

MONTE·CARLO
SOCIÉTÉ DES BAINS DE MER



LE CASINO
MONTE·CARLO

CRAPS



- RULES OF THE GAME -

LE CRAPS

CRAPS is a fast-paced and exciting game, though many rules and several variations exist in this game.

There are four employees at the craps table: the boxman, two croupiers and the stickman.



HOW TO PLAY:

The stickman places five dice in front of the shooter, who chooses two. The shooter makes a bet, then he rolls the dice to the opposite end of the table where the stickman announces the total points, made by the two dice and groups them with a stick to the centre of the table. If you are throwing the dice, you must play on PASS LINE or on DON'T PASS, in addition to all the other bets you may choose. All the other players can also bet on any combination on the layout.

It is not necessary to roll the dice in order to play.

If you do not wish to roll the dice but just to bet on other players, you need only to refuse your turn and the stickman will pass to the next player.



HOW TO BET AT THE CRAPS TABLE:

On the first roll of dice, called COMING OUT, the thrower playing on the PASS LINE bet wins with seven or eleven and loses with two, three or twelve. Conversely, the thrower playing on the DONT'PASS bet wins with two or three is void with twelve and loses with seven or eleven. Once a point has been established (four, five, six, eight, nine or ten) the PASS LINE bet wins if the point total is thrown again and loses with the seven. Conversely, the DON'T PASS bet wins with the seven and loses if the point total is thrown again. The thrower loses its turn when the stickman announces a losing seven « SEVEN OUT ». The hand goes to the next player.

A COME BET or a DON'T COME is played once the point has been established and follows the same rules of the PASS LINE or DON'T PASS bets.

The ODDS BET is an associated bet that can be added to the PASS LINE or COME initial bets. It is paid according to the established point:

- four and ten are paid 2 to 1
 - five and nine are paid 3 to 2
 - six and eight are paid 6 to 5
- It loses with the SEVEN OUT.



The LAY BET is an associated bet that can be added to the DONT'PASS or DON'T COME initial bets. It wins with the seven. Payments are made according to the established point :

- four and ten are paid 1 to 2
- five and nine are paid 2 to 3
- six and eight are paid 5 to 6

It loses with when the point comes out.

The PLACE BET is played once the point has been established on one or several quares containing the numbers four, five, six, eight, nine and ten. It wins if this number is thrown again and loses with the «SEVEN OUT».

- Four and ten are paid 9 to 5
- Five and nine are paid 7 to 5
- Six and eight are paid 7 to 6

A FIELD BET may be placed at any time of the game. It wins on an even money basis with three, four, nine, ten or eleven and doubles with two or twelve. It loses on all other points.

A BIG 6 AND 8 BET may be placed at any time of the game. It wins with either six or eight and only loses with seven.

The SEVEN AND THE ELEVEN BETS and THE CRAPS TWO, THREE AND TWELVE are single-roll bets.

- The seven is paid 4 to 1
- The three and the eleven are paid 14 to 1
- The two and the twelve are paid 29 to 1

ANY CRAPS is a single-roll bet. It wins with two, three or twelve. It is paid 7 to one.

HORN BET is a single-roll bet. It wins with two, three, eleven and twelve.

A HARDWAYS BET (four, six, eight and ten) consists in betting that pairs will be thrown totalling even numbers. It wins 7 to one on a hard four (2 and 2) or on a « hard » ten (5 and 5), while it wins 9 to one on a « hard » six (3 and 3) or on a « hard » eight (4 and 4). It loses with a seven or a « soft » combination of the bet is thrown.

Spoken bets are forbidden.



The sole purpose of this documentation is to provide a better understanding of the game of craps. In no way ca nit replace the exhaustive regulations governing the game in question.





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