



PASSE PASS	CONTRE SUITE DON'T COME SAUF / BAR	4	5	SIX	8	NEUF NINE	10	
	SUITE COME							
	CHAMP FIELD							
	CONTRE PASSE DON'T PASS SAUF BAR							
PASSE PASS								

4 à 1		SEPT SEVEN		4 à 1	
9 à 1					7 à 1
9 à 1					7 à 1
15 à 1		30 à 1		30 à 1	
12 2					2 12
CARRE HORN		15 à 1			CARRE HORN
11 3		7 à 1	CRAPS	7 à 1	3 11

PASSE PASS	CONTRE SUITE DON'T COME SAUF / BAR	4	5	SIX	8	NEUF NINE	10	
	SUITE COME							
	CHAMP FIELD							
	CONTRE PASSE DON'T PASS SAUF BAR							
PASSE PASS								

BETS THAT CAN BE PLACED AT ANY TIME

- **PLACE BETS:** you may opt to bet on numbers 4, 5, 6, 8, 9 or 10. Such wagers win if the number you have chosen is rolled before a total of 7 is rolled.
- **FIELD:** a one-roll bet that wins if the total rolled is 2, 3, 4, 9, 10, 11 or 12.
- **HARD WAYS:** even-numbers rolled in pairs are called “Hard Ways”, and they include 4, 6, 8 and 10. Hard Way 4 is two 2s, Hard Way 6 is two 3s, Hard Way 8 is two 4s and Hard Way 10 is two 5s. The wager wins when the number is rolled the Hard Way and loses when the number is rolled in any other combination or if a 7 is rolled.
- **ANY CRAPS:** a one-roll bet that wins if the total rolled is 2, 3 or 12.
- **CRAPS 2:** a one-roll bet that wins if the total rolled is 2.

- **CRAPS 3:** a one-roll bet that wins if the total rolled is 3.
- **CRAPS 12:** a one-roll bet that wins if the total rolled is 12.
- **ANY 7:** a one-roll bet that wins if the total rolled is 7.
- **11:** a one-roll bet that wins if the total rolled is 11.
- **HOP (HOPPING):** a one-roll bet that wins if the total rolled corresponds to the combination you have chosen. Any combination of the two dice can be wagered on the “Hop”.

This document is only a list of the most frequently played wagers at Craps. For more detailed information about the other wagers and the rules that apply to Craps, please consult the Québec By-law respecting casino games. In case of a discrepancy between the rules in this brochure and those in the By-law, the rules in the By-law prevail.
10-541.23-201403

CRAPS

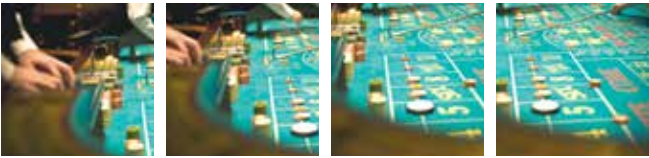


Craps originated in Europe and was introduced in New Orleans in the early 1800s.

One of the reasons this interactive, fast-paced dice game is so popular is the lively atmosphere at the table.

STARTING UP THE GAME

The game begins when a player (called the shooter) makes either a Pass or Don't Pass bet and throws two dice for the Come Out roll.



MOST POPULAR BETS

- PASS:** a Pass bet wins when the result of the Come Out roll is a total of 7 or 11. A Pass bet loses if the result of the roll is a total of 2, 3 or 12 (also called Craps). Any other result rolled during the Come Out roll (4, 5, 6, 8, 9 or 10) becomes “the point”. In such a case, the shooter must roll this point again before a 7 is rolled for the bet to be a winner.
- DON'T PASS:** a Don't Pass bet wins when the result of the Come Out roll is a total of 2 or 3. If the total is 12, the bet is a push. If the result of the Come Out roll is 7 or 11, the bet loses. Any other total that is rolled during the Come Out roll (4, 5, 6, 8, 9 or 10) becomes the point. In such a case, the shooter must roll a 7 before he rolls the point again for the bet to be a winner.
- COME:** the Come bet, which may be made anytime after the Come Out roll, is similar to the Pass bet.
- DON'T COME:** the Don't Come bet, which may be made anytime after the Come Out roll, is similar to the Don't Pass bet.
- ASSOCIATED CHANCES (ODDS):** after the Come Out roll, the player may place an additional wager on his Pass, Come, Don't Pass or Don't Come bet to increase his stakes. This is what is called taking odds on Pass or Come, or laying odds on Don't Pass or Don't Come.

PAYOUT CHART

FLAT BETS	PAYOUT
Pass	1 to 1
Don't Pass	1 to 1
Come	1 to 1
Don't Come	1 to 1
Field (3, 4, 9, 10, 11)	1 to 1
Field (2, 12)	2 to 1

PLACE BETS

RIGHT BET	
4 and 10	9 to 5
5 and 9	7 to 5
6 and 8	7 to 6
BUY BET	5 % commission (on bet)
4 and 10	2 to 1
5 and 9	3 to 2
6 and 8	6 to 5
LAY BET	5 % commission (on projected win)
4 and 10	1 to 2
5 and 9	2 to 3
6 and 8	5 to 6

ASSOCIATED CHANCES (ODDS)

PASS AND COME		Maximum odds allowed
4 and 10	2 to 1	3 times flat bet
5 and 9	3 to 2	4 times flat bet
6 and 8	6 to 5	5 times flat bet
DON'T PASS AND DON'T COME		Maximum odds allowed
4 and 10	1 to 2	6 times flat bet
5 and 9	2 to 3	6 times flat bet
6 and 8	5 to 6	6 times flat bet

MULTIPLE CHANCES

HARD WAYS	
4 and 10	7 to 1
6 and 8	9 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
Any 7	4 to 1
11	15 to 1
Hop Bet (Hopping)	15 to 1
Hopping (Hardway)	30 to 1