

# Craps



Craps is an exciting, action-packed game that moves fairly quickly. There are a variety of wagers in craps with winning wagers determined by the result of two dice thrown by a player called the “shooter”.

The following are different types of craps wagers, all of which you must place before the shooter throws the dice. Each round of play has a “come out” roll and a “point”. The come out roll means the first roll of the dice to begin a round and the roll immediately following a point. A point is one of the numbers 4, 5, 6, 8, 9, and 10, which wins if it is thrown again before a 7 is thrown.

**Pass line** – made before the come out roll. It wins if a 7 or 11 is thrown and loses if a 2, 3, or 12 is thrown. If any other number is thrown, that number becomes the point and if the point is rolled again before a 7, your pass line wager wins even money.

**Don't pass line** – made before the come out roll. It is the opposite of the pass line bet except that it wins if a 2 or 3 is thrown and pushes if a 12 is thrown. It loses if a 7 or 11 is thrown. If any other number is thrown, that number becomes the point and if 7 is rolled before the point, your don't pass line wager wins even money.

**Come** – made anytime after the shooter establishes a point. Come bets win even money if the next roll of the dice following the placement of the bet is a 7 or 11 and loses if the next roll is a 2, 3, or 12. Any other number rolled establishes a “come point” and the come point must be thrown before a 7 is thrown to win even money.

**Don't come** – made anytime after the shooter establishes a point. It is the opposite of the come bet except that it wins even money if a 2 or 3 is thrown immediately after the bet is made and pushes if a 12 is thrown immediately after the bet is made. It loses if a 7 or 11 is thrown immediately following the placement of the bet. Any other number rolled establishes a come point and you win even money if the come point is rolled before a 7 is thrown.



OCEAN DOWNS  
CASINO



**Odds** – supplemental wagers that support the pass line and come (take odds) and the don't pass and don't come (lay odds) wagers. Odds can be taken or laid anytime after the come out roll. Odds payoffs when taking odds are 2:1 on the points of 4 and 10, 3:2 on the points of 5 and 9, and 6:5 on the points of 6 and 8. When laying odds, the payoffs are reversed where you must lay the odds in order to win.

**Field** – this is a one-roll wager that can be made at any time. It wins even money if a 3, 4, 9, 10, or 11 is rolled immediately following the placement of the bet. It wins 2:1 if a 2 or 12 is rolled immediately following the placement of the bet. It loses if a 5, 6, 7, or 8 is rolled immediately following the placement of the bet.

**Place bets** – once a point is established, you can make a place bet on numbers 4, 5, 6, 8, 9, and 10. If one of these numbers is thrown before a 7, your wager wins 9:5 on the 4 and 10, 7:5 on the 5 and 9, and 7:6 on the 6 and 8. Place bets are off on the come out roll unless you tell the dealer that they're on. If a 7 is thrown before these numbers, your place bet loses.

**Proposition bets** – these are one-roll wagers. Some of the prop bets include 2 or 12 that pays 30:1, any craps (2, 3, or 12) that pays 7:1, and 3 or 11 that pays 15:1.

**Hardways** – a number the hardway is a pair of 2s, 3s, 4s, or 5s. A number the easy way is when the dice show the same totals (4, 6, 8, or 10), but with a different number on each die. You win if a hardway is thrown before an easy way and before a 7. Hardways are paid 7:1 for 2s and 5s and 9:1 for 3s and 4s.

MUST BE 21 YEARS OF AGE OR OLDER TO ENTER THE CASINO.

Please play responsibly, for help  
visit [mdgamblinghelp.org](http://mdgamblinghelp.org) or call 1-800-GAMBLER.