



Play. Smart

THE GO-TO SOURCE FOR FACTS, TOOLS AND ADVICE
ABOUT GAMBLING FOR ALL PLAYERS.

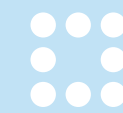


WHAT SHOULD YOU AVOID
SAYING AT THE CRAPS TABLE?
READ TO FIND THAT OUT + MORE!

HOW TO PLAY CRAPS

Visit our PlaySmart Centres to learn something new
about your favourite game, take a break from playing or
get support should you need it.

PlaySmart Centres are located at slots, casino, and
Charitable Bingo and Gaming Centre locations across
Ontario, and are managed by the Responsible Gambling
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Play. Smart
Knowledge you can bet on.

GET ROLLING WITH CRAPS

THE OBJECT OF THE GAME

Craps is considered the fastest game of chance in the casino, and often the most thrilling. The goal is to correctly bet on what dice combination will appear the next time they are rolled.

PARTS OF THE GAME

Before you play, it's good to know the elements of the game:

- THE TABLE**
The table layout features all betting options available to the player. Generally, the bets on the outsides of the table have higher odds of winning than the centre bets.
- THE DICE**
There are five dice used at any Craps table. A "shooter" selects two of the five dice offered to them by the "stickperson". The only player allowed to touch the dice is the shooter.
- THE PUCK**
The puck is a round disk with the word "off" on one side and "on" on the other. Before the first roll, the puck is "off" side up. After the first roll and once the shooter's "point" is established (keep reading to learn about establishing the "point"), the dealer turns the puck over to "on" side up and places it on the point number.
- THE STICK**
A stick with a hooked end is operated by the stickperson and is used to retrieve the dice after each roll.

THE CREW

Since Craps tables are often busy, there's a crew of people that help facilitate gameplay:

- THE BOXPERSON**
The boxperson supervises the entire craps game. They are seated at the centre of the table where the bankroll and the centre bets are placed.
- THE STICKPERSON**
The stickperson keeps an eye on the dice, calling the outcomes of the rolls and using the stick to retrieve the dice. They're also responsible for announcing payment of all the centre action bets.

- THE BASE DEALERS**
The base dealers exchange cash for chips, pay out winning bets, and clear losing bets from the table. Base dealers also mark the point and help players place bets on hard-to-reach places.
- THE SHOOTER**
The shooter rolls the dice for the entire table after placing a line bet (either a 'Pass Line' or 'Don't Pass Line' bet). Each player takes turns being the shooter, going in a clockwise order.

PLAYING A ROUND

- 1. PLACING PASS LINE BETS**
Before the shooter rolls the dice, players place their bets on the outcome of the first roll. Players can choose to bet *with* the shooter by making a Pass Line bet, or *against* the shooter by making a Don't Pass Line bet.
- 2. THE COME-OUT ROLL**
The very first roll at the beginning of a game is called the come-out roll. Before this occurs, the puck is in the "off" position.

Players who bet *with* the shooter (a Pass Line bet) win if the outcome is 7 or 11. Those who bet *against* the shooter (a Don't Pass Line bet) win if the outcome is 2, 3 or a "push" (tie) when the outcome is 12.
- 3. ESTABLISHING THE POINT**
If the come-out roll is a 4, 5, 6, 8, 9 or 10, then no one wins or loses their line bets. Instead, the number becomes the shooter's point, which is marked by the puck in the "on" position.
- 4. KEEP THE GOOD TIMES ROLLING**
When a shooter's point is established, the shooter continues to roll until their point number or a 7 is rolled. The shooter's goal now (along with other players betting on the Pass Line) is to roll their point number to win their Pass Line bet.

If the shooter's point is rolled before a 7, the shooter and all the players betting on the Pass Line win, while the players betting on the Don't Pass Line lose.

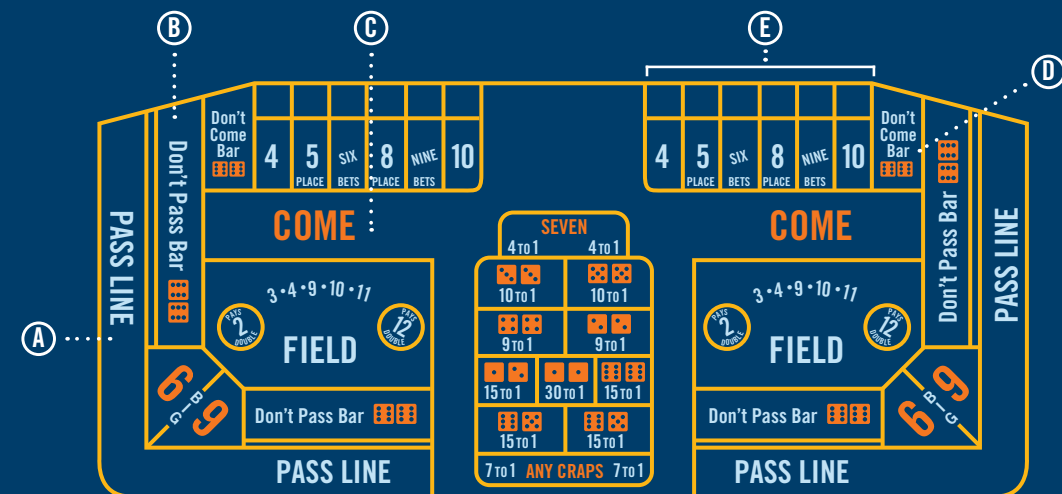
If a 7 is rolled before the shooter's point is rolled, it's called a "seven out". This means the shooter and all players betting on the Pass Line lose, while players betting on the Don't Pass Line win.

- 5. ENDING THE ROUND**
The round ends when a shooter "seven out" – when they roll a 7 after having established the point. Moving clockwise around the table, the stickperson will then offer the dice to the next player.

WAYS TO BET

One rule of thumb is that the bets on the outside portion of the table feature better odds than those in the middle. For this reason, these bets are the most popular among new players.

TYPES OF BETS	WHEN TO BET	WIN	LOSE	TIE	MORE INFO
A PASS LINE BETS	Before the come-out roll	7 or 11	2, 3 or 12	N/A	If a 4, 5, 6, 8, 9, or 10 is rolled, it becomes the shooter's "POINT". If the point number is rolled again before a 7 is rolled, then Pass Line bets win.
B DON'T PASS LINE BETS	Before the come-out roll	2 or 3	7 or 11	12	If a 4, 5, 6, 8, 9, or 10 is rolled, it becomes the shooter's "POINT". Don't Pass Line bets win if 7 is rolled before the point is repeated.
C COME BETS	After the come-out roll	7 or 11	2, 3 or 12	N/A	If a 4, 5, 6, 8, 9, or 10 is rolled, it becomes your "COME-POINT". Consider this a personal version of a Pass Line Bet that can only be made after the shooter's point is established. You win if your come-point number is rolled again before a 7 is rolled.
D DON'T COME BETS	After the come-out roll	2 or 3	7 or 11	12	If a 4, 5, 6, 8, 9, or 10 is rolled, it becomes your personal "DON'T COME-POINT". You win if a 7 is rolled before your don't come-point is repeated.
E PLACE BETS	After the come-out roll	If your selected number is rolled before a 7.	When a 7 is rolled.	N/A	Place bets are bets you can make on numbers 4, 5, 6, 8, 9, and 10. If the number you bet on is rolled before a 7, you win.
ODDS BETS	After the come-out roll	Wins and losses for Odds Bets will match the original bet they are placed on. For example, a Pass Line Odds Bet will win or lose on the same numbers as the original Pass Line Bet.		N/A	Odds are an additional bet that can be placed to increase the payout of any Pass Line, Don't Pass Line, Come or Don't Come bet. To make an odds bet, place it behind one of your previous line bets or tell the base dealer you'd like to add odds to one of your Come or Don't Come bets.



ODDS

In order to become a more confident player, it can be helpful to know the odds of any number being rolled before a 7. For example, the odds against rolling a 5 before a 7 are 6:4. That's because there are 6 ways to roll a seven with two dice (1 + 6, 2 + 5, 3 + 4, 4 + 3, 5 + 2, 6 + 1), and only 4 ways to roll a five with two dice (1 + 4, 2 + 3, 3 + 2, 4 + 1).

PLAYSMART TIP

Casinos give higher payouts on centre bets to make them more attractive, but the odds of them winning are lower. So avoid them if you're looking to extend your play time.

STRATEGIES

Craps is a game of chance. There is no skill required to play and therefore, no strategies to guarantee a winning roll. However, there are ways you can make the most of your time playing:

UNDERSTAND STREAKS ARE RANDOM

Streaks are nothing more than back-to-back random wins or losses in a row. Betting on a streak will not increase your odds – they'll remain the same no matter how you bet.

DON'T TRY TO BEAT THE HOUSE EDGE

You might come across betting "systems" that claim to help you win, but the casino ensures it will always win in the long run through the house edge. Stick to bets with the lowest house edge and best odds of winning to try and extend your play budget.

DON'T CHASE YOUR LOSSES

To keep Craps fun, accept that sometimes you may lose. When that happens, don't chase your losses. Trying to win back lost money can quickly put you over your budget.

ETIQUETTE

Ready to play? Although they don't increase your odds of winning, good manners make for a good game:

- Exchange your money for chips directly at the Craps table.
- Don't say the word "seven" around a Craps table. It's a long-held superstition that it's bad luck.
- Keep your hands off the table once the stickperson calls "Dice are out!"
- Keep drinks away from the rail.
- Make sure your bets are placed before the shooter has the dice.
- Only use one hand when shooting dice.
- For a valid roll, toss the dice so they hit the far wall of the table and bounce off.
- Don't touch the numbers. Any bets in the numbered squares require a dealer's assistance – just ask.
- Always wait until the shooter has made their point to cash out.
- Ask the dealers for help at any point. They're there to guide you if needed.



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