



Golden Eagle Casino

OWNED AND OPERATED BY THE KICKAPOO TRIBE IN KANSAS

Craps

In Craps, a rotating shooter tosses a pair of dice to the opposite end of the table. Anyone can place a bet, and the winner is determined by the number the shooter throws. Here are the types of bets:

Pass Line

The first roll by the shooter is called the "Come Out" roll. If the shooter throws a seven or eleven on the first roll, the bets on the Pass Line win. If the shooter throws a two, three, or twelve (craps) on the first roll the bets on the Pass Line lose. Any other number that comes up becomes the point. The shooter must roll the point number again before a seven is rolled for Pass Line bets to win even money.

Odds paid for Pass Line and Come:

four and ten pay 2 to 1
five and nine pay 3 to 2
six and eight pay 6 to 5

Don't Pass

If the shooter rolls a two or three on the first roll, the Don't Pass wins (twelve is a push). If a seven or eleven is thrown on the first roll, the Don't Pass bets lose. Any other number becomes the point. The shooter must roll a seven before the point number for the Don't Pass to win.

Odds paid for Don't Pass and Don't Come:

four and ten pay 1 to 2
five and nine pay 2 to 3
six and eight pay 5 to 6

Come

A Come bet is placed on the Come Line after the point has been established on the Pass Line. When you bet the Come you take the next roll of the dice. The win/lose rules are the same as the rules for the Pass Line. The Come allows you to bet on each succeeding roll of the dice.

Odds paid for Pass Line and Come:

four and ten pay 2 to 1
five and nine pay 3 to 2
six and eight pay 6 to 5

Don't Come

A Don't Come bet is the reverse of a Come bet. The win/lose rules are the same as the Don't Pass. The player may again take no action if they don't like the point. You take the next roll of the dice and it allows you to bet on each succeeding roll of the dice.

Odds paid for Don't Pass and Don't Come:

four and ten pay 1 to 2
five and nine pay 2 to 3
six and eight pay 5 to 6

Odds/Lay

After the point is established you may elect to make a wager in addition to the original (Flat bet) on the Pass Line, Don't Pass, Come and Don't Come.

Place Bets

Place bets are made by picking one or more of the numbers; four, five, six, eight, nine, and ten and giving the dealer your wager who will then place it on that number. If the number rolls before a seven you win.

Place bets pay:

four and ten pay 9 to 5
five and nine pay 7 to 5
six and eight pay 7 to 6

Buy and Lay Bets

These bets are made like Place bets, by picking a number you think will roll (Buy bet) or not roll (Lay bet) before a seven is thrown and paying five-percent commission to the house. By paying this commission you get true odds.

All Buy, Lay and Place bets as well as all Odds bets may be increased, decreased, taken down or called off, subject to limits, at any time. Only Pass Line Flat bets may be increased, but not decreased until a decision is reached. Buy bets, Place bets and Odds are off on the Come Out roll unless called on.

Field Bets

Field bets are placed by the player on the numbers contained within the "field" area.

It is a one-roll bet paying 1 to 1
except two which pays 2 to 1
and twelve which pays 3 to 1

Proposition Bets

These are one-roll bets that pay as marked on the layout. They are in the center of the table and made with the stick person.

Hard Way

Bets The Hard Way bets are made on individual numbers:

Hard Four: 7 to 1
Hard Six: 9 to 1
Hard Eight: 9 to 1
Hard Ten: 7 to 1

To win on a Hard Way bet, the dice must roll as a pair and occur before either a seven or an easy number is rolled.