

CRAPS

(RWS) Game Rules Version 5

w.e.f. 5 August 2026, 0800hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Craps (RWS) (Version 5)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

Table of Contents

Page Number

1. Definitions	3
2. Mode of Play	5
3. How to Play	6
4. Settlement	9
5. Irregularities	11
Appendix A	14
Appendix B	15
Appendix C	16
Appendix D	17
Appendix E	18

1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Boxperson** refers to the person who supervises the operation of the game.
- 1.3 **Come Out Roll** refers to the first and any subsequent Rolls of the dice by the Shooter before a Point is established.
- 1.4 **Come Point** refers to a dice total of 4, 5, 6, 8, 9 or 10 Rolled by the Shooter on the next Roll following the placement of a Come Bet or a Don't Come Bet as described in the list of permissible Bets in Appendix E.
- 1.5 **Contract Bet** refers to a Bet that once placed cannot be removed or reduced. After the Point has been established, a Player can increase the Contract Bet.
- 1.6 **Dealer** refers to the person responsible for the dealing of the game.
- 1.7 **House** refers to the Casino Operator.
- 1.8 **Inactive** means that the Bet shall continue to remain on the table layout pending the next Roll and no action shall be taken on the Bet.
- 1.9 **Marker Buttons** are discs labelled to indicate the status of the Bets as follows:
 - 1.9.1 "ON" means that a Bet is in play for a specific throw of the dice; and
 - 1.9.2 "OFF" means that a Bet is not in play for a specific throw of the dice.
- 1.10 **Natural Fall** refers to the way in which the die would come to rest as if there is no obstructing object.
- 1.11 **No Roll** refers to an invalid throw of the dice.
- 1.12 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.

- 1.13 **Player** refers to a person who places a Bet during a Round of play.
- 1.14 **Point** refers to a dice total of 4, 5, 6, 8, 9, or 10 Rolled by the Shooter on the Come Out Roll.
- 1.15 **Puck** refers to a disc marked "ON" on one side and "OFF" on the other side and is used to denote the Point for a particular Round of play.
- 1.16 **Roll** refers to the throw of the dice by the Shooter.
- 1.17 **Round of play** refers to the period of play commencing with the announcements for placement of Bets and concluding when the settlement for all Players are made.
- 1.18 **Seven Out** refers to a dice total of 7 which is Rolled by the Shooter before the Point that has been established is Rolled again.
- 1.19 **Shooter** refers to the person who Rolls the dice.
- 1.20 **Stickperson** refers to a person at the table who controls the issuance and collection of the dice as well as the announcement of the dice total.
- 1.21 **Vigorish** refers to the commission collected by the House from a "Buy" or "Lay" Bet. The Vigorish is collected at the time "Buy" or "Lay" Bet is placed.
- 1.22 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Craps may be played only on tables displaying the layout as shown in Appendices A and B.

2.1.2 Appendix C shows the magnified version of the betting areas on the tables.

2.2 The Dice

2.2.1 The game shall be played with a set of two dice with six faces.

3. How to Play

- 3.1 The objective of the game is to Bet on the numbers or combinations of numbers which match the winning combination.
- 3.2 The winning combination is determined by the value on the top of the two dice.
- 3.3 Player may start placing a Bet when the Dealer announces that placement of Bets is open.
- 3.4 The permissible minimum and maximum limits shall be displayed at the table.
- 3.5 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.6 Where applicable, no Player playing in any betting box and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that betting box to be taken up by any other Player.
- 3.7 A Player may Bet on one or more of the permissible Bets described in Appendix E. The Bet(s) are placed on the appropriate betting area(s) of the layout as set out in Appendix C and described in Appendix D. The Bet(s) wins if the dice result matches the designated betting areas on the layout chosen by the Player.
- 3.8 Closing of Bets shall take effect when the two dice come to rest upon a valid roll by the Shooter.
- 3.9 Starting immediately to the left of the Boxperson, the Stickperson shall offer the set of dice to the Player.
- 3.10 If the Player rejects the offer of the dice, the Stickperson shall offer the dice to each of the other Players in turn, in a clockwise rotation around the table until one of the Players accepts the dice.
- 3.11 To be eligible to Roll the dice, a Player must have a Bet on the "Pass Line" or the "Don't Pass Bar" as per the layout shown in Appendices A or B.
 - 3.11.1 The Boxperson may at his discretion, allow a Player to nominate a person to be the Shooter to roll the dice when it is that Player's designated turn.

- 3.12 In accepting the dice, the Player or nominated person shall become the Shooter. The Shooter shall select and retain two of the offered dice and the remaining dice shall be returned to the dice bowl.
- 3.13 The Shooter shall Roll the two dice and when the dice come to rest from a valid Roll, the Stickperson shall immediately call out the dice total.
- 3.13.1 If the Roll was the Shooter's Come Out Roll and a Point was established, the Point shall be marked with the Puck.
- 3.13.2 If a Point was already established prior to this Roll and the dice total is equal to the Point or equal to 7 (i.e. a "Seven Out"), the Puck shall be turned to "OFF".
- 3.14 In any circumstance when there is no Player available to accept the dice, the Stickperson shall throw the dice until an outcome has been established for all remaining Bets or a "Seven Out" is thrown.
- 3.15 Subject to paragraph 5.6, a Player may declare their Bet verbally, but it will only be considered a valid Bet if the Player either places sufficient chips on the layout or has enough chips in their rack to cover any shortfall from the verbal declaration. The Bet must also be verbally confirmed by the Boxperson, Stickperson, or Dealer before the Bets are closed. All verbal Bets confirmed by the Boxperson, Stickperson, or Dealer with the Player before the Bets are closed are binding.
- 3.16 If the throw of the dice is a No Roll, the Stickperson or Boxperson shall call No Roll and the Shooter shall Roll the dice again.
- 3.17 The Stickperson or Boxperson may call No Roll at their discretion when:
- 3.17.1 the dice do not leave the Shooter's Hand simultaneously; or
- 3.17.2 one or both of the dice are slanted and it is impossible to determine the Natural Fall of any of the dice; or
- 3.17.3 any person changes the natural movement of one or both of the dice on purpose with any person's body part or foreign object; or
- 3.17.4 the Boxperson or Stickperson feels that no effort has been made to Roll the dice.

3.18 The Stickperson or Boyperson shall call No Roll when:

- 3.18.1 one or both of the dice fail to strike the other side of the table furthest from the position of the Shooter; or
- 3.18.2 the Shooter has not placed any Bet on the "Pass Line" or the "Don't Pass Bar"; or
- 3.18.3 one or both of the dice go off the table; or
- 3.18.4 one die comes to rest on top of the other; or
- 3.18.5 one or both of the dice come to rest on top of the chips constituting the float; or
- 3.18.6 one or both of the dice come to rest in the dice bowl; or
- 3.18.7 one or both of the dice come to rest on one of the rails surrounding the table; or
- 3.18.8 a person not authorised as the designated Shooter Rolls the dice.

3.19 Following a valid Roll by the Shooter, all Bets decided by that valid Roll shall be settled in accordance with paragraph 4.1 and the Stickperson shall pass the dice to the Shooter for the next Roll.

3.20 The Shooter shall continue to Roll the dice until the result of a Roll is a "Seven Out" or until the Shooter voluntarily relinquishes the dice.

4. Settlement

4.1 Odds of Each Winning Bet:

Bet	Payout
Pass Line	1 to 1
Pass Line Odds	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Pass Line	1 to 1
Don't Pass Odds	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Come	1 to 1
Come Odds	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Come	1 to 1
Don't Come Odds	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Place	
Point of 6 or 8	7 to 6
Point of 5 or 9	7 to 5
Point of 4 or 10	9 to 5
Buy	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Lay	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2

Hardways	
4 (2 and 2)	7 to 1
6 (3 and 3)	9 to 1
8 (4 and 4)	9 to 1
10 (5 and 5)	7 to 1
Field	
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1
Any Craps (2, 3 or 12)	7 to 1
2 Crap	30 to 1
3 Crap	15 to 1
12 Crap	30 to 1
11	15 to 1
Any 7	4 to 1
C & E if 2, 3 or 12	3 to 1
C & E if 11	7 to 1

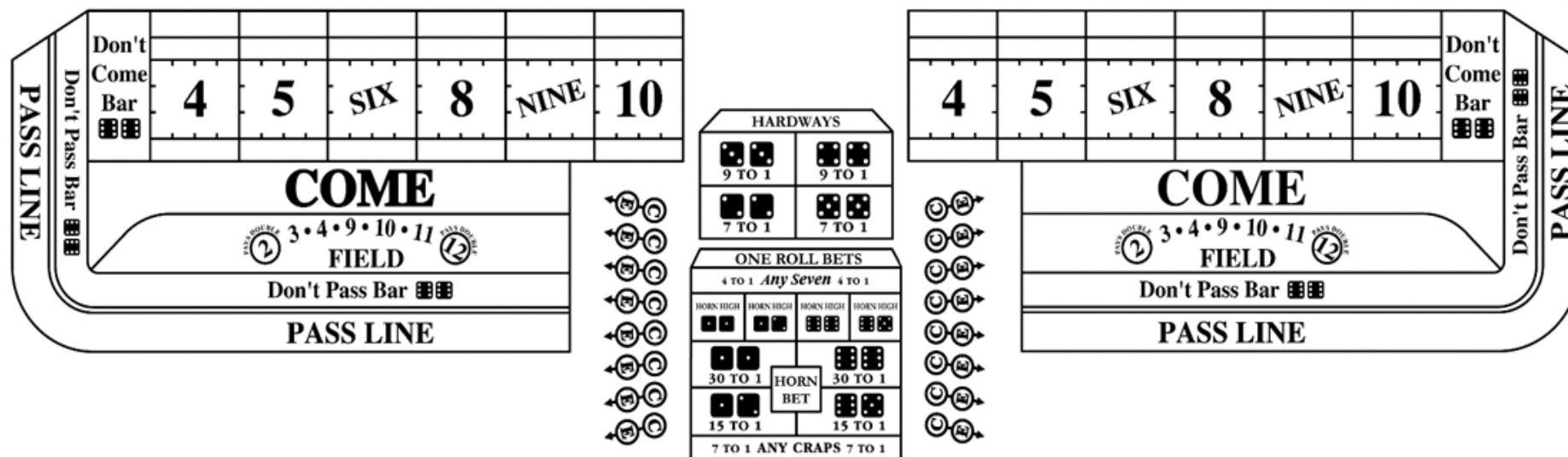
5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet and there are still decisions to be made by the Player in relation to game play, he shall be considered to have folded his Bet.
- 5.4 In the event a Player walks away after he has placed a Bet and there are no further decisions to be made by the Player in relation to game play, the House shall settle the Bet.
- 5.5 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.5.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

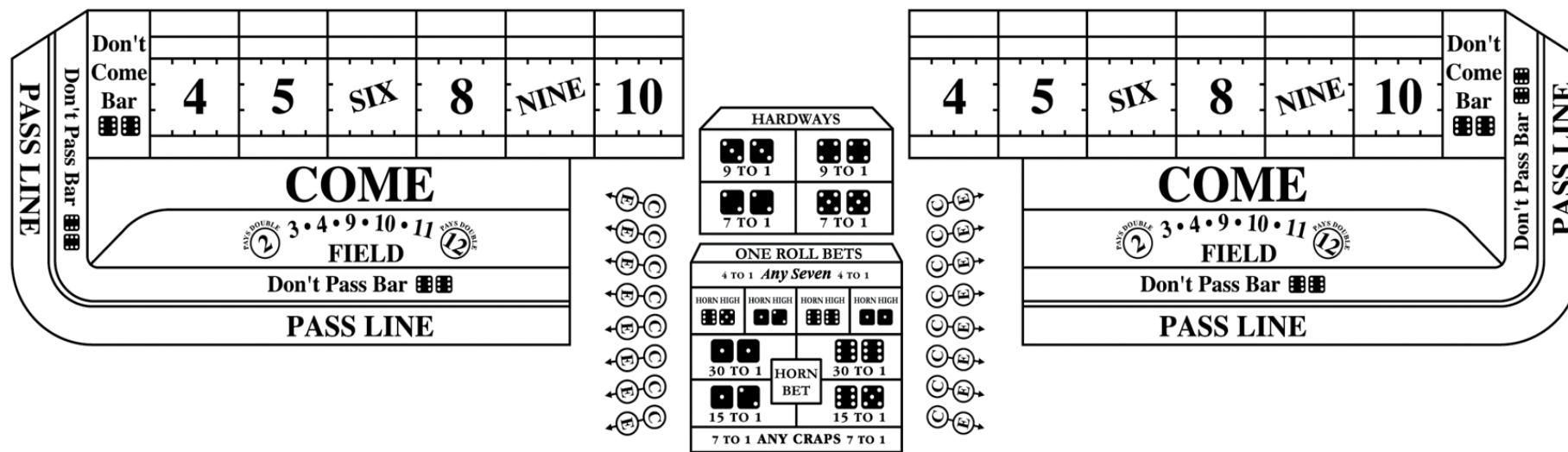
- 5.5.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.6 In the event the audio recorder is not functioning or malfunctions and this is noticed by a Pit Employee, no verbal declaration of Bets shall be allowed. After Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.7 Regardless of whether the Bet has been confirmed by the Boxperson, Stickperson or Dealer, the Bet will be considered invalid if the Player does not have sufficient chip on layout or in his rack to match his verbal declaration.
- 5.8 After the two dice come to rest upon a valid Roll, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.9 In the event that the Shooter delays the Round of play without any reasonable reason, repeatedly makes invalid Rolls or contravenes the Game Rules, the Boxperson may instruct the Shooter to return the dice.
- 5.10 In the event that one or more dice falls slanted, the Stickperson or above shall have the reasonable discretion to determine which face is uppermost based on the natural fall of the dice or call No Roll.
- 5.11 Once the next Round of play has commenced, the outcome and settlement of all previous Round(s) of play shall stand.
- 5.12 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.13 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.14 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.15 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.

- 5.16 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the Table Games Shift Manager or above shall, at his reasonable discretion decide how to resolve such matters.

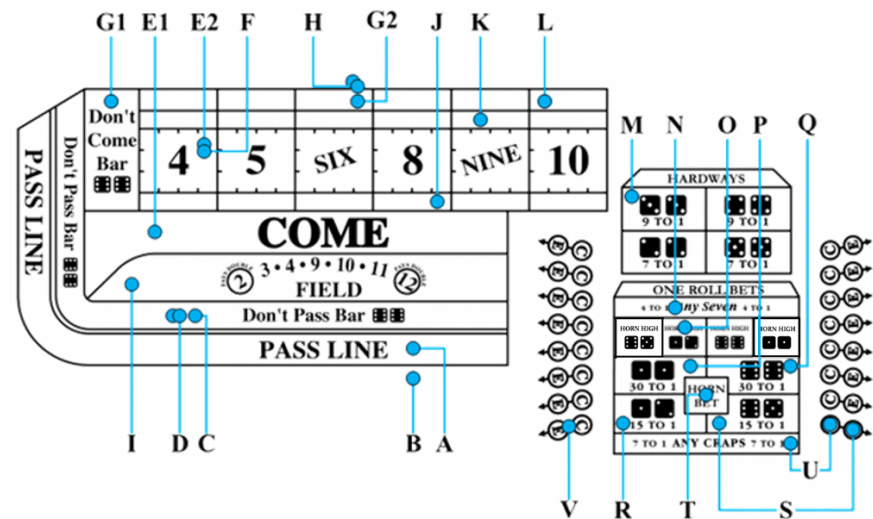
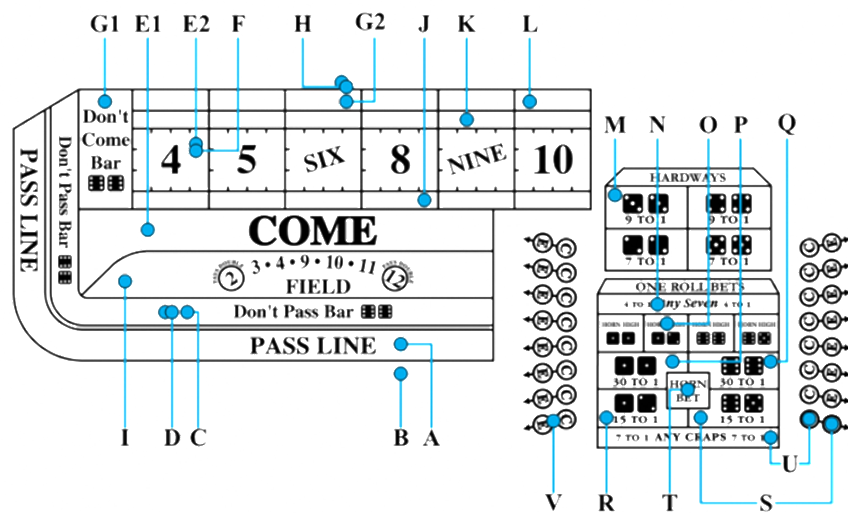
Appendix A



Appendix B



Appendix C



Appendix D

Type	Descriptions
A	Pass Line - Within the area marked "PASS LINE".
B	Pass Line Odds - Directly behind the Pass Line Bet after the Point has been established.
C	Don't Pass - Within the area marked "Don't Pass Bar 12".
D	Don't Pass Odds - Directly next to the Don't Pass Bet after the Point has been established.
E1/E2	Come - Within the area marked "COME". When the Come Point is established, the Bet will move into E2 based on the Come Point that is established.
F	Come Odds - On top of the Come Bet.
G1/G2	Don't Come - Within the area marked "Don't Come Bar 12". When the Come Point is established, the Bet will move into G2 based on the Come Point that is established.
H	Don't Come Odds - Directly next to the Don't Come Bet.
I	Field - Within the area marked "FIELD" including the numbers "2", "3", "4", "9", "10", "11", "12".
J	Place - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12".
K	Buy - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12" and is distinguished by a "BUY" marker.
L	Lay - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12" and is distinguished by a "LAY" marker.
M	Hardways - Below the area marked "HARDWAYS" where the dice total is 4, 6, 8, 10.
N	Any Seven - Within the area marked "Any Seven".
O	Horn High - Within the area marked "HORN HIGH" where the dice total is 2, 3, 11, 12.
P	2 Crap - Beside the area marked "HORN BET" where the dice total is 2.
Q	12 Crap - Beside the area marked "HORN BET" where the dice total is 12.
R	3 Crap - Beside the area marked "HORN BET" where the dice total is 3.
S	Eleven - On the symbol marked "E" or beside the area marked "HORN BET" where the dice total is 11.
T	Horn Bet - Within the area marked "HORN BET".
U	Any Craps - On the symbol marked "C" or within the area marked "Any Craps".
V	Craps & Eleven (C & E) - Between the symbols marked "C" and "E".

Appendix E

The following are permissible Bets at Craps:

1. **“Pass Line”** is a Contract Bet placed prior to the Come Out Roll, and:
 - (a) wins,
 - (i) if on the Come Out Roll, a dice total of 7 or 11 is Rolled; or
 - (ii) where a Point has been established, a dice total equal to the Point is Rolled before a dice total of 7 is Rolled.
 - (b) loses,
 - (i) if on the Come Out Roll, a dice total of 2, 3 or 12 is Rolled; or
 - (ii) where a Point has been established, a dice total of 7 is Rolled before the dice total equal to the Point is Rolled.
 - (c) is Inactive, if after a Point has been established, any dice total other than the Point or a dice total of 7 is Rolled.
2. **“Pass Line Odds”** is an additional Bet that may be placed once a Point has been established provided the Player has a Pass Line Bet. The amount of Bet that a Player may place depends on the Point.

If the Point is:

4 or 10	Player may place up to a maximum of 3 times the Pass Line Bet.
5 or 9	Player may place up to a maximum of 4 times the Pass Line Bet.
6 or 8	Player may place up to a maximum of 5 times the Pass Line Bet.

The Pass Line Odds:

- (a) wins, if a dice total equal to the Point is Rolled before a dice total of 7 is Rolled; or
 - (b) loses, if a dice total of 7 is Rolled before a dice total equal to the Point is Rolled;
or
 - (c) is Inactive, if any number other than the Point or a dice total of 7 is Rolled.
3. **“Don’t Pass”** is a Bet placed prior to the Come Out Roll, and:
- (a) wins,
 - (i) if on the Come Out Roll, a dice total of 2 or 3 is Rolled; or
 - (ii) where a Point has been established, a dice total of 7 is Rolled before a dice total equal to the Point is Rolled.
 - (b) loses,
 - (i) if on the Come Out Roll, a dice total of 7 or 11 is Rolled; or
 - (ii) where a Point has been established, a dice total equal to the Point is Rolled before a dice total of 7 is Rolled.
 - (c) is Inactive,
 - (i) if a dice total of 12 is Rolled on a Come Out Roll; or
 - (ii) where a Point has been established, any dice total other than the Point or a dice total of 7 is Rolled.
4. **“Don’t Pass Odds”** is an additional Bet that may be placed once a Point has been established provided the Player has a Don’t Pass Bet. The amount of Bet a Player may place depends on the Point.

If the Point is:

- | | |
|---------|---|
| 4 or 10 | The maximum amount of Bet a Player may place is such that the winnings do not exceed 3 times the amount of the original Don’t Pass Bet. |
| 5 or 9 | The maximum amount of Bet a Player may place is such that the winnings do not exceed 4 times the amount of the original Don’t Pass Bet. |

6 or 8 The maximum amount of Bet a Player may place is such that the winnings do not exceed 5 times the amount of the original Don't Pass Bet.

The Don't Pass Odds:

- (a) wins, if a dice total of 7 is Rolled before a dice total equal to the Point is Rolled; or
- (b) loses, if a dice total equal to the Point is Rolled before a dice total of 7 is Rolled;
or
- (c) is Inactive, if any dice total other than the Point or 7 is Rolled.

5. **"Come"** is a Contract Bet placed at any time after the Point has been established, and:

- (a) wins,
 - (i) if a dice total of 7 or 11 is Rolled immediately after the Bet has been placed;
or
 - (ii) where a Come Point has been established, a dice total equal to the Come Point is Rolled before a dice total of 7 is Rolled.
- (b) loses,
 - (i) if a dice total of 2, 3 or 12 is Rolled immediately after the Bet has been placed; or
 - (ii) where a Come Point has been established, a dice total of 7 is Rolled before a dice total equal to the Come Point is Rolled.
- (c) is Inactive, if any dice total other than the Come Point or 7 is Rolled.

6. **"Don't Come"** is a Bet placed at any time after the Point has been established, and:

- (a) wins,
 - (i) if a dice total of 2 or 3 is Rolled immediately after the Bet has been placed;
or
 - (ii) where a Come Point has been established, a dice total of 7 is Rolled before a dice total equal to the Come Point is Rolled.

- (b) loses,
 - (i) if a dice total of 7 or 11 is Rolled immediately after the Bet has been placed; or
 - (ii) where a Come Point has been established, a dice total equal to the Come Point is Rolled before a dice total of 7 is Rolled.
- (c) is Inactive,
 - (i) if a dice total of 12 is Rolled immediately after the Bet has been placed; or
 - (ii) where a Come Point has been established, any dice total other than the Come Point or 7 is Rolled.

7. **“Come Odds”** is an additional Bet that may be placed after the Come Point has been established provided the Player has a Come Bet. The maximum amount of Bet a Player may place depends on the number on which the Come Bet is placed.

If the number on which the Come Bet is placed is:

4 or 10 Player may place up to a maximum of 3 times the Come Bet.

5 or 9 Player may place up to a maximum of 4 times the Come Bet.

6 or 8 Player may place up to a maximum of 5 times the Come Bet.

The Come Odds:

- (a) wins, if a dice total equal to the Come Point is Rolled before a dice total of 7 is Rolled; or
- (b) loses, if a dice total of 7 is Rolled before a dice total equal to the Come Point is Rolled; or
- (c) is Inactive, if any number other than the Come Point or a dice total of 7 is Rolled.

8. **“Don’t Come Odds”** is an additional Bet that may be placed after the Come Point has been established provided the Player has a Don’t Come Bet. The maximum amount of Bet a Player may place on a “Don’t Come Odds” depends on the number on which the Don’t Come Bet has been placed.

If the Don’t Come Bet is on the number:

- | | |
|---------|---|
| 4 or 10 | The maximum amount of Bet a Player may place is such that the winnings do not exceed 3 times the amount of the original Don’t Come Bet. |
| 5 or 9 | The maximum amount of Bet a Player may place is such that the winnings do not exceed 4 times the amount of the original Don’t Come Bet. |
| 6 or 8 | The maximum amount of Bet a Player may place is such that the winnings do not exceed 5 times the amount of the original Don’t Come Bet. |

The Don’t Come Odds:

- (a) wins, if a dice total of 7 is Rolled before a dice total equal to the Come Point is Rolled; or
 - (b) loses, if a dice total equal to the Come Point is Rolled before a dice total of 7 is Rolled; or
 - (c) is Inactive, if any number other than the Come Point or 7 is Rolled.
9. **“Place”** is a Bet placed on one of the numbers 4, 5, 6, 8, 9, 10 and:
- (a) wins, if that particular number is Rolled before a dice total of 7 is Rolled; or
 - (b) loses, if a dice total of 7 is Rolled before a dice total equal to that particular number is Rolled; or
 - (c) is Inactive, if any number other than the particular number or 7 is Rolled.

10. **“Buy”** is a Bet placed on one of the numbers 4, 5, 6, 8, 9, 10, distinguished by a Buy marker on that number and:

- (a) wins, if that particular number is Rolled before a dice total of 7 is Rolled; or
- (b) loses, if a dice total of 7 is Rolled before a dice total equal to that particular number is Rolled; or
- (c) is Inactive, if any number other than the particular number or 7 is Rolled.

5% Vigorish shall be taken on a “Buy” Bet.

11. **“Lay”** is a Bet placed on one of the numbers 4, 5, 6, 8, 9, 10, distinguished by a Lay marker on that number and:

- (a) wins, if a dice total of 7 is Rolled before a dice total equal to that particular number is Rolled; or
- (b) loses, if that particular number is Rolled before a dice total of 7; or
- (c) is Inactive, if any number other than the particular number or 7 is Rolled.

5% Vigorish shall be taken on the amount that the Player can win for a “Lay” Bet.

12. **“Hardways”** is a Bet placed at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) and:

- (a) wins, if the selected dice total is Rolled the hardway (with the two dice showing the same value i.e. 2 and 2, 3 and 3, 4 and 4 and 5 and 5) before the selected dice total is Rolled in any other way, or before the dice total of 7 is Rolled; or
- (b) loses, if the selected dice total is Rolled in any other way other than the hardway or when the dice total of 7 is Rolled; or
- (c) is Inactive, if any number other than 7 or the selected dice total is Rolled.

For **“Place”**, **“Buy”**, **“Lay”** and **“Hardways”** Bet(s), if the Puck is **“ON”**, these Bet(s) are in play unless called **“OFF”** by the Player, in which case an **“OFF”** marker button shall be placed on top of the Player’s Bet(s). When the Puck is **“OFF”**, such Bet(s) are not in play unless called **“ON”** by the Player, in which case an **“ON”** marker button shall be placed on top of the Player’s Bet(s).

13. **“Field”** is a Bet that:

- (a) wins, if a dice total of 2, 3, 4, 9, 10, 11 or 12 is Rolled immediately following the placement of the Bet; or
- (b) loses, if a dice total of 5, 6, 7, 8 is Rolled immediately following the placement of the Bet.

14. **“Horn Bet”** is a Bet that may be placed in equal amount on the dice total of 2, 3, 11 and 12 that:

- (a) wins, if a dice total of 2, 3, 11 or 12 is Rolled immediately following the placement of the Bet; or
- (b) Loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is Rolled immediately following the placement of the Bet.

The Bets are paid as if the numbers are Bet individually as per paragraph 4.1.

15. **“Horn High”** is a Bet that consists of the same numbers as the Horn Bet. The Bet is placed in units of five, with four units Bet as a Horn Bet and an additional unit Bet on the dice total of 2, 3, 11 or 12 as selected by the Player, and:

- (a) wins, if a dice total of 2, 3, 11 or 12 is Rolled immediately following the placement of the Bet; or
- (b) loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is Rolled immediately following the placement of the Bet.

The Bets are paid as if the numbers are Bet individually as per paragraph 4.1.

16. **“Any Craps”** is a Bet that:
- (a) wins, if a dice total of 2, 3 or 12 is Rolled immediately following the placement of the Bet; or
 - (b) loses, if a dice total of 4, 5, 6, 7, 8, 9, 10 or 11 is Rolled immediately following the placement of the Bet.
17. **“Two Crap”** is a Bet that:
- (a) wins, if a dice total of 2 is Rolled immediately following the placement of the Bet; or
 - (b) loses, if a dice total of 3, 4, 5, 6, 7, 8, 9, 10, 11 or 12 is Rolled immediately following the placement of the Bet.
18. **“Three Crap”** is a Bet that:
- (a) wins, if a dice total of 3 is Rolled immediately following the placement of the Bet; or
 - (b) loses, if a dice total of 2, 4, 5, 6, 7, 8, 9, 10, 11 or 12 is Rolled immediately following the placement of the Bet.
19. **“Twelve Crap”** is a Bet that:
- (a) wins, if a dice total of 12 is Rolled immediately following the placement of the Bet; or
 - (b) loses, if a dice total of 2, 3, 4, 5, 6, 7, 8, 9, 10 or 11 is Rolled immediately following the placement of the Bet.
20. **“Eleven”** is a Bet that:
- (a) wins, if a dice total of 11 is Rolled immediately following the placement of the Bet; or
 - (b) loses, if a dice total of 2, 3, 4, 5, 6, 7, 8, 9, 10 or 12 is Rolled immediately following the placement of the Bet.

21. **“Any Seven”** is a Bet that:

- (a) wins, if a dice total of 7 is Rolled immediately following the placement of the Bet;
or
- (b) loses, if a dice total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is Rolled immediately following the placement of the Bet.

22. **“Craps & Eleven”(C&E)** is a Bet that:

- (a) wins, if a dice total of 2, 3, 11 or 12 is Rolled immediately following the placement of the Bet; or
- (b) loses, if a dice total of 4, 5, 6, 7, 8, 9 or 10 is Rolled immediately following the placement of the Bet.

“Field”, “Horn Bet”, “Horn High”, “Any Craps”, “Two Crap”, “Three Crap”, “Twelve Crap”, “Eleven”, “Any Seven”, “Craps and Eleven” are all one Roll Bets. Such Bets can be placed at any time and do not depend on the Point. The one Roll Bets are settled immediately following a valid dice Roll.