

## **BONUS CRAPS BETS** *(continued)*

“All Tall” bets are won if a shooter rolls each of the numbers 8, 9, 10, 11 and 12 in any order before rolling a 7. “All Tall” bets lose whenever a 7 rolls, including a 7 on the come out roll. “Make ‘em All” bets are won if a shooter rolls each of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 in any order before rolling a 7. “Make ‘em All” bets lose whenever a 7 rolls, including a 7 on the come out roll.

## **ODDS**

Odds offered on all Craps games will be at the sole discretion of Presque Isle Downs & Casino. Presque Isle Downs & Casino offers supplemental wagers called “odds” on pass line, don’t pass, come and don’t come bets. When a player makes a pass line or don’t pass bet, they may make an additional wager any time after the come out roll to supplement the original bet.

When a player makes a come bet or don’t come bet, they may make an additional wager to supplement the original bet, after the roll following the placement of their original come or don’t come bet.

Supplemental wagers on pass line and come bets are referred to as “taking odds.” Supplemental wagers on don’t pass and don’t come bets are referred to as “laying odds.” Taking odds wagers pay 2 to 1 on the 4 & 10, 3 to 2 on the 5 & 9, and 6 to 5 on the 6 & 8. Laying odds wagers pay the reverse, for example: the 4 & 10 pay 1 to 2.

## **NOTES:**

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# *Craps*

## **GAMING GUIDE**

Craps is one of the most popular and oldest games in America. It is fast moving, easy to play and very exciting.

### **SHOOTER**

The “SHOOTER” is the player that rolls the dice. The shooter must place a “LINE” bet (“PASS” or “DON’T PASS”) in order to be eligible to roll the dice. The shooter can also place other bets in addition to the required “LINE” bet. Note: Shooters who make “DON’T PASS” bets are not betting against themselves, they are simply betting that the dice will not “PASS.”

### **PASS LINE**

This is an even money bet. Players are betting with the shooter. On the “COME OUT ROLL” (the first roll of dice with respect to a pass and don’t pass bet) the player will win if the toss is a 7 or 11 and lose if the toss is 2, 3 or 12. Any other number is the point, and in order for the pass line to win, the shooter must throw the point again (same number) before throwing a 7. If a player bets on the pass, they cannot remove or reduce their bet after a point has been established.

### **DON’T PASS LINE**

This is the opposite of a pass line bet. The don’t pass line will lose on the come out roll if a 7 or 11 is thrown; and win if a 2 or 3 is rolled. A come out roll of 12 is a push on the don’t pass line. After the point is established, the don’t pass line bet loses if the point is made, and wins if a 7 is thrown prior to the shooter making their point. Don’t pass bets can be reduced or removed at any time the player chooses, but cannot be increased until a new come out roll.

## COME BETS

Players can place a “COME BET” at any time after the come out roll. Come bets are similar to creating a new game within the game. If the roll after the come out is a 7 or 11 the bet wins; and if the roll is 2, 3 or 12 the bet loses. Any other number will become a personal come point and win 1 to 1 if that number rolls before a 7. If the 7 is thrown before the come point, the bet loses. A come bet may not be removed or reduced after the point is thrown, however players can place as many come bets as they wish.

## DON'T COME BETS

The “DON'T COME BET” is reverse of the come bet. Players lose on a 7 or 11, and win if the roll is 2 or 3. If the 12 rolls, the don't come bet is a push. Any other number becomes the don't come point. This bet will win if a 7 is rolled before the don't come point, and lose if the point is rolled before a 7. A don't come bet may be removed or reduced at any time, but cannot be increased or replaced.

## PLACE BETS

“PLACE BETS” may be made any time, but do not win or lose on the come out roll. Players can bet individual numbers 4, 5, 6, 8, 9 or 10. If the place bet is rolled before a 7, the player wins. If the 7 is rolled before the place bet, the player loses. The odds on the place bet vary: 4 & 10 pay 9 to 5, 5 & 9 pay 7 to 5, and 6 & 8 pay 7 to 6. Players can remove, increase or reduce the bet any time after the dice have been rolled.

## FIELD BETS

“Field bets” are a one roll bet that one of seven numbers come in (2, 3, 4, 9, 10, 11, 12). Bets are paid 1 to 1 unless a 2 or 12 are rolled. These bets are paid 2 to 1. If any number other than these comes up, the bet is lost.



## ANY CRAPS

If a one roll bet of 2, 3 or 12 is rolled, the bet pays 7 to 1. If any other number is rolled, the bet loses.

## CRAPS 3

A one roll bet paying 15 to 1. If any number other than 3 is rolled, the bet loses.

## CRAPS 2

A one roll bet paying 30 to 1. If any number other than 2 is rolled, the bet loses.

## CRAPS 12

A one roll bet paying 30 to 1. If any number other than 12 is rolled, the bet loses.

## ANY SEVEN

A one roll bet that pays 4 to 1. If any number other than 7 is rolled, the bet loses.

## ELEVEN

A one roll bet that pays 15 to 1. If any number other than 11 is rolled, the bet loses.

## HORN BET

A one roll combination of 2, 3, 11 and 12. Bets are placed and paid as if each number were four separate bets. Payoffs are made according to each individual number, with  $\frac{3}{4}$  of the bet being subtracted from the payoff for the numbers that didn't come in. The bet is lost if anything other than 2, 3, 11 or 12 is rolled.

## HORN HIGH BET

A one roll wager placed in units of five with four units wagered as a horn bet and an additional unit wagered on 2, 3, 11 or 12. This bet is lost if any number other than 2, 3, 11 or 12 is rolled.



## HARDWAYS

This bet applies to the 4, 6, 8 and 10. To win a hardway bet, the 4, 6, 8 or 10 must be rolled in pairs. The four wins if two 2's are rolled, the 6 wins if two 3's are rolled, the 8 wins if two 4's are rolled, and the 10 wins if two 5's are rolled. If one of these numbers comes in easy, the bet loses. The bets also lose if a 7 is rolled. The hard 6 & 8 pay 9 to 1 and the hard 4 & 10 pay 7 to 1. Hardway bets can be placed at any time.

## BUY BETS

“Buy bets” are a different version of place bets. Players can bet on 4, 5, 6, 8, 9, 10 by setting the bet on the layout, and telling the dealer the number they want.

The dealer will place the bet in the correct point box, and a buy button will be placed on the bet indicating that the player wants true odds. A 5% commission based on the amount of the wager will accompany the buy bets and is paid when placing the buy bets. If the selected number rolls before the 7, the player wins.

## LAY BETS

“Lay bets” are the opposite of buy bets. They win on 7 and lose when the point is rolled. A 5% commission based on the amount potentially won will accompany lay bets and is collected at the time of wager.

## BONUS CRAPS BETS

Prior to the come out roll, players may wager on one or more of the three Bonus Craps propositional wagers; i.e. “All Small”, “All Tall” or “Make 'em All”. “All Small” bets are won if a shooter rolls each of the numbers 2, 3, 4, 5 and 6 in any order before rolling a 7. “All Small” bets lose whenever a 7 rolls, including a 7 on the come out roll.

