



1

00:00:05,480 --> 00:00:08,800

Craps is a dice game that's played
on a specially designed table,

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00:00:08,800 --> 00:00:15,760

where players place their bets on dice rolls,
trying to predict what numbers will land next.

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00:00:15,760 --> 00:00:21,120

Since it's a big table, it takes a crew of
casino staff to manage. There's the stick person;

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00:00:21,120 --> 00:00:26,000

their job is to look after the dice and the center
action bets. And there are two base dealers and

5

00:00:26,000 --> 00:00:31,240

a box person, whose jobs are to look after the

other bets and keep the game running smoothly.

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00:00:31,240 --> 00:00:34,760

The stickperson keeps track of whose turn it is to shoot the dice first. And the

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00:00:34,760 --> 00:00:39,160

person throwing the dice is called the shooter. The first roll at the beginning of the game is

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00:00:39,160 --> 00:00:43,320

called the come-out roll. The stick person will slide five dice to the first shooter, who then

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00:00:43,320 --> 00:00:48,960

picks two to roll. The five dice are identical, and what you pick won't influence what you shoot.

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00:00:48,960 --> 00:00:53,080

As the shooter, using one hand, toss the dice so that they bounce off the far wall of the

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00:00:53,080 --> 00:00:58,760

table. That bounce ensures a random outcome.

If the roll is bad, don't worry. Most times,

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00:00:58,760 --> 00:01:02,800

as long as an effort is made for the dice to
hit the back wall, the crew will let it stand,

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00:01:02,800 --> 00:01:06,120

especially if it is your first time.

If they decide not to count your roll,

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00:01:06,120 --> 00:01:09,280

they'll call 'no roll' and have you re-do it.

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00:01:09,280 --> 00:01:13,160

To get in line to become the shooter, you
need to make a Pass or Don't Pass Line

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00:01:13,160 --> 00:01:18,000

bet. We'll focus on these bets since they're among the simplest in craps.

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00:01:18,000 --> 00:01:22,240

Everyone can make these bets, including the current shooter. A 'Pass' line bet

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00:01:22,240 --> 00:01:26,360

means you win if the come-out roll is a seven or eleven. And lose if a two,

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00:01:26,360 --> 00:01:30,600

three, or twelve are rolled. A 'Don't Pass' line bet means you win if the come-out roll

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00:01:30,600 --> 00:01:36,160

is a two or three, tie (or "push") if it's a twelve and lose if it's a seven or eleven.

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00:01:36,160 --> 00:01:39,600

Consider the Pass and Don't Pass

Line bets as opposites – in almost

22

00:01:39,600 --> 00:01:44,760

all cases, when one wins, the other loses.

If the shooter rolls any of the other numbers,

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00:01:44,760 --> 00:01:50,560

a four, five, six, eight, nine or ten, the

Pass and Don't Pass Line bets don't win

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00:01:50,560 --> 00:01:56,440

or lose. Instead, that number becomes the Point

Number, and the bets remain in play on the table.

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00:01:56,440 --> 00:02:02,240

This is the puck. It tells you when a point hasn't

been established yet (off) or if it has (on).

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00:02:02,240 --> 00:02:06,520

Here, the point number is six. If the point

number is rolled after being established,

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00:02:06,520 --> 00:02:12,560

then all Pass Line bets win, and all Don't Pass Line bets lose, or "crap out". If a 7

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00:02:12,560 --> 00:02:17,120

is rolled after the point is established, Pass Line bets lose and Don't Pass Line

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00:02:17,120 --> 00:02:22,400

bets win. Whenever there is a point established, rolling a 7 will cancel that point, and return

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00:02:22,400 --> 00:02:27,560

us to the come-out roll with a new shooter.

These are just two of the ways to bet. Visit

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00:02:29,800 --> 00:02:32,200

us at PlaySmart.ca to see more.

Sometimes, a shooter might get what

32

00:02:32,200 --> 00:02:36,680

looks like a hot streak. Just remember that
dice are random, and no shooter can control

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00:02:36,680 --> 00:02:41,760

what numbers land next. "Hot streaks" are
just a few back-to-back wins in a row.

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00:02:41,760 --> 00:02:45,800

With all the excitement, it can be easy
to lose track of your bets. But remember,

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00:02:45,800 --> 00:02:48,960

if you have any questions, every
craps crew is happy to help.

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00:02:48,960 --> 00:02:58,200

And that's the basics of how to play craps.
So, who's ready to have fun and play smart?