

# CRAPSLESS CRAPS

## HOW TO PLAY

Crapsless Craps is a version of a standard dice game without the possibility of losing the Pass Line Bet on the Come Out roll. It is played almost exactly the same except there are 10 numbers called point numbers. They are 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12. All rolls made prior to the player tossing one of the point numbers will be referred to as the Come Out roll, regardless of whether it is the first, second, or third roll or any roll thereafter. The wager wins if the Come Out roll is 7.

### PASS LINE

The player wins on 7 on the Come Out roll (no point is established). If any other number rolls, it becomes the player's point. If the player's point rolls before 7, the player wins. After the Come Out roll, if 7 rolls before the player's point, the player loses and the dice move to the next player.

### PASS ODDS

If a player has a bet on the Pass Line, he/she is eligible to make an additional bet known as an Odds bet. Players put down the Odds themselves, and can pick them up any time before a decision roll has been made. The Odds are placed behind the Pass Line Bet about an inch and one-half to two inches away.

### PAYOUT ODDS

<b>ODDS</b>	2 & 12	3 & 11	4 & 10	5 & 9	6 & 8
<b>PAYS</b>	6 to 1	3 to 1	2 to 1	3 to 2	6 to 5

### COME BETS

The player can place a Come Bet any time after the Come Out roll. It is like starting over, creating a whole new game within a game. Players win on any 7 on the roll immediately following the placement of the bet. If any other number rolls, it is the player's point. If the point rolls before a 7, the player wins. If 7 rolls before the point, the player loses. The player may bet odds on top of the Come Bet after the Come Bet point is established. The odds offered are identical to the Pass Line Odds Bets.

## PUT BET

The player can place a Put Bet at any time before/after the Come Out roll. Similar to a Come Bet, it is like starting over. It is creating a whole new game within a game except players do not need to go through the Come to wager on a selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12.

Put Bets can be placed with odds and a player wins immediately once the selected number 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 is rolled. If 7 rolls before the number selected, the wager loses.

## PLACE BET

Place Bets allow players to bet the point numbers without having to go through the Come. Place Bets may be made individually or in groups (inside, outside, and across).

Place Bets lose when a 7 is rolled, and win every time the number is rolled. Place Bets are "off" on the Come Out roll unless called "on" by the player. 2 & 12 Pay 25 to 5, 3 & 11 Pay 13 to 5, 4 & 10 Pay 9 to 5, 5 & 9 Pay 7 to 5, 6 & 8 Pay 7 to 6.

## FIELD BET

Place Bets allow players to bet that a 2,3,4,9,10,11,or 12 is rolled next, place your bet in the "field." This bet is on a single roll. If any of the above numbers are thrown- except a 2 or a 12- you win even money. 2 Pays double and 12 pays triple. Place Bets may be made individually or in groups (inside, outside, and across). Place Bets lose when a 7 is rolled, and win every time the number is rolled. Place Bets are "off" on the Come Out roll unless called "on" by the player. 2 & 12 Pay 11 to 2, 3 & 11 Pay 11 to 4, 4 & 10 Pay 9 to 5, 5 & 9 Pay 7 to 5, 6 & 8 Pay 7 to 6.

## PROPOSITION BETS

**Any Craps:** One-roll bet. A roll of 2, 3 or 12 wins the bet. Any other number loses.

**Crap 2:** One-roll bet. If 2 rolls, the bet wins. Any other number loses.

**Crap 3:** One-roll bet. If 3 rolls, the bet wins. Any other number loses.

**Crap 12:** One-roll bet. If 12 rolls, the bet wins. Any other number loses.

**Any 7:** One-roll bet. If 7 rolls, the bet wins. Any other number loses.

**Eleven:** One-roll bet. If 11 rolls, the bet wins. Any other number loses.

**Horn:** One-roll bet. If 2, 3, 11 or 12 rolls, the bet wins; any other number loses. (A four-unit bet).

**Horn High:** One-roll bet. Same as Horn Bet except that one additional unit is wagered on 2, 3, 11 or 12 (This is a five-unit bet).

**World Bet:** One-roll bet. Same as Horn Bet except that a unit is added and the 7 is wagered along with the 2, 3, 11 and 12 (A five-unit bet).

**Hop Bets:** One-roll bets that may be bet at any time on a specific combination of the dice, which wins only if the combination is thrown on the next roll and loses if any other combination is thrown. Players can make Hop Bets at any time.

**Craps and Eleven:** One-roll split bet that may be bet anytime. The bet wins if a 2, 3, 11 or 12 rolls, and loses if any other number is rolled.

<b>ANY 7</b>	5 to 1
<b>ANY CRAPS</b>	8 to 1
<b>2 CRAPS</b>	31 to 1
<b>3 CRAPS</b>	16 to 1
<b>12 CRAPS</b>	31 to 1
<b>ELEVEN</b>	16 to 1
<b>HOP BETS (HARD WAYS) 1-1, 2-2, 3-3, 4-4, 5-5, 6-6</b>	31 to 1
<b>HOP BETS (EASY WAYS) 2 UNLIKE DICE</b>	16 to 1