

SUGAR  
HOUSE

CASINO | PHILADELPHIA  
PENNSYLVANIA

# PROPS & HOPS



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Props and Hops is a fun and easy dice game for both the sophisticated and novice player. Player's place their wagers in any of the 21 combinations of dice known as "Inside Bets", and any of the seven choices of "Outside Bets". Players place their bets in a specific position on each betting area. Each player's position is indicated by the circle in the Player Position Diagram located in front of each player on the perimeter of the layout. Players are responsible for the correct placement of their wagers.

Once wagers have been placed the dealer will announce "no more bets" and offer the dice, which are contained in a shaker cup, to the first player to the dealer's left. The player will shake the dice a minimum of three times and set the shaker down in front of them. The dealer will reveal and announce the two dice total and then move the shaker to the designated circle within the dealer's work area. The dealer will mark the winning combination, take all losing wagers and pay all winning wagers. The dealer will then shake the dice and hand the shaker to the shooter.

The same player will continue to shake or "roll" the dice until a seven is "rolled". Once a seven is "rolled" the dice will be passed to the next player to the left.

## INSIDE BETS

## PAYOUT

Any two die combination not resulting in a double.	15 To 1
Any two die combination resulting in a double. (two, four, six, eight, ten or twelve).	30 To 1

## OUTSIDE BETS

## PAYOUT

Hop the Left - "Roll" any one of the six combinations in an orange box.	2 To 1
Hop the Center - "Roll" any one of the nine combinations in a blue box.	3 To 2
Hop the Right - "Roll" any one of the six combinations in a red box.	2 To 1
Hop the Top - "Roll" any one of the ten combinations in the top row.	3 To 2
One Six and Under - "Roll" a one six or any combination that totals less than seven.	1 To 1
Three Four and Over - "Roll" a three four or any combination that totals more than seven.	1 To 1
Field - "Roll" a two or twelve.	2 To 1
Field - Roll a three, four, nine, ten, or eleven.	1 To 1

Outside bets must meet table minimum.

Inside bets must total table minimum unless accompanied by an outside bet.

## SIX EIGHT SHAKE

Before a new player "rolls" the dice each player may make an additional bonus bet on the Six Eight Shake. This wager will be placed in the appropriate circle in the bonus area located directly in front of the dealer. If the player rolls every combination of six (one five, two four, and three three) and every combination of eight (two six, three five, and four four) before rolling any combination seven they will be paid 150 To 1. As the player rolls each combination of six and eight the dealer will place a corresponding lammer on the betting circles signifying each combination has been made. A player must satisfy the table minimum each roll of the dice to maintain the Six Eight Shake wager. The Six Eight Shake wager can be taken down at any time.