

How to Play Craps Part 1

1 - Buy Into the Game

Find the [cheapest table](#) and a spot in [the rail](#) to stand at. Now you need to know what stage of the game the game is on by looking at the Puck. When the Puck says ON they are in the middle of a game so just hang out and wait for it to turn OFF. When the Puck says OFF, otherwise known as the [Comeout Roll \(CR\)](#), then a new game is starting. This is the time to [buy-in](#) and make your first bet.



2 - Establish a Point

This is when you learn to make your first bet, the Pass Line. Every player on the Pass Line bets with the Shooter so you all win and lose together. Since it's the CR, place your money on the Pass Line in front of you and wait for 1 of 3 possible outcomes:

1. You Win - If the shooter throws a **7 or 11** your Pass Line will win even money. Pick up your winnings.
2. You Lose - If the shooter throws a **2, 3, or 12** the Pass Line loses. Put another bet down on the Pass Line.
3. A Point is Established - If the shooter throws any other number, **4-5-6-8-9-10**, then that number will be the Point. The Puck will turn to the ON position and move to that Point.



2.1 - To Make or Not to Make a Point

After the shooter has established a Point you're waiting for one of two things to happen:

1. You Win – The shooter throws the Point before throwing a 7. The Puck turns OFF, a new game begins with the same shooter, repeat Step 2.
2. You Lose – The shooter throws a 7 before throwing the Point. The Puck turns OFF, the dice are passed to the next shooter, repeat Step 2.

3. Take Advantage of Odds

As soon as a Point is established you can put an extra bet behind your Pass Line called Odds. Pass Line Odds get paid True Odds and have no advantage to the casino so it's in your best interest to make this bet every time. They win and lose with your Pass Line bet but get paid differently depending on what the Point is.

If the Point is:

- 6 or 8 – Every \$5 you bet as Odds will win \$6.
- 5 or 9 – Every \$2 you bet as Odds will win \$3.
- 4 or 10 – Anything amount you use adds Odds wins Double.



4. Make a Couple Place Bets

The next bet to learn after the Pass Line and Odds is a Place Bet. After a Point is established you can make a Place bet directly on any of the six possible Point numbers: 4, 5, 6, 8, 9, or 10. The number(s) you pick must be rolled before a 7 in order to win. The Place bets pay differently and are bet in different increments because certain numbers roll easier than others.

Place bets on the:

- 6 and 8 – Are rolled most often. For every \$6 you bet you win \$7.
- 5 and 9 – Are rolled the next most often. For every \$5 you bet you win \$7.
- 4 and 10 – Are the hardest to roll. For every \$5 you bet you win \$9. Once you get to \$20 on the 4 or 10 you should buy it.



When you're ready to make Place bets as part of your betting arsenal, give the money to the dealers by putting it in the COME and tell the dealer which number you would like and for how much, such as "I would like to Place the 5 for \$10".

After learning these three bets you can consider yourself a Craps player. There are still other things you should learn to make the game run as smooth as possible such as learning spread bets or presses. You should understand the how to shoot, rules of the table, and where your money is at all times.

RECAP

- Wait for the Comeout Roll, when the puck is OFF, to buy in the game. This is also the best time to make a Pass Line bet.
- After a Point has been established add Odds to your Pass Line bet. The Pass Line and its Odds are betting the Point will be rolled before the 7.
- Place bets are made after the Point has been established. 6's and 8's are rolled most often. 5's and 9's are the next most often. 4's and 10's are the hardest to roll but get paid better.

How to Play Craps Part 2

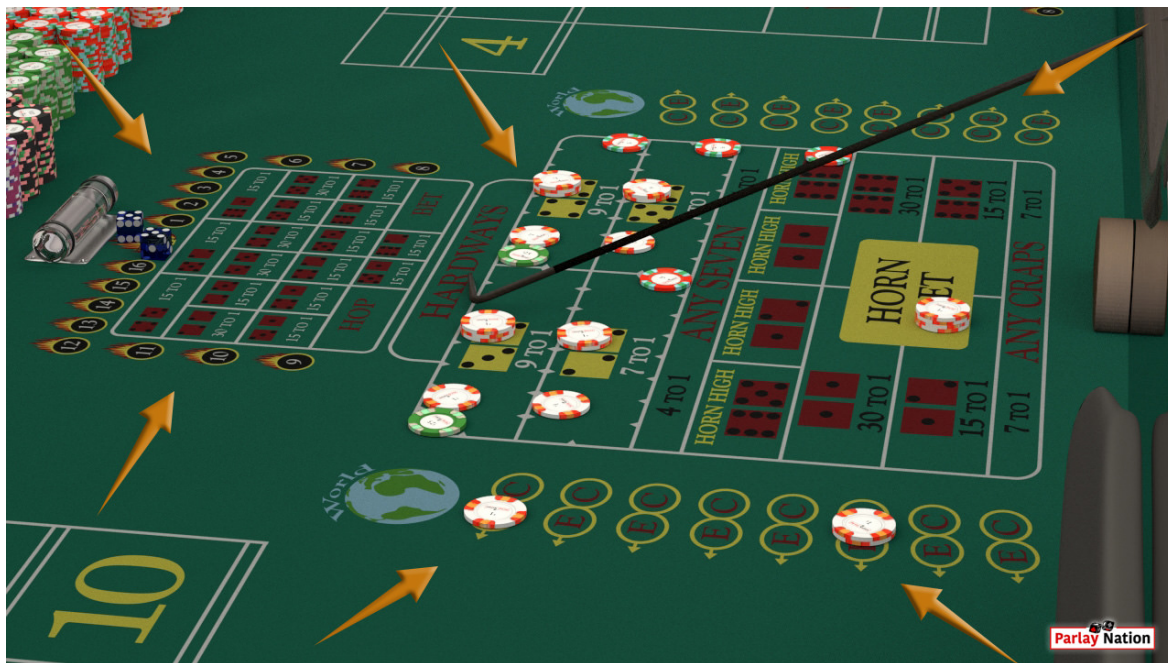
While playing Craps you will see other players making dozens of bets. You'll have no choice but to wonder what they are. Why are they moving? How did they win? Use Part 2 of *How to Play Craps* as your guide to have a better understanding of what's happening around you.

5 - Proposition Bets

All the bets in the middle of the table are called [Proposition Bets](#). The table minimum does not apply to these bets and many of them have \$1 minimum. These bets are harder to win than Pass Line or Place Bets but pay better for that reason. The majority of proposition bets are one-roll bets so if it isn't rolled on the next throw it loses.

- **Hardways** – There are four Hardways that only have a \$1 minimum: The Hard 4, 6, 8, and 10. When one of those four numbers roll as a pair it's called rolling *hard*; 2-2 (hard 4), 3-3 (hard 6), 4-4 (hard 8), or 5-5 (hard 10). Any of those numbers rolled not as a pair is called rolling *easy*. 3-1 (easy 4), 4-2 (easy 6), 5-3 (easy 8), or 6-4 (easy 10). The Hardways are not one roll bets. They only lose when a 7 is rolled or the number is rolled *easy*.
- **Straight Up** – There are four numbers you can bet straight up which each have \$1 minimum: Aces (1-1), Ace Deuce (1-2), Yo (5-6), and Twelve (6-6). These are one roll bets and get paid the most on the table because of how hard they are to win.
- **Multi-Bets** – Most of the other proposition bets are made up of combinations of the four straight up bets and the **Any 7**. The **Horn**, **Horn Highs**, **C & E's**, **World**, and **Any Craps** are all combinations of those five numbers and are each one-roll bets.

There are other proposition bets such as the Fire Bet, Hop Bets, and more. Try to stay away from Prop bets. If you want to have more of a vested interest than just the Pass Line and Place bets I would suggest keeping it simple with a few dollars on some Hardways.



6 - Come Bets

Another bet you see players making are [Come Bets](#). They work like small Pass Line bets but you place them in the COME after the Comeout Roll. While in the Come 1 of 3 things could happen:

1. You Win – If the shooter throws a 7 or 11 your Come bet will win even money.
2. You Lose – If the shooter throws a 2, 3, or 12 the Come bet loses.
3. The Come bet moves into a Point – If the shooter throws any other number, 4-5-6-8-9-10, then the Come bet will move to that number.



6.1 - To Make or Not to Make a Come Bet

After a Come bet has moved into a Point you are waiting for one of two things to happen:

1. You Win - The shooter throws the Point the Come bet is on before a 7.
2. You Lose - The shooter throws the 7 before the Point the Come bet is on.

7 - Take Advantage of Odds

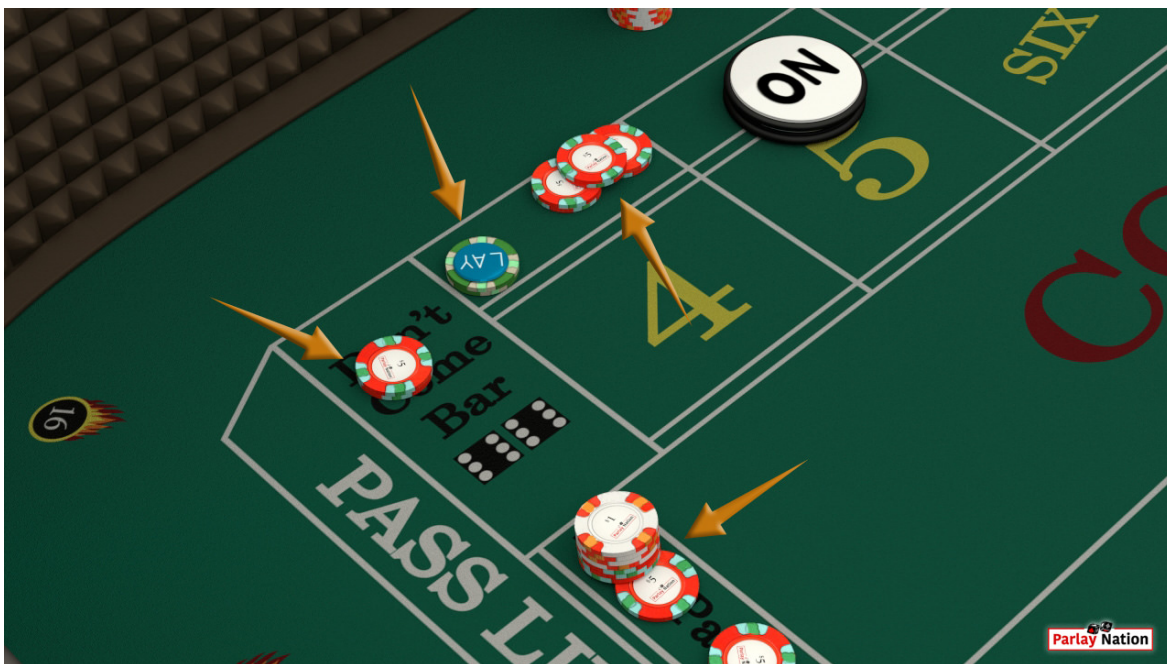
Just like the Pass Line, you can [add Odds](#) to a Come bet after it has moved into a Point. The Odds get paid True Odds so they don't have an advantage to the casino and are put on top of the Come bet. Come Bet Odds get paid the same amounts Odds for a Pass Line bet.



8 - The Don't Side

Most of the time when a 7 rolls the table loses. Players cringe when they hear anyone say it during the middle of a roll but there are still bets designed to win when it comes called the Don'ts. When you win, they lose. When they win, the rest of the table loses so they stay quiet while picking up their winnings. The three most common Don't bets are:

1. [Don't Pass](#) - Opposite of the Pass Line, it wants the 7 to come before the Point. You can add an extra bet to it called [Lay Odds](#) that gets paid True Odds.
2. [Don't Come](#) - Opposite of a Come bet, it wants the 7 to come before the Point is moves behind. You can add an extra bet to it called [Lay Odds](#) that gets paid True Odds.
3. [Overlay](#) - The opposite of a Buy bet, you can choose which Point you think the 7 will be rolled before. A commission is payed on how much the bet wins.



When you're ready to make Place bets as part of your betting arsenal, give the money to the dealers by putting it in the COME and tell the dealer which number you would like and for how much, such as "I would like to Place the 5 for \$10".

After learning these three bets you can consider yourself a Craps player. There are still other things you should learn to make the game run as smooth as possible such as learning spread bets or presses. You should understand the how to shoot, rules of the table, and where your money is at all times.

RECAP

- Wait for the Comeout Roll, when the puck is OFF, to buy in the game. This is also the best time to make a Pass Line bet.
- After a Point has been established add Odds to your Pass Line bet. The Pass Line and its Odds are betting the Point will be rolled before the 7.
- Place bets are made after the Point has been established. 6's and 8's are rolled most often. 5's and 9's are the next most often. 4's and 10's are the hardest to roll but get paid better.