

General Rules

The player rolling the dice is referred to as the shooter.
The shooter keeps rolling the dice until they roll a “seven out”.

All bets must be placed prior to the dice being rolled.
The shooter's first roll of the dice is referred to as the come out roll.
On the come out roll there are 3 possible outcomes:

1. Roll a 7 or 11 to win on the pass line bet
2. Roll a 2, 3 or 12 to lose on the pass line bet
3. Roll any other number (4,5,6,8,9,10) and this number then becomes what is called the point.

Once the point is established the shooter must then roll the point before a seven to win. If the shooter rolls a seven before the point it is called “seven out” all pass line and place bets lose. The shooter loses control of the dice and the player to their left starts the process again with the come out roll.

In craps for most bets there is an equal and opposite bet. I.e. The pass line and the don't pass line.

Glossary of Terms

Here are some basic crap terminologies that most people would hear over the crap table. They are more familiarly known as the craps language.

Aces

A bet placed with the hope that the roll will result in a 2.

Advantage

More familiarly known as the House Edge or Casino Advantage, it is the edge a Casino has over bets on the table.

Any Craps

A roll wherein the shooter will return any combination between 2, 3, and 12.

Any Seven

A roll that will produce a 7, the number which will help a shooter become a lucky winner. This is usually the target number for all shooters, the other being 11.

Betting Right

This is the usual bets placed on the Pass Line and Come Bets on the table, more or less predicting that the throw will be a successful one both for them and the shooter on the craps table.

Glossary of Terms (continued)

Betting Wrong

This is the opposite of the Betting Right, more or less contradicting and expecting the throw to be a faulty one on the part of the shooter and returning winnings to players who assume that the shooter will lose on his throw attempt.

Big Six & Eight

Placing bets where a six or eight will result from the throw by the shooter before returning a 7.

Big Red

Placing bets on a seven from the roll.

Boxcars

Bets placed on a roll that 12 will come out. Also known as midnight.

Boxman

A casino employee that comes between dealers that is responsible for the chips allocated in the casino table.

Buffalo

Bets placed on Hardway and Any Seven on the craps table.

Buy Bet

A conservative manner of lessening the odds by giving the house a 5% commission for more accurate odds on the table.

Cold Table / Dice

Shooters having a rough night on the table, more or less on a losing streak to be precise.

Capped Dice

Special dices that are out of the ordinary standard dices.

C & E Bet. A bet that any roll will fall between the craps numbers 2, 3, 11 or 12.
Come Out Roll. The new shooters very first roll or the first roll after making the point.

Crap

Referred to as the numbers 2, 3 and 12.

Crap Out

An initial roll that returns a 2, 3, or a 12.

Dealer

The person responsible for all the deals made on his part of the table.

Glossary of Terms (continued)

Don't Pass Line

More of contradicting and betting against the shooting player, this is sort of betting against him, expecting his throw to be a bust.

Down Behind

A term to inform a Don't Better that he lost in his bet.

Easy or Soft number

A term for rolling 4 6 8 10 other then paired dice.

Field Bets

These are bets placed on 2, 3, 4, 9, 10, 11 or 12.

Frontline

Another terminology given for the Pass Line or Win Line.

Hardway

A roll that will return a 4, 6, 8 or 10 in paired dice.

Hot Table / Dice. The opposite of a cold table, this is where players are on a roll and returning profits for them and the players that have placed bets coinciding with them.

Horn Bet

A bet placed on combinations of 2,3,11 and 12

Horn Numbers

Bets returning a 2, 3, 11 and 12.

Inside Bet

Bets placed on the 5, 6, 8 and 9 on the table.

Line Bet

Bets placed on the Pass Line or Don't Pass Line.

Marker Puck

A plastic disc used to indicate the point numbers.

Natural

The rolling out of a 7 or an 11 on the come out roll.

Odds Bet / Behind the line

A bet placed on true odds where the house does not have any advantage.

Off

Instances when a bet is not working actively on the next roll.

Glossary of Terms (continued)

On

Instances when a bet is working actively on the next roll.

One Roll Bet

A bet placed on the next roll of the die.

Outside numbers

Numbers under this are 4, 5, 9, and 10.

Parlay

An instance where winnings are left and working.

Payout

The return of the bets for winning rolls.

Playing the Field

A bet placed on 2, 3, 4, 9, 10, 11, or 12 as the next roll result from the die.

Point Numbers. The shooter must roll again the initial roll he made, which may be 4, 5, 6, 8, 9, or 10 as the point number.

Seven Out

A seven rolled out before making the point.

Shooter

The person throwing the dice.

Snake Eyes

This is the term used for rolling out a two or a pair of 1's.

Stickman

The assigned casino employee who handles the dice and the long stick on the craps table.

Vig

Also referred to as the House Edge.

Working Bet

A live bet that is made.

Yo

A slang term for an eleven.