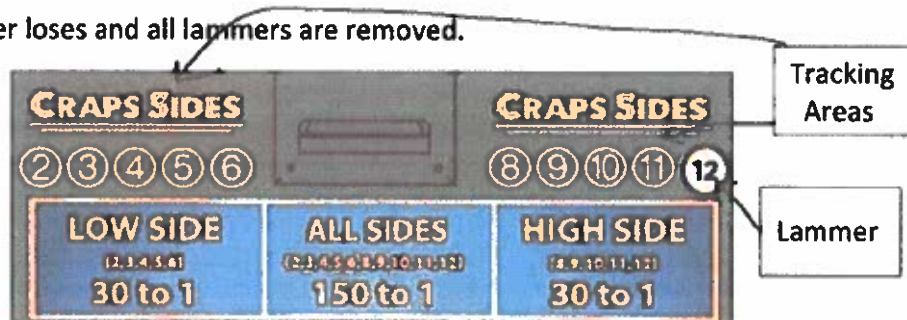


## Craps Sides Rules

Craps Sides is a collection of optional wagers for standard Craps games and are persistent wagers that remain on the table over multiple dice rolls until won or lost. The wagers are All Sides, Low Side, and High Side.

- I. "All Sides" wagers can be made when tracking areas do not have any numbers marked with a lammer as being rolled. The wager shall win if the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are all rolled before a 7 is rolled and shall lose if the listed numbers are all not rolled before a 7 is rolled. To track the numbers that have been thrown, the craps supervisor or dealer will place a "Craps Sides" lammer on the appropriate number signifying that this number has been obtained. This will continue until either all numbers are rolled and the wager wins or a 7 is rolled and the wager loses and all lammers are removed.



- II. "Low Side" wagers can be made when the Low Side tracking area does not have any numbers marked with a lammer as being rolled. The wager shall win if the numbers 2, 3, 4, 5, and 6 are all rolled before a 7 is rolled and shall lose if the listed numbers are all not rolled before a 7 is rolled.
- III. "High Side" wagers can be made when the High Side tracking area does not have any numbers marked with a lammer as being rolled. The wager shall win if the numbers 8, 9, 10, 11, and 12 are all rolled before a 7 is rolled and shall lose if the listed numbers are all not rolled before a 7 is rolled.

#### **IV. Rules**

- a) With each number rolled by a shooter, the dealer shall place a lammer on the number rolled in the area of the table layout containing the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, 12**
- b) Lammers shall be maintained by games personnel at the craps table**
- c) Wagers will be placed by the dealer in the appropriate area listed for each wager type and placed in an order signifying the player's position on the table**
- d) Low Side, High Side, and All Sides wagers shall be collected or paid, as applicable, upon a shooter throwing a 7 or completing the required numbers in totality before a 7 is rolled**
- e) Once a number is marked in the section for Low Side, there cannot be any new Low Side wagers made until this bet either wins or loses**
- f) Once a number is marked in the section for High Side, there cannot be any new High Side wagers made until this bet either wins or loses**
- g) Once a number is marked in any section, there cannot be any new All Sides wagers made until this bet either wins or loses**
- h) Whenever there is a voluntary or compulsory surrender of the dice by a shooter prior to the throwing of a 7, any pending All Sides, High Side, and/or Low Side bet shall be settled upon the successor shooter throwing a 7 or completing the totality of the numbers needed to win.**

## Craps Sides

### Pay Tables

#### All Sides

Pay Table	Player Pay	Dealer Bonus
1	150 to 1	N/A
2	160 to 1	N/A
3	175 to 1	N/A
4	150 to 1	5X

- Dealer Bonus is an option for Pay Table 4 that pays the dealers \$5 for every dollar wagered on a winning All Sides wager.

#### Low Side

Pay Table	Player Pay	Dealer Bonus
1	30 to 1	N/A
2	32 to 1	N/A
3	34 to 1	N/A
4	30 to 1	1X

- Dealer Bonus is an option for Pay Table 4 that pays the dealers \$1 for every dollar wagered on a winning Low Side wager

#### High Side

Pay Table	Player Pay	Dealer Bonus
1	30 to 1	N/A
2	32 to 1	N/A
3	34 to 1	N/A
4	30 to 1	1X

- Dealer Bonus is an option for Pay Table 4 that pays the dealers \$1 for every dollar wagered on a winning High Side wager