

ANY CRAPS:

Any Craps is a wager that 2-3 or 12 will roll. The payoff is 7 to 1. If any other number rolls, this bet loses. This is a one roll bet.

CRAPS/11 SPLIT (C&E):

Combination bet on the Any Craps and 11. If Craps (2-3-12) rolls, it pays 3 times the total bet. If 11 rolls, it pays 7 times the total bet. Half of the bet is on Any Crap and half the bet is in the 11 (YO). This bet is made in even increments. This is a one roll bet.

HOP BETS:

Hop Bets are one roll bets that the dice will land on a specific dice combination. It will lose should any other combination of the dice roll. A winning wager on the hard ways on the Hop will pay 30 to 1, a winning wager on an easy way Hop will pay 15 to 1. There are various other combination bets that may be made. Our dealers and supervisors will be glad to assist you in any way they can, to better understand the various bets available.

BUY BETS:

A Buy Bet is exactly the same as a Place Bet except a player receives true odds on a payout by paying a commission of 5% when a bet is made. Buy Bets are inactive on the come out roll unless the player states otherwise. Buy Bets may be increased, decreased or removed at any time before a roll.

LAY BETS:

A Lay Bet may be made against any roll or all of the point numbers (4-5-6-8-9 or 10) at any time. It receives true odds and the player pays 5% commission on what wins when the bet is made. Lay Bets may be increased, decreased or removed at any time before a roll.

FIRE BETS:

Fire Bets are an exciting side wager where players can win on a Hot Shooter. Fire Bets are paid odds on how many "individual points" a shooter can successfully make before he or she sevens-out. The term "individual point" refers to when the shooter successfully makes a point (4-5-6-8-9 or 10) that has not been previously made. Previously made points will not count towards the payoff threshold of 4 "individual points" made. Players must place their Fire Bet wagers prior to the first come-out roll of a new shooter. Fire Bets cannot be altered, taken down or called off after the shooter has established their first point.

4 "INDIVIDUAL POINTS".....24 TO 1

5 "INDIVIDUAL POINTS".....249 TO 1

6 "INDIVIDUAL POINTS".....999 TO 1

HOT ROLLER CRAPS:

Hot Roller Craps is an exciting new bonus wager for Craps. Players must place their Hot Roller Craps wagers in the designated betting area after a 7 is rolled prior to the come-out roll. To win, at least two number combinations have to be rolled before a 7 is rolled. A number combination is complete when a point number (4-5-6-8-9 or 10) is rolled each way possible. For example to complete the number combination of 4; the dice have to be rolled 3-1 and 2-2, to complete the number combination of 5; the dice have to be rolled 3-2 and 4-1. Hot Roller wagers are always working and are settled whenever a 7 is rolled. After settling all Hot Roller Craps wagers, players can place new wagers before the next roll. Hot Roller wagers cannot be altered, taken down or called off once placed.

Hot Roller Craps Pay Table:

ANY 2 NUMBER COMBINATIONS.....5 TO 1

ANY 3 NUMBER COMBINATIONS.....10 TO 1

ANY 4 NUMBER COMBINATIONS.....20 TO 1

ANY 5 NUMBER COMBINATIONS.....50 TO 1

ALL 6 NUMBER COMBINATIONS.....200 TO 1

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CRAPPS



CRAPS

The game of Craps begins with a come-out roll. The dice are offered to the player in a clockwise direction around the table. The shooter selects a pair of dice and tosses them past the stickperson to the other end of the game. An effort must be made to bounce both dice off the wall at the end of the table. A player must bet either the Pass Line or the Don't Pass Line to be eligible to shoot.

PASS LINE:

On the come-out roll: 7 and 11 wins; 2-3 or 12 (craps) loses. Any other number will be the point. To win, the point must be repeated before a 7 rolls. If the 7 rolls before the point is repeated, the Pass Line loses, and the dice are offered to the next shooter. A Pass Line wager is a "contract" bet; it cannot be placed, reduced or removed once the point is established, until it wins or loses. This bet pays even money.

DON'T PASS LINE:

The Don't Pass Line is the opposite of the Pass Line. On the come-out roll: 7 or 11 loses; 2 or 3 wins and the 12 is a "Push", which is another way of saying it neither wins nor loses. Any other number becomes the point. If a 7 rolls before the point, the Don't Pass wins. If the point is repeated, prior to a 7, the Don't Pass wager loses. Don't Pass wagers, once the point is established, may be reduced or removed, however they may not be placed or increased. This bet pays even money.

COME BETS:

Come Bets may be made on any roll subsequent to the come-out roll. The Come Bets rules are the same as the Pass Line rules. The only difference is that the dealer moves the wager to a box that corresponds to the number that was rolled. The flat, or original Come Bet, work on the come-out roll; odds are off unless stated otherwise. A come bet cannot be reduced or removed after a number is established for such bet.

DON'T COME BETS:

Don't Come rules are the same as Don't Pass rules. The Don't Come may be bet any roll subsequent to the come-out roll. The dealer moves the wager to a corresponding box behind the number rolled. Don't Come bets work on the come-out roll; Odds (Lays) also work on the come-out roll unless otherwise stated. This bet pays even money.

PLACE BETS:

Place Bets are a wager that a specific number (4-5-6-8-9-10) will roll before a 7 rolls. Place Bets have their own set of odds that they are paid. Place Bets are inactive on the come out roll unless called "on" by the player.

Point/Number	Odds	Proper Bet Units
4 & 10	9 to 5	Bets made in units of \$5.00
5 & 9	7 to 5	Bets made in units of \$5.00
6 & 8	7 to 6	Bets made in units of \$6.00

FIELD BETS:

Field bets are a ONE roll bet that may be made at any time. 2 and 12 pay double, 3-4-9-10-11 pay even money. Any other number loses. The wager is placed and removed by the player.

ODDS:

This wager is made as an addition to the Pass or Don't Pass, Come or Don't Come bets. Pass Line Odds are set directly behind the original Pass Line bets by the player. Don't Pass Line Odds are placed directly beside the original Don't Pass Line bet by the player. Come and Don't Come Odds are set in place by the dealer at the request of the player. Odds are paid according to the true odds of the dice (true odds of way that number can roll vs. numbers of the way to roll a 7). Odds wagers are made any time after the come out roll.

Odds offered on all craps tables will be at the sole discretion of SugarHouse Casino.

Point/Number	Don't Pass/ Don't Come Odds	Pass/Come Odds
4 & 10	1 to 2 (Every \$2.00 Bet wins \$1.00)	2 to 1 (Every \$1.00 bet wins \$2.00)
5 & 9	2 to 3 (Every \$3.00 Bet wins \$2.00)	3 to 2 (Every \$2.00 bet wins \$3.00)
6 & 8	5 to 6 (every \$6.00 Bet wins \$5.00)	6 to 5 (Every \$5.00 bet wins \$6.00)

HARDWAY BET:

A Hardway bet is a wager that a number will roll the Hardway (as a pair) before it rolls Easy (other than a pair), or before a 7 rolls. 4 and 10 pay 7 to 1, 6 and 8 pay 9 to 1. Hardways may be bet at anytime. Hardway Bets are inactive on the come-out roll unless specified otherwise by the player.

PROPOSITION BETS:

Proposition Bets are located in the center of the Craps game and are booked (acknowledged) by the stickperson. The following Proposition Bets are one-roll bets (meaning they either win or lose on the next roll) that may be made at anytime. Unless the player states otherwise, winning bets remain in action.

HORN BET:

A Horn Bet is a wager on 2-3-11 and 12. One fourth of the horn bet is bet on each of the individual numbers. This bet is made in \$4.00 increments. If any of the above numbers roll, then the bet wins; if any other number rolls it loses. This is a one roll bet.