

The Chickasaw Nation Division of Commerce Game Rules for Card Craps

Description:

Casino Craps is one of the most exciting casino games. It is common to hear yelling and shouting at a Craps table. Players make wagers on the outcome of the roll, or a series of rolls, of a pair of dice. We will be using cards in place of dice to establish the roll.

In Craps, we will use cards to establish a Point or one of the 36 combinations possible by rolling two six sided dice - wagers are made as to whether the Point can be repeated before a 7 is rolled. In our game, we will not be using either a shooter, or dice. We will be using two sets of cards, with 36 cards per set, each card representing a possible roll of the dice.

The series of throws (in our case card scans) to establish and repeat the Point is called a round of play. Each round starts with an initial roll called the Come Out. This is the roll where the shooter attempts to establish the Point. The rolls possible are totals ranging from 2 (□□) to 12 (■■■■), but only totals of 4, 5, 6, 8, 9 or 10 can be the Point. Totals of 2 (snake eyes), 3 (cross eyes) and 12 (box cars) are called craps, but a total of 7 or 11 is called a natural.

During Come Out, rolling craps or a natural will immediately end the round, whereas a total of 4, 5, 6, 8, 9 or 10 establish the Point to keep the round open. If the Point is established, we move into the midgame of the round and the rolls continue until the Point is rolled again or a total of 7 is rolled - either of which will end the round.

There are a variety of wagers that can be made on each throw, some are conditional and some are wagers against a specific result. Some wagers can stay on the table for the entire round, some wagers span rounds and some are only viable for a single throw. All the variability makes craps interesting, fascinating and fun to play and deal.

Game Rules:

1. Card Craps shall use 36 cards; the Ace through 9 of each suit (Hearts, Clubs, Diamonds and Spades) with each card representing one of the 36 rolls possible in craps
2. No wagers will be accepted once the Stickperson has announced, "No more bets."
3. The roll shall be determined based on the card scanned by the camera in the card reader. This is the Come Out Roll.
4. All card scans will be conducted by the Boxperson.
 - a. The Boxperson will push the green button to initiate the i-deal shuffler and 3 cards will be dispensed
 - b. The Boxperson will spread the cards from left to right, face down on the layout.
 - c. The middle card will be utilized and scanned to produce the outcome of the roll on the monitors.

5. The Stickperson will call the total of the roll based on the outcome displayed on the dealer monitor.
6. If the Come Out Roll is a 2, 3, 7, 11, or 12, then a decision has been reached for this Round of Play, and the process will begin again. Dealers will take, pay or Bar all wagers after which the Boxperson will remove the discards, reload them into the Ideal shuffler, and begin again.
7. If the Come Out Roll is a point Number (4, 5, 6, 8, 9 or 10), then a Point has been established. The above process will continue until either the Point is rolled again, or a 7 is rolled, giving a decision to the Round of Play.
8. Once the decision has been reached and the Round of Play has ended, the process will begin again.
9. Table Minimums and Maximums will be set and adjusted at the discretion of Casino Management.
10. The Pass Line Bet may be made at any time.
11. If the Pass Line Bet is on the layout for one Roll, the Pass Line Bet cannot be picked up until a decision has been made (either the Point rolls and a winning decision is reached, or a seven rolls and a losing decision is reached).
12. The Pass Line Bet may be increased at any time.
13. If the Pass Line Bet is increased and one Roll is completed, the Pass Line Bet may not be placed down.
14. If a Player has a bet on the Pass Line, he/she is eligible to make an additional bet known as the "odds bet".
15. Players put down the odds themselves, and can pick them up at any time before a decision has been made.
16. Odds on the Pass Line Bet may be offered as follows; On the 4 and 10 odds are up to triple the Pass Line Bet, and the payoff is 2 to 1, On the 5 and 9 odds are up to four times the Pass Line Bet, payoff is 3 to 2, On the 6 and 8 odds are up to five times the Pass Line Bet, the payoff is 6 to 5.
17. The Don't Pass Line bet may only be made before a Point is established.
18. A Player may not add to the Don't Pass Line bet once a Point is established.
19. A Player may pick up all or part of his/her Don't Pass Line bet at any time during the round of play, however, once picked up, it may not be placed down again until the next Come Out Roll.

20. Players may also take odds on Don't Pass Line Bets. The proper terminology for the Don't Pass Line is "laying" odds.
21. On the 4 and 10 odds are 6x the Don't Pass Line Bet, payoff is 3x the Don't Pass Line Bet. If less than full odds are laid, the odds payoff is $\frac{1}{2}$ of the odds bet, On the 5 and 9 odds are 6x the Don't Pass Line Bet, and payoff is 4 x the Don't Pass Line Bet. If less than full odds are laid, the odds payoff will be 2 units paid for every 3 units laid. On the the 6 and 8 odds are 6x the Don't Pass Line Bet; payoff is 5 units paid for every 6 units laid.
22. The Come Bet can only be placed after a Point is established.
23. All bets on the Come are betting on the next roll.
24. Don't Come Bets can be placed only after a Point is established.
25. Don't Come Bets are betting against the next Roll.
26. Place Bets are Off on the Come Out Roll, unless called On by the Player.
27. Place Bets may also be called Off at any time during the round of play by the Player.
28. Buy Bets are Off on the Come Out Roll unless called On by the Player.
29. A commission of 5% is charged to all Buy Bets and is paid when the Player buys the bet.
30. Buy Bets can be taken down by the Player at any time. If the Buy Bet is taken down before a decision has been made, the commission is returned to the Player.
31. Lay Bets always work, however the Player may take the Lay Bet down at any time.
32. Commissions on Lay Bets are collected when the bet is made, and every time a payoff is made on the bet.
33. The section of the layout called the Field contains the numbers 2, 3, 4, 9, 10, 11, and 12. The 2 and 12 pay double; all other Field Bets pay even money. The Field Bet may be made at any time, and is a one roll wager. A one roll wager means there must be a decision (win/loss) on the bet every roll.
34. The Field Bet is a self-service bet. If a Player leaves his/her bet and payoff in the Field after a winning decision, it remains as a Field Bet determined by the next roll.
35. Proposition Bets (prop bets) are located in the center of the table, in what is called the Proposition Box (prop box).
36. The Proposition Bets that are printed in red or orange are good for one roll only.
37. Triple Sevens Bonus Wager will be made available to all players wagering on the Pass or Don't Pass lines and relies on the occurrence of 3 consecutive sevens being rolled, beginning on the Come Out roll. The wager will pay 125 for 1 on the third consecutive seven.

38. All Proposition Bets (except Hardways) are one roll bets, the bet is either going to be a winner or loser on the next roll.
39. Hardway Bets work on the Come Out Roll unless called Off by the Player.
40. No Call Bets will be allowed. Players must have the sufficient amount of Cheques in plain sight in order to make any wager.
41. Side wagering between and against players is strictly prohibited.
42. Participation in the game is gained by purchasing cheques at the Card Craps table.
Cheques can be purchased with cash.
43. Players will place a wager in the wagering areas along with an ante to enter the game.
44. All Players who place a wager for to the Come Out Roll are required to pay a \$1.00 Ante.
45. Any Player who did not wager on the Come Out Roll and makes a wager after the Come Out Roll, will be charged \$1.00 Ante, covering his/her wagers for the duration of that Round of Play.
46. The manner in which Card Craps will be dealt is at the discretion of the Chickasaw Nation.
47. All decks of cards used in play will be from a modified "52" card deck. The faces of the 36 cards utilized will have a barcode present to facilitate the scanning of the cards.
48. Foreign cheques, coins, currency, etc. will not be accepted.
49. All Title 31 and Currency Transaction Reporting (CTRC) requirements will follow the general guidelines and requirements set forth from The Chickasaw Nation Division of Commerce.
50. All game irregularities/disputes will be handled by management.
51. In the case a dispute cannot be resolved by facility management, the player may invoke their right that exists under law to request that the Chickasaw Nation Office of the Gaming Commissioner conduct an investigation into their prize claim. Management will immediately notify the Chickasaw Nation Office of the Gaming Commissioner.