10
32	5	5	6	6	5	5
64	10	10	12	12	10	10
96	15	15	18	18	15	15
128	20	20	24	24	20	20
160	25	25	30	30	25	25
192	30	30	36	36	30	30
224	35	35	42	42	35	35
256	40	40	48	48	40	40
298	45	45	54	54	45	45
320	50	50	60	60	50	50
640	100	100	120	120	100	100

across							
amount							
across no	4	4	5	Six	8	Nine	10
27			5	6	6	5	5
54			10	12	12	10	10
81			15	18	18	15	15
108			20	24	24	20	20
135			25	30	30	25	25
162			30	36	36	30	30
89			35	42	42	35	35
216			40	48	48	40	40
243			45	54	54	45	45
270			50	60	60	50	50
540			100	120	120	100	100

inside	4	5	Six	8	Nine	10
22		5	6	6	5	
44		10	12	12	10	
66		15	18	18	15	
88		20	24	24	20	
110		25	30	30	25	
132		30	36	36	30	
154		35	42	42	35	
176		40	48	48	40	

198		45	54	54	45	
220		50	60	60	50	
330		75	90	90	75	
440		100	120	120	100	

across no 6	4	5	six	8	Nine	10
26	5	5		6	5	5
52	10	10		12	10	10
78	15	15		18	15	15
104	20	20		24	20	20
130	25	25		30	25	25
156	30	30		36	30	30
182	35	35		42	35	35
208	40	40		48	40	40
234	45	45		54	45	45
260	50	50		60	50	50
520	100	100		120	100	100

Outside	4	5	Six	8	Nine	10
	5	5			5	5
	10	10			10	10
	15	15			15	15
	20	20			20	20
	25	25			25	25
	30	30			30	30
	35	35			35	35
	40	40			40	40
	45	45			45	45
	50	50			50	50
	75	75			75	75
	100	100			100	100

	4	5	6	8	9	10			4	5	6	8	9	10	
units	1	5	5	6	5	5	\$32.00	units	1	5	5	6	5	5	\$26.00
20	100	100	120	120	100	100	\$640.00	20	100	100	120	100	100	\$520.00	
30	120	150	180	240	270	300	\$1,260.00	30	120	150	240	270	300	\$1,080.00	
40	200	200	240	240	200	200	\$1,280.00	40	200	200	240	200	200	\$1,040.00	
45	225	225	270	270	225	225	\$1,440.00	45	225	225	270	225	225	\$1,170.00	
50	250	250	300	300	250	250	\$1,600.00	50	250	250	300	250	250	\$1,300.00	
60	300	300	360	360	300	300	\$1,920.00	60	300	300	360	300	300	\$1,560.00	
							\$0.00							\$0.00	
	4	5	6	8	9	10			4	5	6	8	9	10	
units	1	5	6	6	5	5	\$27.00	units	5	5	6	6	5	5	
20	100	120	120	100	100	\$540.00		4	5	6	8	9	10		
30	150	180	240	270	300	\$1,140.00		1	5	6	6	5	5	\$22.00	
40	200	240	240	200	200	\$1,080.00		20	200	240	240	200	200	\$880.00	
45	225	270	270	225	225	\$1,215.00		30	225	270	360	405	405	\$1,260.00	
50	250	300	300	250	250	\$1,350.00		40	250	300	300	250	250	\$1,100.00	
60	300	360	360	300	300	\$1,620.00		45	300	360	360	300	300	\$1,320.00	
						\$0.00		50	0	0	0	0	0	\$0.00	
						\$0.00		60	0	0	0	0	0	\$0.00	
						\$0.00								\$0.00	
						\$0.00								\$0.00	
						\$0.00								\$0.00	
	4	5	6	8	9	10			4	5	6	8	9	10	
units	1	5	6	5	5	\$16.00	units	1	5	6	5	5	5	\$17.00	
20	100	120	100	\$320.00	20			20	120	120	100	100	100	\$340.00	
30	150	240	270	\$660.00	30			30	180	240	270	270	270	\$690.00	
40	200	240	200	\$640.00	40			40	240	240	200	200	200	\$680.00	
45	225	270	225	\$720.00	45			45	270	270	225	225	225	\$765.00	
50	250	300	250	\$800.00	50			50	300	300	250	250	250	\$850.00	
60	300	360	300	\$960.00	60			60	360	360	300	300	300	\$1,020.00	
				\$0.00										\$0.00	

Appendix b

Pass and Don't payoffs

			don't pass odds payoffs		pass odds payoffs		don't pass odds payoffs		pass odds payoffs		pass odds payoffs
bet	4, 10	bet	4, 10	bet	5,9	bet	5,9	bet	6,8	bet	6,8
5	10		10	5	6	9	9	6	5	6	5
10	20		20	10	8	12	12	8	10	12	10
15	30		30	15	10	15	15	10	15	18	15
20	40		40	20	12	18	18	12	20	24	20
25	50		50	25	16	24	21	14	25	30	25
30	60		60	30	18	27	24	16	30	36	30
35	70		70	35	20	30	27	18	35	42	35
40	80		90	45	24	36	30	20	40	48	40
45	90		100	50	28	42	36	24	45	54	45
50	100		110	55	30	45	45	30	50	60	50
55	110		120	60	36	54	39	26	55	66	55
60	120		130	65	40	60	45	30	60	72	60
65	130		140	70	50	75	48	32	65	78	65
70	140		150	75	54	81	54	36	70	84	70
75	150		160	80	60	90	60	40	75	90	75
80	160		180	90	70	105	75	50	80	96	80
85	170		190	95	80	120	81	54	85	102	85
90	180		200	100	90	135	90	60	90	108	90
95	190				100	150	105	70	100	120	114
100	200				120	180	120	80	120	144	120
150	300				130	195	135	90	125	150	180
200	400				140	210	150	100	150	180	150
					150	225	165	110	175	210	180
					160	240	180	120	200	240	210
					170	255	195	130	225	270	240
					180	270	210	140	250	300	270
											225

Appendix c --Press Moves 6 and 8

Single press move 1 number



8 rolls player wants to press it 1 unit. Set out the payoff in the come.



Hand off the cap from the 8, to the customer with the outside hand



Stack the remaining \$6 onto the remaining 5 on the 8.

Pressing from 12 to 18 (slide method)



Place the payoff in the come (\$14)



Leave 1 chip on the 8 and set the 7 next to the white from the payoff



Slide 1 white chip off the payoff stack on top of the \$7 and hand that off with outside hand to the customer.



The remaining \$13 in the come is stacked on top of the \$5 still on the 8, for a total of 18, with the inside hand.

Pressing from 12 to 18 (pick one leave one method)



Pick 1 white chip off the payoff



Place it on top of the \$12 on the 8. Leave one chip on the bet and hand that out to the customer with the outside hand.



The remaining \$13 in the come is stacked on top of the \$5 still on the 8, for a total of 18, with the inside hand.

Pressing from 18 to 24



Break out 21 payoff in come



Pick up the dollar in the come, with the inside hand.



Stack It on top cap off the bet, with the inside hand. Then pick it up.



Hand the 15 remaining on the bet to the customer with the outside hand.



Place the 4 white chips on top of the 20 in the come.



Move the 24 to the betting position.

Pressing 24 to 30



Pay the bet \$30 rather than \$28. 1 green and 1 red chip.



Take \$2 off the top off the cap on the bet and hand this to the box (inside hand). This is to pay the house back the \$2 you overpaid the bet. Hand the remaining \$22 on the bet to the player, use outside hand.



The remaining \$30 is moved to the bet.

Pressing the 6 or 8 from \$30 to \$36.



The bet is 30, take out 1 green chip, 1 red chip and 5 white chips.



Pick 1 white chip and the red chip in the come and place them on the bet, thus going from 30 to 36.. Then with the outside hand give the customer the remaining \$29 (1 green and 4 white chips) The payoff 35 minus the 6 to press the bet,, leaves 29.

Pressing the 6 and 8 1 unit each at the same time



Put the payoff in the come and get an additional \$5 from the customer.



Use those to press both bets 1 unit each.



Put 14 payoff in the come.



Hand a 2 cap off one of the bets



Pick a \$1 off the payoff



Put that \$1 on top off the bet that still has the cap on it.



Leave 1 chip (red nickel) on that bet and slide the other \$13 on top of the other bet.



Stack the remaining \$13 in the come on the other bet.

Pressing 6&8 from 18 to 24 at the same time



\$21 payoff in come, broke out 3 red and 6 white (broke out 3-3)



\$1 taken off payoff and placed on one of the bets



\$9 handed off to the player with the outside hand.



\$1 taken off from payoff



place on top of the cap bet that still has a cap



Leave the 1 \$5 chip on that bet and put on top of the other bet with the inside hand.



Move the remaining \$19 in come on top of the bet with just a \$5 chip, both bets will now be \$24

24 to 30 both at the same time



Break out \$55 in the come, you are over paying the 28 payoff.



Take \$3 off one of the bets and set on top of the other bet, with the inside hand.



Hand all of this into the box. This is the \$27 you overpaid the bet.





Take \$16 off the bet and hand to the customer with the outside hand



The remaining \$60 is moved to the 6\$ & \$30 on each

6&8 full press 1 at one at time



\$7 payoff in the come



Outside hand takes the cap off the bet and gives to the customer



Inside hand takes the payoff and stacks it on top off bet.



\$14 payoff in the come



Outside hand takes the cap off the bet and gives to the customer



Inside hand takes the payoff and stacks it on top off bet.



\$28 payoff in the come



Outside hand takes the cap off the bet and gives to the customer



Inside hand takes the payoff and stacks it on top off bet.

Pressing the 6 or 8 from 18 to 30



Break out \$26 in the come, 1 green and 1 white (we are overpaying the bet by \$5, correct payoff is \$21). Stack the white from the come with the 3 whites and 1 red chip from the bet, hand that \$9 to the customer using the outside hand. The payoff of 21 minus the 12 to press the bet 2 units leaves \$9 that goes back to the customer.



From the bet take 1 red chip and give it to the box for the \$5 overpayment.

Take the green chip in the come and the red chip on the bet and set them up on the number for the \$30 bet.

Pressing the the 6 or 8 from 30 to 42



Break \$30 in red chips and \$5 in white in the come. Take 2 red and 2 white and put them on the bet.



Hand off the the remaining 3 white and 4 red chips (\$23) in the come to the customer

Example 2



If the customer throws you a red chip then you can take out 1 green, 1 red and 5 white chips (\$35) in the come. . Take the 2 red and 2 white, in the come and put them on the bet. Give the customer the green chip and 3 white (\$28)remaining in the come.

\$10 5 or 9 pressing to \$25



The customer throws you a white chip. You break a \$25 chip in the come. You have overpaid the bet by \$11 (14 is the correct payout).



Hand the \$1 chip and the \$10 in red chips from the bet to the box, because of the overpayment, then move the \$25 chip on the bet.

\$15 5 or 9 going to \$25



\$15 on the 5 or 9, break \$25 chip and a \$1 chip in the come, we are overpaying the bet \$5 (correct payoff is 21), Hand the box a \$5 chip, off the bet, for the \$5 overpayment.



Hand the customer the \$1 chip and the \$10 still on the bet. The payoff is \$21 minus the \$10 needed to press the bet is the \$11 the customer gets. Then move the \$25 chip to the 5 or the 9.

\$20 on the 5 and 9, pressing a unit at the same time



\$20 on each bet.

Break out 53 in the come \$50 green \$3 white.

We are overpaying the bet \$25 (correct payoff is 28)



Take 1 red chip off one bet, add it to the 4 chips on the other bet and hand that \$25 to the box (inside hand) for the \$25 overpayment.



Take the \$3 from the come and add them to the \$15 in red on the remaining bet and hand that with the outside hand to the customer. The bet pays \$28, we need \$10 to press both numbers 1 unit, so the customer will get \$18.



Move the remaining green chips to the 5 and 9.

Appendix D- Stick Handling

Rules for the stickperson

1. Keep your eyes on the dice at all times when they are not in the center of the table.
2. Watch payoffs on your end. When the payoffs are all made, check the other end to make sure the dealer there is finished. Then you can move the dice.
3. Always check to make sure the points are marked correctly on **both** sides after a point has been established.



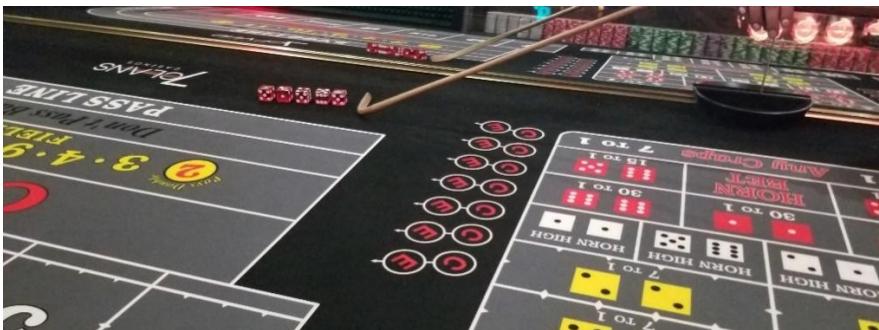
Dead game mode



Player comes up dump the bowl.



When moving the dice to the customer use the side of the stick to put the dice in an even line.



Either use the hook of the stick to tighten the dice or just push them out slowly to keep the dice together when sending them out.

Leave the 5 dice at the pass line for the customer to select 2 dice. Then set your hand that is closest to them down. Then use the stick to move the non-selected dice to your open hand.



While watching the dice the shooter has, secure the other dice with your hand.



Always keep your eyes on the dice, when they are out, use your hand to put the unused dice in the bowl.



The dice should be lined up in the bowl next to each other without them being tilted or high.

When using the stick use the index to press down on the stick to help control it, it is made to bend.

Retrieving dice after they are shot.





Use the hook to catch the dice and move them along the apron.



Dice are moved along the apron to not disturb the bets on the layout. Midway you will switch hands with the stick.



The stick is moved behind the dice and moved to the center of the table.



The dice are moved to the center of the table.



If a new point is established the dice must be turned twice than split, so sides can be verified by the box by using the mirror.

If no new point is being established the dice will sit there until the base dealers are finished paying and the dice are ready to go to the shooter.



Come out roll: 2	2 craps 2 line away, donts to pay, double the field
Come out roll 3 :	3 craps 3 line away, donts to pay single the field
Come out roll 4	4 (easy, hard)4 (down behind) good in the field, the point is 4, mark it
Come out roll 5	5 no field 5 (down behind)the point is five mark it.
Come out roll 6	6 (easy,hard)6,no field 6 (down behind) the point is 6, mark it
Come out roll 7	7 winner 7 take the donts pay the line, all working bets have action, save the odds, pay behind if they played behind
Come out roll 8	8 (easy,hard)8, no field 8 (down behind) the point is 8 mark it.
Come out roll 9	9 centerfield 9 (down behind) the point is 9, mark it
Come out roll 10	10(easy, hard) 10, good in the field (down behind) the point is 10 mark it.
Come out roll 11	11 YO 11 take the donts pay the line single the field
Come out roll 12	12 craps 12 line away bar the donts, double the field

Intermediate roll 2	2craps 2 come away, pay the dc, double the field
Intermediate roll 3	3 craps 3 come away, pay the dc, single the field
Intermediate roll 4	4 (easy, hard) 4 (down behind) good in the field, don't and comes travel to the 4
Intermediate roll 5	5 no field 5 (down behind) don't and comes travel to 5
Intermediate roll 6	6 (easy, hard)6 (down behind) no field 6, don't and comes travel to the 6
Intermediate roll 7	7 OUT line away, pay the donts, last come get some, pay behind the point was __?__
Intermediate roll 8	8 (easy, hard)8 no field 8 don't and comes travel to the 8
Intermediate roll 9	9 centerfield 9 don't and comes travel to the 9
Intermediate roll 10	10 (easy,hard) 10 good in the field (down behind) don't and comes travel to the 10
Intermediate roll 11	11 YO 11 take the don't come, good in the field and come YO 11
Intermediate roll 12	12 craps 12 come away, bar the don't come, double the field

Decision roll 2	2craps 2 come away, pay the don't come double the field
Decision roll 3	3 craps 3 come away, pay the don't come, single the field
Decision roll 4	4 winner 4 (easy, hard) 4,(down behind) take the donts pay the line single the field donts and comes travel to the 4
Decision roll 5	5 winner no field 5 take the donts, pay the line, donts and comes travel to the 5
Decision roll 7	7 out line away, no field, pay the don't's , last come gets some, pay behind if they played behind, the point was —
Decision roll 6	6 winner 6(easy or hard) 6 no field 6 take the donts, pay the line, donts and comes travel to the 6
Decision roll 8	8 winner 8 (easy, hard)8 (down behind) no field 8, take the donts, pay the line, donts and comes travel to the 8
Decision roll 9	9 winner 9 (down behind) good in the field, take the donts pay the line donts and comes travel to the 9
Decision roll 10	10 winner 10(easy, hard)10 (down behind) good in the field, take the donts, pay the line donts and comes travel to the 10
Coming out roll (advertising)	We're coming out. Bet craps eleven, any 7, highs lo's, whirl bets, bet them up while the dice are in the center. Hardways do not work on the come out roll. New shooter, (same, different) direction
After point established (advertising call)	Place your bets. Come bets, field bets, center action.

