

RUN THE TABLE

Rules of Play

Run The Table is a variation to the standard game of Craps. The object of the game is to make as many numbers as possible in a sequence, before rolling a 7. "Sequence" meaning going up or down by 1. Eg. 4,5,6 or 4,3,2

1. The Run the Table wager may be placed any time the bet is not in play or before a shooter's initial come out roll.
3. If the initial come out roll is a 7, then the Run The Table side bet will lose.
4. If the initial come out roll is any other number, then a Start Marker is placed at that number location of the layout. (Run The Table numbers area 2 thru 12). One number has been made.
5. The shooter continues to roll the dice until one of the following happens:
 - The shooter rolls 1 of the 2 next numbers in the run (if 6 was rolled initially then the next number in the run is either a 5 or an 8; if 3 was rolled initially then the next number in the run is either a 2 or a 4), or
 - The shooter rolls a 7, and the Run The Table side wager is lost.
6. If the shooter makes the second number, a Moving Marker is placed on that number location.
7. The shooter continues to roll the dice but must make the next number in the run that keeps the moving marker moving away from the start marker (if 6 was the first rolled number and 5 was the second number rolled, 4 must be the next number rolled).
8. Each time the next made number is rolled, the Moving Marker is moved to that number location.
9. Play continues until one of the following happens:
 - The shooter rolls a 7, and the Run The Table side wager is lost.
 - The shooter reaches the end of the sequence, and the game is over.
10. Once the game is over, players are paid based on the amount of made numbers obtained in a sequence. The amount of made numbers is determined by counting the Start Marker, the Moving Marker, and each number between them (if any) on the Run The Table numbers area. (See posted payable for odds)