



## Rules of Play

1. Come Out 711 is played on an existing craps table. None of the existing features of the craps table are altered or eliminated, and all existing table equipment is used.
2. Come Out 711 is a side wager in craps and is played only on the come out roll, before a point is established.
3. The object of the game is to roll as many sevens and elevens as possible on the come out roll, before a point is established.
4. Once the come out roll begins, each roll is resolved as follows:
  - a. If the roll is a **seven** or **eleven**, a counter on the layout is increased by one by marking the numbered box(es) with a token.
  - b. If the roll is a **two**, **three**, or **twelve**, the Come Out 711 wager is unaffected.
  - c. If the roll is **four**, **five**, **six**, **eight**, **nine**, or **ten**, the Come Out 711 wager is resolved depending on the total number of sevens and elevens that hit on the come out roll, in accordance with the following pay table:

Number of Hits	Payoff Odds
0	(Loss)
1	1 to 1
2	4 to 1
3	7 to 1
4	15 to 1
5	30 to 1
6	100 to 1
7	250 to 1

5. The highest payout is for seven occurrences of seven or eleven on the come out roll. If the player achieves that total, the wager is automatically paid, tokens will be removed from the numbered boxes, and new wagers will be accepted.
6. Numbers in the boxes will only be marked with tokens if there is money in action on Come Out 711.



7. The player will have the opportunity to make (or increase) a Come Out 711 wager at any time on the come out roll, only if there are no numbers marked with tokens in the box(es). If one or more numbers are marked in the box(es), additional Come Out 711 wagers will not be accepted.