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1.0 Rules of Play – Miscellaneous Games – Craps

1.0 Rules of Play – Miscellaneous Games – Craps

1 GENERAL

- 1.1 Craps is a dice game played with a set of five standard casino dice.
- 1.2 Players must place a wager on the Pass or Don't Pass Line in order to roll the dice.
- 1.3 Players have the option of selecting two out of the five dice to roll for their turn.
- 1.4 Players retain the dice until a point is established and the shooter sevens out, at which point the dice will be passed to the next Player.
- 1.5 If a Player does not wish to shoot the dice, they will be offered to the next Player;
 - 1.5.1 If there are no Players that wish to shoot the dice, the game will be terminated.
- 1.6 The dice must remain in view of the Stickman and Boxman at all times;
 - 1.6.1 If the dice are removed from view, they must be returned to the Boxman immediately for inspection.

2 OBJECT OF THE GAME

2.1 Pass Line

- 2.1.1 Players are betting with the dice; the opening roll of the Shooter is called the 'Come Out' roll.
- 2.1.2 Players must place a wager on the Pass line for the Come Out roll.
- 2.1.3 The Player attempts to roll a total of 7 or 11 with the two dice to get paid even money on their wager, on the Come Out roll.
- 2.1.4 If a Player rolls a total of 2, 3 or 12 with the two dice, on the Come Out roll the wager is lost and they are required to make an additional wager to continue to shoot the dice.
 - 2.1.4.a If the Player does not wish to make another wager, the dice will be passed to the next Player.
- 2.1.5 If a Player rolls a total of 4, 5, 6, 8, 9, or 10 with the two dice, this becomes the point.
 - 2.1.5.a The Player continues to roll the dice until they roll a total of 7 or they achieve the point.
- 2.1.6 If the Player achieves their point their original wager is paid and the game returns to the Come Out roll and the dice are retained by the Player.
- 2.1.7 If the Player rolls a total 7 before achieving their point, their wager is lost and the dice are passed to the next Player.

2.2 Don't Pass Line

- 2.2.1 Players are betting against the dice.
- 2.2.2 Players must place a wager on the Don't Pass Line for their Come Out roll.
- 2.2.3 The Player attempts to roll a total of 2 or 3 with the two dice to get paid even money on their wager.
 - 2.2.3.a If a Player rolls a total of 12 with the two dice, their wager is considered a push,

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- 2.2.4 If a Player rolls a total of 7 or 11 with the two dice, the wager is lost and they need to make an additional wager to continue to shoot the dice.
 - 2.2.4.a If the Player does not wish to make another wager, the dice will be passed to the next Player.
- 2.2.5 If a Player rolls a total of 4, 5, 6, 8, 9, or 10 with the two dice, this becomes the point.
 - 2.2.5.a The Player continues to roll the dice until they roll a total of 7 or they achieve the point.
- 2.2.6 If the Player rolls a total of 7 before achieving their point, their wager is paid, dice are passed to the next Player and the game returns to the Come Out roll.
- 2.2.7 If the Player achieves the point, their original wager is lost and the dice are retained by the Shooter and the game returns to the Come Out roll.

3 PLAYER OPTIONS

- 3.1 A Player must place a wager on the Pass or Don't Pass line in order to shoot the dice.
- 3.2 The Player is presented with 5 dice, which they must select two dice to use during their roll.
 - 3.2.1 If during a roll a Player asks to change the dice, the Stickman shall:
 - 3.2.1.a Ask the Player if he wishes to choose from the remaining three dice, or all five dice;
 - 3.2.1.b Present to the Player the dice requested;
 - 3.2.1.c The Player must select two dice to use for the remainder of the roll.
 - 3.2.2 If during a roll a Player decides to stop rolling the dice, the Stickman will present the next Player with all five dice and allow the Player to select two dice to use to continue the roll.
- 3.3 The Player must pick up the dice and shoot them with the same hand.
 - 3.3.1 If the Player switches the dice from one hand to the other, the dice must be retrieved by the Stickman and inspected by the Boxman.
- 3.4 The Player must shoot the dice so that the dice are intended to bounce off the opposite end of the table.
 - 3.4.1 If the dice do not reach the end of the table, but the obvious intention was made, the roll shall be valid.
 - 3.4.2 If the Player, on a subsequent roll fails to roll the dice correctly, the Boxman will determine the validity of the roll.
- 3.5 If the Player accidentally shoots the dice off of the table, the Player is allowed to announce same dice.
 - 3.5.1 Once the dice have been retrieved and validated, the Player will be issued the same dice that he selected at the start of the roll.
 - 3.5.1.a If a Player other than the Shooter requests same dice, it will not count and the dice bowl will be emptied and the remaining dice will be presented to the Shooter to re-select the dice for the remainder of the roll.

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3.5.2 If the Player does not announce same Dice the Dice bowl will be emptied and the remaining Dice will be presented to the shooter to re-select the Dice for the remainder of the roll.

3.6 If a Player is inappropriately shooting the Dice, the Boxman at their discretion will empty the dice bowl and the Dice will be passed to the next Player.

4 BETTING OPTIONS

4.1 No more than sixteen players, eight players on each end shall participate in the same game.

4.2 Players may self-place wagers on the following bets for the Come Out roll.

4.2.1 Pass and Don't Pass Line

4.2.2 Big Six and Eight

4.2.3 The Field

4.3 Players may self-place wagers on the following bets once a Point has been established.

4.3.1 Pass Line;

4.3.2 Come and Don't Come;

4.3.3 Big Six and Eight;

4.3.4 The Field.

4.4 A Come and Don't Come wager may only be placed after a Point has been established.

4.4.1 A Come and Don't Come wager will be handled in the same manner as a Pass or Don't Pass wager on the Come Out roll.

4.4.2 A Pass line and Come wager is a contract bet and cannot be removed, once a point has been established.

4.4.2.a A Player may add to an existing Pass Line and Come wager, after the Point has been established.

4.4.3 A Player may remove a Don't Pass wager after the Point has been established.

4.4.3.a A Player may request the Dealer to remove a Don't Come wager at any time.

4.4.3.b A Player may not add to an existing Don't Pass and Don't Come wager at any time.

4.4.4 Any other wager must be placed by the Dealer or Stickman.

4.5 A Player may announce a Call Bet to the Dealer or Stickman if there is not enough time to place the wager during the roll.

4.5.1 If a Player announces a Call Bet the Dealer or Stickman shall:

4.5.1.a Ensure that the Player has adequate funds in their chip rack to facilitate the wager;

4.5.1.b Book the bet by repeating the call bet so that the Boxman and Floorman are aware of the wager;

4.5.1.c After the roll, place the wager and pay or lock up the wager based on the outcome of the roll.

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4.5.2 If the Players Call Bet is not clear, the Dealer or Stickman shall announce 'No Bet This Roll' and the wager shall not be accepted.

4.6 A Player may announce that a wager may be On or Off for the Come Out roll.

4.6.1 If a Player announces a wager to be On or Off, the Dealer or Stickman shall:

4.6.1.a Book the bet by repeating the request so that the Boxman and Floorman are aware of the request;

4.6.1.b Place an On or Off Lammer on the requested Players wager

4.6.2 If the Players request is not clear, the Dealer or Stickman shall announce 'Bet Plays as is' and the request shall not be accepted.

4.6.3 Wagers that are eligible to be On or Off on the Come Out roll are defined under the section PAYOUT SCHEDULE.

4.7 Once a Point has been established a Player may announce that a wager may be Off for the roll or Taken Down.

4.7.1 If a Player announces a wager to be Off the Dealer or Stickman shall:

4.7.1.a Book the bet by repeating the request so that the Boxman and Floorman are aware of the request;

4.7.1.b Place an Off Lammer on the requested Players wager

4.7.2 If the Players request is not clear, the Dealer or Stickman shall announce 'Bet Plays as is' and the request shall not be accepted.

4.7.3 Wagers that are eligible to be Off once a Point has been established are defined under the section PAYOUT SCHEDULE.

4.7.4 If a Player announces a wager to be Taken Down the Dealer or Stickman shall:

4.7.4.a Acknowledge the request so that the Boxman and Floorman are aware of the request;

4.7.4.b Return the wager to the Player.

4.7.5 If the Players request is not clear, the Dealer or Stickman shall announce 'Bet Plays as is' and the request will not be accepted.

4.7.6 Wagers that are eligible to be Taken Down are defined under the section PAYOUT SCHEDULE.

5 DEALER BETS

5.1 A Player may place a separate bet which is a tip being played for the Dealer.

5.2 The Player must be involved in the play of the game in order to place a Dealer bet.

5.3 Dealer bets shall:

5.3.1 Be clearly positioned to show separation from the Player's bet;

5.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.

5.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.

5.4.2 A Dealer bet cannot be retained after a decision has been made on the wager.

6 PAYOUT SCHEDULE

6.1 Pass Line and Come Odds Wager.

6.1.1 If a Player has a wager on the Pass Line, they have the option of placing an Odds wager directly behind the Pass Line wager, once a 'Point' has been established.

6.1.2 If a Player has a wager on the Come, they have the option of placing an Odds wager on the Come wager, once a Point has been established for the Come wager.

6.1.2.a The Player's Odds wager may be up to a maximum of 3 times the amount of the Pass Line and Come wager if the point is 4 or 10;

6.1.2.b The Player's Odds wager may be up to a maximum of 4 times the amount of the Pass Line and Come wager if the point is 5 or 9.

6.1.2.c The Player's Odds wager may be up to a maximum of 5 times the amount of the Pass Line and Come wager if the point is either 6 or 8.

6.1.3 If the Players Pass line or Come wager is won, the Odds wager will be paid based on the following payable:

6.1.4

PASS LINE AND COME ODDS WAGER	
POINT	PAYOUT
6 or 8	6 to 5
5 or 9	3 to 2
4 or 10	2 to 1

6.1.5 Players may remove their Odds wager at any time.

6.1.6 Players may request their Come bet Odds to be working on the Come out roll.

6.2 Don't Pass Line and Don't Come Lay Wager

6.2.1 If a Player has a wager on the Don't Pass Line, they have the option of placing a Lay wager beside the Don't Pass Line wager.

6.2.1.a The Players Lay wager may be up to a maximum of 6 times the amount of the Don't Pass Line and Don't Come wager if the point is 4, 5, 6, 8, 9 or 10.

6.2.2 If the Players Don't Pass line wager is won, the Lay wager will be paid based on the following payable:

DON'T PASS LINE AND DON'T COME LAY WAGER	
POINT	PAYOUT
6 or 8	Lay 6 to win 5
5 or 9	Lay 3 to Win 2
4 or 10	Lay 2 to Win 1

6.2.3 Players may remove their Lay wager at any time.

6.3 Place Bets

6.3.1 Place bets can be made at any time

6.3.2 A Player may place a bet on the 4, 5, 6, 8, 9 or 10 individually or all at once.

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6.3.2.a All place bets are placed by the Dealer in a position relative to the Player's position on the table.

6.3.3 A Place bet wins if the number the bet is on is rolled before a 7.

6.3.3.a Place bets lose when a 7 is rolled.

6.3.4 If the Players Place bet is won the wager will be paid based on the following paytable:

6.3.5

PLACE BET WAGER	
NUMBER	PAYOUT
6 or 8	7 to 6
5 or 9	7 to 5
4 or 10	9 to 5

6.3.6 Place bets placed for the 6 and 8 must be in multiples of 6, and any incorrect unit will be paid even money.

6.3.7 Place bets for the 4, 5, 9 and 10 must be in multiples of 5.

6.3.8 A Place bet may be increased or decreased at any time.

6.3.9 A Place bet is automatically Off for the Come Out roll.

6.3.9.a A Player may request their Place bet to be On for the Come Out roll.

6.3.10 A Player may request their Place bet to be Off or taken down at any time.

6.4 Buy Bets

6.4.1 Buy bets can be made at any time

6.4.2 A Player may Buy a bet on the 4, 5, 6, 8, 9 or 10.

6.4.2.a All Buy bets are placed by the Dealer in a position relative to the Players position on the table.

6.4.2.b The Dealer will place a 'Buy' Lammer on all buy wagers.

6.4.3 A Buy bet wins if the number the bet is on is rolled before a 7.

6.4.3.a Buy bets lose when a 7 is rolled.

6.4.4 If the Players Buy bet is won the wager will be paid based on the following paytable:

BUY BET WAGER	
NUMBER	PAYOUT
6 or 8	6 to 5
5 or 9	3 to 2
4 or 10	2 to 1

6.4.5 All buy bets will be charged a 5% vigorish (commission) on the wager, at the time the wager is placed and every time the wager is paid.

6.4.6 A Buy bet may be increased or decreased at any time.

6.4.7 A Buy bet is automatically Off for the Come Out roll.

6.4.7.a A Player may request their Buy bet to be On for the Come Out roll.

6.4.8 A Player may request their Buy bet to Off or taken down at any time.

6.4.8.a The Dealer will return the 5% vigorish to the Player with the original wager when a wager is taken down.

6.5 Lay Bets

6.5.1 Lay bets can be made at any time

6.5.2 A Player may Lay a bet on the 4, 5, 6, 8, 9 or 10.

6.5.2.a All Lay bets are placed by the Dealer in a position relative to the Player's position on the table.

6.5.2.b The Dealer will place a Lay Lammer on all Lay wagers.

6.5.3 A Lay bet wins if the number 7 is rolled before the number the bet is on is rolled.

6.5.3.a Lay bets lose when the number the bet is on is rolled before a 7 is rolled.

6.5.4 If the Players Lay bet is won the wager will be paid based on the following payable:

LAY BET WAGER	
NUMBER	PAYOUT
6 or 8	Lay 6 to Win 5
5 or 9	Lay 3 to Win 2
4 or 10	Lay 2 to Win 1

6.5.5 All Lay bets will be charged a 5% vigorish (commission) on the amount won, at the time the wager is placed and every time the wager is paid.

6.5.6 A Lay bet may be increased or decreased at any time.

6.5.7 A Lay bet is working at all times

6.5.8 A Player may request their Lay bet to be taken down at any time.

6.5.8.a The Dealer will return the 5% vigorish to the Player with the original wager when a wager is taken down.

6.6 Proposition Bets

6.6.1 Proposition bets can be made at any time

6.6.2 All Proposition bets are placed by the Stickman in a position relative to the Players position on the table.

6.6.3 A Proposition bet is a one roll bet that wins if the number the bet is on is rolled.

6.6.3.a A Proposition bet is lost if any number other than the number that the bet is on is rolled.

6.6.4 If the Players Proposition bet is won the wager will be paid based on the following payable:

PROPOSITION BET WAGER	
WAGER	PAYOUT
2 or 12	30 to 1

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3 or 11	15 to 1
Any Craps (2, 3 or 12)	7 to 1
Any 7	4 to 1

6.6.5 Players may wager on the following set combinations of Proposition bets:

6.6.6 Horn Bet

6.6.6.a A Horn bet shall be paid as if there are four separate wagers on 2, 3, 11 and 12.

6.6.7 Horn High

6.6.7.a A Horn High bet shall be paid as if there are four separate wagers on 2, 3, 11 and 12 with an additional wager on the 2, 3, 11 and 12 as requested by the Player.

6.6.8 World Bet

6.6.8.a A World bet shall be paid as if there are five separate wagers on 2, 3, 11, 12 and Any 7.

6.6.9 Craps Eleven

6.6.9.a A Craps Eleven bet shall be paid as if one half of the wagered amount had been placed on 'Any Craps' and one half on 'Eleven' and shall be paid as if two separate wagers were made for the one roll.

6.6.10 High Low

6.6.10.a A High Low bet shall be paid as if there are two separate wagers on 2, and 12.

6.6.11 Ace Deuce Eleven

6.6.11.a An Ace Deuce Eleven bet shall be paid as if there are two separate wagers on 3, and 11.

6.6.12 Eleven and Twelve

6.6.12.a An Eleven and Twelve bet shall be paid as if there are two separate wagers on 11, and 12.

6.6.13 High Low Eleven

6.6.13.a A High Low Eleven bet shall be paid as if there are three separate wagers on 2, 11 and 12.

6.6.14 A Proposition bet may be increased or decreased at any time.

6.6.15 A Player may request their Proposition bet taken down at any time.

6.7 Hardway Bets

6.7.1 Hardway bets can be made at any time

6.7.2 A Player may place a Hardway bet on the 4, 6, 8, or 10.

6.7.2.a All Hardway bets are placed by the Stickman in a position relative to the Players position on the table.

6.7.3 A Hard way is defined by the following numbers on each Die:

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- 6.7.3.a Hard 4, a 2 on each die
- 6.7.3.b Hard 6, a 3 on each die
- 6.7.3.c Hard 8, a 4 on each die
- 6.7.3.d Hard 10, a 5 on each die.

6.7.4 A Hardway bet wins if the pair combination bet is rolled.

- 6.7.4.a Hardway bets lose when a combination other than a pair for that number, or a 7 is rolled.

6.7.5 If the Players Hardway bet is won the wager will be paid based on the following payable:

HARDWAY WAGER	
NUMBER	PAYOUT
6 or 8	9 to 1
4 or 10	7 to 1

6.7.6 A Hardway bet is automatically On for the Come Out roll.

- 6.7.6.a A Player may request their Hardway bet to be Off for the Come Out roll, or at any other time.

6.7.7 A Hardway bet may be increased or decreased at any time.

6.7.8 A Player may request their Hardway bet to be taken down at any time.

6.8 Hop Bets

6.8.1 Hop bets can be made at any time

6.8.2 All Hop bets are placed by the Stickman in a position in front of the Boxman.

6.8.3 A Hop bet is a one roll bet that wins if the exact combination of dice requested is rolled.

- 6.8.3.a For a Hop bet to be accepted the Player must announce the exact combination of the two dice to be wagered on for the next roll.

- 6.8.3.b A Hop bet is lost if any combination of dice other than the combination requested is rolled.

6.8.4 A Player can make a Hop bet on any combination of the two dice except 2, 3, 11 and 12 as they are considered Proposition bets.

6.8.5 If the Players Hop bet is won the wager will be paid based on the following payable:

HOP BET WAGER	
COMBINATION	PAYOUT
Two Possible Winning Combinations	15 to 1
One Possible Winning Combination	30 to 1

6.8.6 A Hop bet may be increased or decreased at any time.

6.8.7 A Player may request their Hop bet taken down at any time.

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6.9 The Field

6.9.1 Field bets can be made at any time

6.9.2 A Field bet is a one roll bet that wins if 2, 3, 4, 9, 10, 11 or 12 is rolled.

6.9.2.a A Field bet is lost if 5, 6, 7 or 8 is rolled.

6.9.3 If the Players Field bet is won the wager will be paid based on the following payable:

FIELD BET WAGER	
NUMBER	PAYOUT
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1

6.9.4 A Field bet may be increased or decreased at any time.

6.10 Big 6 and 8

6.10.1 Big 6 and 8 bets can be made at any time

6.10.2 A Player may place a bet on the Big 6 or Big 8 or both.

6.10.3 A Big 6 or Big 8 bet wins if the number the bet is on is rolled before a 7.

6.10.3.a Big 6 and Big 8 bets lose when a 7 is rolled.

6.10.4 If the Player's Big 6 or Big 8 is won the wager will be paid even money.

6.10.5 A Big 6 or 8 bet may be increased or decreased at any time.

7 SEQUENCE OF PLAY

7.1 Dice will be offered to the first Player to arrive at the table, and will be rotated in a clockwise manor.

7.2 The first Player to accept the dice will become the Shooter on the table, the Stickman will present the Shooter the 5 dice.

7.2.1 The Shooter must have a wager on the Pass or Don't Pass line in order to shoot the dice.

7.3 Once a Player has accepted the dice, the Stickman must announce to the table that we have a new Shooter on a Come Out Roll.

7.4 The Stickman controls the speed of the game, under the direction of the Boxman or Floorman.

7.5 The Shooter must select two dice to shoot, and the remaining dice must be returned to the Dice Bowl.

7.6 Once the dice have been passed to the Shooter, the Stickman must watch the dice until they are returned to the centre of the table.

7.6.1 The Stickman must announce that the dice are Out to the table.

7.7 Once the Shooter has rolled the dice the Stickman must announce the total number of spots on the top side of the pair of dice, and then rake the dice back to the centre of the table.

7.7.1 The Stickman must announce the dice before touching them with the stick.

7.8 If one or both dice are rolled off of the table, in the chip rack or in the Dice Bowl the Stickman will announce No Roll and return the existing dice to the centre of the table.

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- 7.8.1 If the same dice option is not called by the Shooter, the Dice Bowl will be emptied and the remaining dice will be offered to the roller to select another two dice to shoot.
- 7.8.2 If the Same Dice option is called, the Stickman will wait for the dice to be inspected by the Boxman before continuing play.
- 7.9 If one or both of the dice are rolled into a position where the Stickman is unable to determine the roll, they will ask the Base Dealer to call the dice combination.
 - 7.9.1 The Base Dealer shall announce the dice and then remove the chips or object that are obstructing the view of the dice.
 - 7.9.2 The Stickman will then return the dice to the centre of the table.
- 7.10 If the dice lands on a non-working stack of chips, the Stickman shall announce No Roll and return the dice to the centre of the table.
- 7.11 If either or both of the dice do not land flat on the table the side directly opposite the side resting on the chips or other object shall be the dice combination called.
 - 7.11.1 The Boxman has the right to overrule the dice call at any time.
- 7.12 The Stickman must announce the dice combination twice, and specify if the number was rolled the Hard or Easy way, if applicable.
- 7.13 The Stickman must call the game according to the roll and the action on the table, helping the Base Dealers deal with winning and losing bets.
- 7.14 Once the Stickman has announced the roll the Base Dealers must pay or take wagers as outlined in the section PAYOUT SCHEDULE.
- 7.15 The Stickman must oversee the Base Dealer at the end of the table that the dice are landing.
 - 7.15.1 The Boxman must oversee the Base Dealer at the opposite end of the table.
- 7.16 If the number rolled becomes the Shooters Point, the Stickman must announce the Point and ensure that both of the Base Dealers mark the correct Point.
- 7.17 In-between rolls Players may place wagers, increase or decrease wagers as outlined in the section PAYOUT SCHEDULE.
- 7.18 When placing a wager, the Player must announce the wager to the Dealer and place the chips or cash on the table.
 - 7.18.1 The Dealer must announce the wager and pass the chips or cash to the Boxman for verification.
 - 7.18.2 The Dealer must setup the wager and return any change to the customer if required.
 - 7.18.3 When the Player gives the exact breakdown of chips, the Dealer shall announce the wager as well as announce 'Using Players Money'.
- 7.19 The Shooter continues to roll the dice until they make or fail to make their Point.
 - 7.19.1 If the Shooter makes their Point the Stickman must announce the winning roll and announce to the table that they are back on to a Come Out Roll.
 - 7.19.2 If the Shooter fails to make their Point the Stickman must empty the Dice Bowl and offer the dice to the next Player.
- 7.20 If there are no Players wishing to shoot the dice, the game will be terminated.

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2.0 Rules of Play – Miscellaneous Games – Craps – Fire Bet

1 GENERAL

- 1.1 A 'Fire Bet' is an optional side wager used in the game of Craps.
- 1.2 Players are wagering on the number of Individual Points the Shooter makes before rolling a 'Seven Out'.
- 1.3 Markers shall be used to track each of the Individual points that the Shooter has made.

2 PLAYER OPTIONS

- 2.1 Players can only make a wager on the side bet, before the first 'Come Out' roll of a new Shooter.
- 2.2 Winning or losing on the 'Come Out' roll, before a Point is established will not affect the side bet.
- 2.3 A 'Fire Bet' cannot be taken down or called off, once the Shooter has established the initial point.

3 BETTING OPTIONS

- 3.1 A Player must have an initial "Pass Line' wager in order to make a 'Fire Bet' wager.
- 3.2 No more than sixteen players, eight players on each end can wager on the 'Fire Bet'.
- 3.3 A 'Fire Bet' wager may be a minimum of \$1, up to a maximum of \$5.

4 DEALER BETS

- 4.1 A Player may make a 'Fire Bet' wager for the Dealers.
- 4.2 A Player must have a 'Fire Bet' wager, in order to place a Dealer 'Fire Bet' wager.
- 4.3 A Dealer 'Fire Bet' must be placed directly behind the Players 'Fire Bet' wager.

5 PAYOUT SCHEDULE

- 5.1 The payout schedule will be posted on the layout in front of the Box person.
- 5.2 The side bet shall be paid according to the number of individual points the Shooter successfully makes before rolling a 'Seven Out'
- 5.3 An Individual point is when a point is made from the poll of possible points (4, 5, 6, 8, 9, and 10).
 - 5.3.1 If an individual point is made more than once, it will only count as one point made towards the 'Fire Bet' wager.
- 5.4 The 'Fire Bet' wager will be paid based on the following pay table:

FIRE BET WAGER	
INDIVIDUAL POINTS	PAYOUT
4	25 For 1
5	250 For 1
6	1,000 For 1

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5.5 Individual points do not have to be made in any specific order.

5.6 Only the highest payout level met will be paid.

6 SEQUENCE OF PLAY

6.1 A Player must place their 'Fire Bet' wager on the betting circle on the layout below their gaming position on the table.

6.1.1 Players are not allowed to 'Call Out' a 'Fire Bet' wager.

6.2 After the Shooter has 'Seven Out' any winning 'Fire Bet' wagers are paid after all losing wagers are taken, and winning wagers have been paid out.

6.2.1 Wagers will be paid out in order of Players betting position, as per normal Craps payout procedures.

6.3 If the Shooter was unsuccessful in making 4 individual points, the Box Person will remove all losing 'Fire Bet' wagers and pass them to the base Dealers at the end of the roll.

6.3.1 The Dealer will then remove any 'Fire Bet' markers and return them to the Box Person.

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3.0 Rules of Play – Miscellaneous Games – Craps – Sharpshooter		

3.0 Rules of Play – Miscellaneous Games – Craps – Sharpshooter

1 GENERAL

- 1.1 A 'Sharpshooter Bet' is an optional side wager used in the game of Craps.
- 1.2 Players are wagering on the number of Points the Shooter makes before rolling a 'Seven Out'. Points do not have to be different.
- 1.3 Markers shall be used to track each of the Individual points that the shooter has made.

2 PLAYER OPTIONS

- 2.1 Players can only make a wager on the side bet before the first 'Come Out' roll of a new shooter.
- 2.2 Winning or losing on the 'Come Out' roll, before a Point is established will not affect the side bet.
- 2.3 A 'Sharpshooter Bet' cannot be taken down or called off, once the shooter has established the initial point.

3 BETTING OPTIONS

- 3.1 A Player must have an initial "Pass Line" or "Don't Pass Line" wager in order to make a 'Sharpshooter Bet' wager.
- 3.2 No more than sixteen players, eight players on each end can wager on the 'Sharpshooter Bet'.
- 3.3 A 'Sharpshooter Bet' wager may be a minimum of \$1, up to a maximum of \$10.

4 DEALER BETS

- 4.1 A Player may make a 'Sharpshooter Bet' wager for the Dealers.
- 4.2 A Player must have a 'Sharpshooter Bet' wager, in order to place a Dealer 'Sharpshooter Bet' wager.
- 4.3 A Dealer 'Sharpshooter Bet' must be placed directly behind the Players 'Sharpshooter Bet' wager.

5 PAYOUT SCHEDULE

- 5.1 The Payout schedule will be posted on the layout in front of players.
- 5.2 The side bet shall be paid according to the number of points the shooter successfully makes before rolling a 'Seven Out'
- 5.3 The 'Sharpshooter Bet' wager will be paid based on the following pay table:

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POINTS	PAYOUT
3 points	5 to 1
4 points	9 to 1
5 points	15 to 1
6 points	30 to 1
7 points	50 to 1
8 points	100 to 1
9 points	200 to 1
10 points	500 to 1

5.4 Points do not have to be made in any specific order.

5.5 Only the highest payout level met will be paid.

6 SEQUENCE OF PLAY

6.1 A Player must book their 'Sharpshooter Bet' wager with either the Dealer or Box person.

6.1.1 Players are allowed to 'Call Out' a 'Sharpshooter Bet' wager.

6.2 Stick person will call back each Sharpshooter bet as it is booked.

6.2.1 Players are responsible for their own wagers.

6.2.2 Each 'Sharpshooter Bet' wager will be placed in the corresponding position in front of the Box person.

6.2.2.a If there are any Dealer 'Sharpshooter Bet' wagers, the Dealer must announce the value of the wager, and bring the wager in at the same time as the Player wager.

6.2.3 The Stick person will place each 'Sharpshooter Bet' wager in the appropriate betting positions, relative to the Player's position on the table.

6.2.3.a The Stick person will place any Dealer 'Sharpshooter Bet' wagers behind the Player's 'Sharpshooter Bet' wager in the appropriate betting position.

6.3 After the Shooter shoots a 'Seven Out' any winning 'Sharpshooter Bet' wagers are paid after all losing wagers are taken, and winning wagers have been paid out.

6.3.1 Wagers will be paid out in order of Player's betting position, as per normal Craps payout procedures.

6.3.2 All 'Sharpshooter Bet' wager payouts must be witnessed by the Box person.

6.3.3 Winning wagers with payouts of up to 30 to 1 will be paid from the Dealer's working stacks.

6.3.3.a Winning wagers with payouts of 50 to 1 up to 500 to 1 will be paid from the main float.

6.4 After all winning 'Sharpshooter Bet' wagers have been paid out, the 'Sharpshooter Bet' stays for the next 'Come out Roll' unless requested by Player to take down.

6.5 If the Shooter was unsuccessful in making 3 points, wagers are removed.

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4.0 Rules of Play – Miscellaneous Games – Craps - Midi Craps		

4.0 Rules of Play – Miscellaneous Games – Craps - Midi Craps

1 GENERAL

- 1.1 Midi Craps is a dice game played with a set of five standard casino dice.
- 1.2 Players must place a wager on the Pass or Don't Pass Line in order to roll the dice.
- 1.3 Players have the option of selecting two out of the five dice to roll for their turn.
- 1.4 Players retain the dice until a point is established and the shooter sevens out, at which point the dice will be passed to the next Player.
- 1.5 If a Player does not wish to shoot the dice, they will be offered to the next Player;
 - 1.5.1 If there are no Players that wish to shoot the dice, the game will be terminated.
- 1.6 The dice must remain in view of the Stickperson at all times;
 - 1.6.1 If the dice are removed from view, they must be returned to the Stickperson immediately for inspection.
- 1.7 Midi Craps shall be equivalent to 2 regular tables for Dealer Supervisor ratio.

2 OBJECT OF THE GAME

- 2.1 Pass Line
 - 2.1.1 Players are betting with the dice; the opening roll of the Shooter is called the 'Come Out' roll.
 - 2.1.2 Players must place a wager on the Pass line for the Come Out roll.
 - 2.1.3 The Player attempts to roll a total of 7 or 11 with the two dice to get paid even money on their wager, on the Come Out roll.
 - 2.1.4 If a Player rolls a total of 2, 3 or 12 with the two dice, on the Come Out roll the wager is lost and they are required to make an additional wager to continue to shoot the dice.
 - 2.1.4.a If the Player does not wish to make another wager, the dice will be passed to the next Player.
 - 2.1.5 If a Player rolls a total of 4, 5, 6, 8, 9, or 10 with the two dice, this becomes the point.
 - 2.1.5.a The Player continues to roll the dice until they roll a total of 7 or they achieve the point.
 - 2.1.6 If the Player achieves their point their original wager is paid and the game returns to the Come Out roll and the dice are retained by the Player.
 - 2.1.7 If the Player rolls a total 7 before achieving their point, their wager is lost, and the dice are passed to the next Player.
- 2.2 Don't Pass Line
 - 2.2.1 Players are betting against the dice.
 - 2.2.2 Players must place a wager on the Don't Pass line for their Come Out roll.

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- 3.2.3 The Player attempts to roll a total of 2 or 3 with the two dice to get paid even money on their wager.
 - 2.2.3.a If a Player rolls a total of 12 with the two dice, their wager is considered a push,
- 2.2.4 If a Player rolls a total of 7 or 11 with the two dice, the wager is lost, and they need to make an additional wager to continue to shoot the dice.
 - 2.2.4.a If the Player does not wish to make another wager, the dice will be passed to the next Player.
- 2.2.5 If a Player rolls a total of 4, 5, 6, 8, 9, or 10 with the two dice, this becomes the point.
 - 2.2.5.a The Player continues to roll the dice until they roll a total of 7 or they achieve the point.
- 2.2.6 If the Player rolls a total of 7 before achieving their point, their wager is paid, dice are passed to the next Player and the game returns to the Come Out roll.
- 2.2.7 If the Player achieves the point their original wager is lost, and the dice are retained by the shooter and the game returns to the Come Out roll.

3 PLAYER OPTIONS

- 3.1 A Player must place a wager on the Pass or Don't Pass line in order to shoot the dice.
- 3.2 The Player is presented with 5 dice, which they must select two dice to use during their roll.
 - 3.2.1 If during a roll a Player asks to change the dice, the Stickperson shall:
 - 3.2.1.a Ask the Player if he wishes to choose from the remaining three dice, or all five dice;
 - 3.2.1.b Present to the Player the dice requested;
 - 3.2.1.c The Player must select two dice to use for the remainder of the roll.
 - 3.2.2 If during a roll a Player decides to stop rolling the dice, the Stickperson will present the next Player with all five dice and allow the Player to select two dice to use to continue the roll.
- 3.3 The Player must pick up the dice and shoot them with the same hand.
 - 3.3.1 If the Player switches the dice from one hand to the other, the dice must be retrieved by the Stickperson and inspected by the Base Dealer or Floor Supervisor.
- 3.4 The Player must shoot the dice so that the dice are intended to bounce off the opposite end of the table.
 - 3.4.1 If the dice do not reach the end of the table, but the obvious intention was made, the roll shall be valid.
 - 3.4.2 If the Player, on a subsequent roll fails to roll the dice correctly, the Stickperson will determine the validity of the roll.
- 3.5 If the Player accidentally shoots the dice off of the table, the Player is allowed to announce same dice.
 - 3.5.1 Once the dice have been retrieved and validated, the Player will be issued the same dice that he selected at the start of the roll.

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- 3.5.1.a If a Player other than the shooter requests same dice it will not count and the dice bowl will be emptied and the remaining dice will be presented to the shooter to re-select the dice for the remainder of the roll.
- 3.5.2 If the Player does not announce same Dice, the Dice bowl will be emptied and the remaining Dice will be presented to the shooter to re-select the Dice for the remainder of the roll.
- 3.6 If a Player is inappropriately shooting the Dice, the Floor Supervisor at their discretion will instruct the Stickperson to empty the dice bowl and the Dice will be passed to the next Player.

4 BETTING OPTIONS

- 4.1 No more than eight players, four players on each end shall participate in the same game.
- 4.2 Players may self-place wagers on the following bets for the Come Out roll before the dice are sent to the Shooter
 - 4.2.1 Pass and Don't Pass Line
 - 4.2.2 The Field
- 4.3 Players may self-place wagers on the following bets once a Point has been established before the dice are sent to the Shooter
 - 4.3.1 Pass Line;
 - 4.3.2 Come and Don't Come;
 - 4.3.3 The Field.
- 4.4 A Come and Don't Come wager may only be placed after a Point has been established.
 - 4.4.1 A Come and Don't Come wager will be handled in the same manner as a Pass or Don't Pass wager on the Come Out roll.
 - 4.4.2 A Pass line and Come wager is a contract bet and cannot be removed, once a point has been established.
 - 4.4.2.a A Player may add to an existing Pass Line and Come wager, after the Point has been established.
 - 4.4.3 A Player may remove a Don't Pass wager after the Point has been established.
 - 4.4.3.a A Player may request the Dealer to remove a Don't Come wager at any time.
 - 4.4.3.b A Player may not add to an existing Don't Pass and Don't Come wager at any time.
 - 4.4.4 Any other wager must be placed by the Dealer or Stickperson.
- 4.5 A Player may only announce a Call Bet to the Dealer or Stickperson before the dice are sent to the Shooter
 - 4.5.1 If a Player announces a Call Bet the Dealer or Stickperson shall:
 - 4.5.1.a Ensure that the Player has adequate funds in their chip rack to facilitate the wager;
 - 4.5.1.b Book the bet by repeating the call bet so that the Dealer and Stickperson are aware of the wager;

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4.5.1.c After the roll, place the wager and pay or lock up the wager based on the outcome of the roll.

4.5.2 If the Player's Call Bet is made after the dice are sent, the Dealer or Stickperson shall announce 'No Bet This Roll' and the wager shall not be accepted.

4.6 A Player may announce that a wager may be On or Off for the Come Out roll.

4.6.1 If a Player announces a wager to be On or Off, the Dealer or Stickperson shall:

4.6.1.a Book the bet by repeating the request so that the Dealer and Stickperson are aware of the request;

4.6.1.b Place an On or Off Lammer on the requested Players wager

4.6.2 If the Player's request is not clear, the Dealer or Stickperson shall announce 'Bet Plays as is' and the request shall not be accepted.

4.6.3 Wagers that are eligible to be On or Off on the Come Out roll are defined under the section PAYOUT SCHEDULE.

4.7 Once a Point has been established, a Player may announce that a wager may be Off for the roll or Taken Down.

4.7.1 If a Player announces a wager to be Off the Dealer or Stickperson shall:

4.7.1.a Book the bet by repeating the request so that the Dealer and Stickperson are aware of the request;

4.7.1.b Place an Off Lammer on the requested Player's wager

4.7.2 If the Player's request is not clear, the Dealer or Stickperson shall announce 'Bet Plays as is' and the request shall not be accepted.

4.7.3 Wagers that are eligible to be Off once a Point has been established are defined under the section PAYOUT SCHEDULE.

4.7.4 If a Player announces a wager to be Taken Down, the Dealer or Stickperson shall:

4.7.4.a Acknowledge the request so that the Dealer and Stickperson are aware of the request;

4.7.4.b Return the wager to the Player.

4.7.4.c An Off button may be utilized in lieu of taking the bet down.

4.7.5 If the Player's request is not clear, the Dealer or Stickperson shall announce 'Bet Plays as is' and the request will not be accepted.

4.7.6 Wagers that are eligible to be Taken Down are defined under the section PAYOUT SCHEDULE.

5 DEALER BETS

5.1 A player may place a separate bet which is a tip being played for the Dealer.

5.2 The Player must be involved in the play of the game in order to place a Dealer bet.

5.3 Dealer bets shall:

5.3.1 Be clearly positioned to show separation from the Player's bet;

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- 5.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of the Player's bet.
 - 5.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 5.4.2 A Dealer bet cannot be retained after a decision has been made on the wager.

6 BUY INS AND COLOR CHANGES

- 6.1 When a Player wishes to buy-in they must place the cash on the table.
 - 6.1.1 The Dealer must announce Cash Change and will count the cash for verification.
 - 6.1.2 The Dealer will announce the amount to the Player, cut out the chips in the open area of the table and pass the chips to the Player.
- 6.2 When a Player wishes to buy-in with their chips they must place the chips on the table.
- 6.3 When a Player wishes to change up their chips, they place the chips on the table and request a color change or cash out.
 - 6.3.1 The Dealer must announce Color Change or Cash Out and cut the chips in the open area for verification.
 - 6.3.2 The Dealer will announce the amount and cut out the chips in the open area of the table and pass the chips to the Player.

7 PAYOUT SCHEDULE

- 7.1 Pass Line and Come Odds Wager.
 - 7.1.1 If a Player has a wager on the Pass Line, they have the option of placing an Odds wager directly behind the Pass Line wager, once a 'Point' has been established.
 - 7.1.2 If a Player has a wager on the Come, they have the option of placing an Odds wager on the Come wager once a Point has been established for the Come wager.
 - 7.1.2.a The Player's Odds wager may be up to a maximum of 3 times the amount of the Pass Line and Come wager if the point is 4 or 10;
 - 7.1.2.b The Player's Odds wager may be up to a maximum of 4 times the amount of the Pass Line and Come wager if the point is 5 or 9.
 - 7.1.2.c The Player's Odds wager may be up to a maximum of 5 times the amount of the Pass Line and Come wager if the point is either 6 or 8.
 - 7.1.3 If the Players Pass Line or Come wager is won, the Odds wager will be paid based on the following payable:

<u>PASS LINE AND DON'T COME LAY WAGER</u>	
<u>POINT</u>	<u>PAYOUT</u>
6 or 8	6 to 5
5 or 9	3 to 2
4 or 10	2 to 1

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7.1.5 Players may remove their Odds wager at any time before the dice are sent to the Shooter.

7.1.6 Players may request their Come bet Odds to be working on the Come out roll.

7.2 Don't Pass Line and Don't Come Lay Wager

7.2.1 If a Player has a wager on the Don't Pass Line, they have the option of placing a Lay wager beside the Don't Pass Line wager.

7.2.1.a The Players Lay wager may be up to a maximum of 6 times the amount of the Don't Pass Line and Don't Come wager if the point is 4, 5, 6, 8, 9 or 10.

7.2.2 If the Players Don't Pass line wager is won, the Lay wager will be paid based on the following payable:

<u>DON'T PASS LINE AND DON'T COME LAY WAGER</u>	
<u>POINT</u>	<u>PAYOUT</u>
6 or 8	Lay 6 to win 5
5 or 9	Lay 3 to Win 2
4 or 10	Lay 2 to Win 1

7.2.3 Players may remove their Lay wager at any time.

7.3 Place Bets

7.3.1 Place bets can be made at any time

7.3.2 A Player may place a bet on the 4, 5, 6, 8, 9 or 10 individually or all at once.

7.3.2.a All place bets are placed by the Dealer in a position relative to the Player's position on the table.

7.3.3 A Place bet wins if the number the bet is on is rolled before a 7.

7.3.3.a Place bets lose when a 7 is rolled.

7.3.4 If the Players Place bet is won the wager will be paid based on the following payable:

<u>PLACE BET WAGER</u>	
<u>NUMBER</u>	<u>PAYOUT</u>
6 or 8	7 to 6
5 or 9	7 to 5

4 or 10	9 to 5
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- 7.3.5 Place bets placed for the 6 and 8 must be in multiples of 6, and any incorrect unit will be paid even money.
- 7.3.6 Place bets for the 4, 5, 9 and 10 must be in multiples of 5.
- 7.3.7 A Place bet may be increased or decreased at any time.
- 7.3.8 A Place bet is automatically Off for the Come Out roll.
 - 7.3.8.a A Player may request their Place bet to be On for the Come Out roll.
- 7.3.9 A Player may request their Place bet to be Off or taken down at any time.

7.4 Buy Bets

- 7.4.1 Buy bets can be made at any time
- 7.4.2 A Player may Buy a bet on the 4, 5, 6, 8, 9 or 10.
 - 7.4.2.a All Buy bets are placed by the Dealer in a position relative to the Players position on the table.
 - 7.4.2.b The Dealer will place a 'Buy' lammer on all buy wagers.
- 7.4.3 A Buy bet wins if the number the bet is on is rolled before a 7.
 - 7.4.3.a Buy bets lose when a 7 is rolled.
- 7.4.4 If the Player's Buy bet is won, the wager will be paid based on the following payable:

<u>BUY BET WAGER</u>	
<u>NUMBER</u>	<u>PAYOUT</u>
6 or 8	6 to 5
5 or 9	3 to 2
4 or 10	2 to 1

- 7.4.5 All buy bets will be charged a 5% vigorish (commission) on the wager, at the time the wager is placed and every time the wager is paid.
- 7.4.6 A Buy bet may be increased or decreased at any time.
- 7.4.7 A Buy bet is automatically Off for the Come Out roll.
 - 7.4.7.a A Player may request their Buy bet to be On for the Come Out roll.
- 7.4.8 A Player may request their Buy bet to be Off or taken down at any time.
 - 7.4.8.a The Dealer will return the 5% vigorish to the Player with the original wager when a wager is taken down.

7.5 Lay Bets

- 7.5.1 Lay bets can be made at any time
- 7.5.2 A Player may Lay a bet on the 4, 5, 6, 8, 9 or 10.

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- 7.5.2.a All Lay bets are placed by the Dealer in a position relative to the Players position on the table.
- 7.5.2.b The Dealer will place a Lay Lammer on all Lay wagers.
- 7.5.3 A Lay bet wins if the number 7 is rolled before the number the bet is on is rolled.
- 7.5.3.a Lay bets lose when the number the bet is on is rolled before a 7 is rolled.
- 7.5.4 If the Players Lay bet is won the wager will be paid based on the following payable:

LAY BET WAGER	
<u>NUMBER</u>	<u>PAYOUT</u>
<u>6 or 8</u>	<u>Lay 6 to Win 5</u>
<u>5 or 9</u>	<u>Lay 3 to Win 2</u>
<u>4 or 10</u>	<u>Lay 2 to Win 1</u>

- 7.5.5 All Lay bets will be charged a 5% vigorish (commission) on the amount won, at the time the wager is placed and every time the wager is paid.
 - 7.5.6 A Lay bet may be increased or decreased at any time.
 - 7.5.7 A Lay bet is working at all times
 - 7.5.8 A Player may request their Lay bet to be taken down at any time.
 - 7.5.8.a The Dealer will return the 5% vigorish to the Player with the original wager when a wager is taken down.
- 7.6 Proposition Bets
- 7.6.1 Proposition bets can be made at any time before the dice are sent to the Shooter.
 - 7.6.2 All Proposition bets are placed by the Stickperson in a position relative to the Players position on the table.
 - 7.6.3 A Proposition bet is a one roll bet that wins if the number the bet is on is rolled.
 - 7.6.3.a A Proposition bet is lost if any number other than the number that the bet is on is rolled.
 - 7.6.4 If the Players Proposition bet is won the wager will be paid based on the following payable:

PROPOSITION BET WAGER	
<u>WAGER</u>	<u>PAYOUT</u>
2 or 12	30 to 1
3 or 11	15 to 1
Any Midi Craps (2, 3 or 12)	7 to 1
Any 7	4 to 1

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7.6.5 Players may wager on the following set combinations of Proposition bets:

7.6.6 Horn Bet

7.6.6.a A Horn bet shall be paid as if there are four separate wagers on 2, 3, 11 and 12.

7.6.7 Horn High

7.6.7.a A Horn High bet shall be paid as if there are four separate wagers on 2, 3, 11 and 12 with an additional wager on the 2, 3, 11 and 12 as requested by the Player.

7.6.8 World Bet

7.6.8.a A World bet shall be paid as if there are five separate wagers on 2, 3, 11, 12 and Any 7.

7.6.9 Midi Craps Eleven

7.6.9.a A Midi Craps Eleven bet shall be paid as if one half of the wagered amount had been placed on 'Any Midi Craps' and one half on 'Eleven' and shall be paid as if two separate wagers were made for the one roll.

7.6.10 High Low

7.6.10.a A High Low bet shall be paid as if there are two separate wagers on 2, and 12.

7.6.11 Ace Deuce Eleven

7.6.11.a An Ace Deuce Eleven bet shall be paid as if there are two separate wagers on 3, and 11.

7.6.12 Eleven and Twelve

7.6.12.a An Eleven and Twelve bet shall be paid as if there are two separate wagers on 11, and 12.

7.6.13 High Low Eleven

7.6.13.a A High Low Eleven bet shall be paid as if there are three separate wagers on 2, 11 and 12.

7.6.14 A Proposition bet may be increased or decreased at any time.

7.6.15 A Player may request their Proposition bet taken down at any time.

7.7 Hardway Bets

7.7.1 Hardway bets can be made at any time before the dice are sent to the Shooter.

7.7.2 A Player may place a Hardway bet on the 4, 6, 8, or 10.

7.7.2.a All Hardway bets are placed by the Stickperson in a position relative to the Players position on the table.

7.7.3 A Hard way is defined by the following numbers on each Die:

7.7.3.a Hard 4, a 2 on each die

7.7.3.b Hard 6, a 3 on each die

7.7.3.c Hard 8, a 4 on each die

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- 7.7.3.d Hard 10, a 5 on each die.
- 7.7.4 A Hardway bet wins if the pair combination bet is rolled.
 - 7.7.4.a Hardway bets lose when a combination other than a pair for that number, or a 7 is rolled.
- 7.7.5 If the Players Hardway bet is won the wager will be paid based on the following payable:

<u>HARDWAY WAGER</u>	
<u>NUMBER</u>	<u>PAYOUT</u>
6 or 8	9 to 1
4 or 10	7 to 1

- 7.7.6 A Hardway bet is automatically On for the Come Out roll.
 - 7.7.6.a A Player may request their Hardway bet to be Off for the Come Out roll, or at any other time.
 - 7.7.7 A Hardway bet may be increased or decreased at any time.
 - 7.7.8 A Player may request their Hardway bet to be taken down at any time.
- 7.8 Hop Bets
- 7.8.1 Hop bets can be made at any time before the dice are sent to the Shooter and must be verified by the Floor Supervisor.
 - 7.8.2 All Hop bets are placed by the Stickperson in a position in front of the “ANY SEVEN” betting box.
 - 7.8.3 A Hop bet is a one roll bet that wins if the exact combination of dice requested is rolled.
 - 7.8.3.a For a Hop bet to be accepted, the Player must announce the exact combination of the two dice to be wagered on for the next roll.
 - 7.8.3.b A Hop bet is lost if any combination of dice other than the combination requested is rolled.
 - 7.8.4 A Player can make a Hop bet on any combination of the two dice except 2, 3, 11 and 12 as they are considered Proposition bets.
 - 7.8.5 If the Players Hop bet is won the wager will be paid based on the following payable:

<u>HOP BET WAGER</u>	
<u>COMBINATION</u>	<u>PAYOUT</u>
Two Possible Winning Combinations	15 to 1

4.0 Rules of Play – Miscellaneous Games – Craps - Midi Craps

One Possible Winning Combination	30 to 1
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7.8.6 A Hop bet may be increased or decreased at any time.

7.8.7 A Player may request their Hop bet taken down at any time before the dice are sent.

7.9 The Field

7.9.1 Field bets can be made at any time before the dice are sent.

7.9.2 A Field bet is a one roll bet that wins if 2, 3, 4, 9, 10, 11 or 12 is rolled.

7.9.2.a A Field bet is lost if 5, 6, 7 or 8 is rolled.

7.9.3 If the Players Field bet is won the wager will be paid based on the following payable:

FIELD BET WAGER	
NUMBER	PAYOUT
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1

7.9.4 A Field bet may be increased or decreased at any time.

8 SEQUENCE OF PLAY

8.1 Dice will be offered to the first Player to arrive at the table and will be rotated in a clockwise manner.

8.2 The first Player to accept the dice will become the Shooter on the table, the Stickperson will present the Shooter the 5 dice.

8.2.1 The Shooter must have a wager on the Pass or Don't Pass line in order to shoot the dice.

8.5 The Shooter must select two dice to shoot, and the remaining dice must be returned to the Dice Bowl.

8.6 Once the dice have been passed to the Shooter, the Stickperson must watch the dice until they are returned to the centre of the table.

8.6.1 The Stickperson must announce that the dice are Out to the table.

8.7 Once the Shooter has rolled the dice the Stickperson must announce the total number of spots on the top side of the pair of dice, and then rake the dice back to the centre of the table.

8.7.1 The Stickperson must announce the dice before touching them with the stick.

8.8 If one or both dice are rolled off of the table, in the chip rack or in the Dice Bowl the Stickperson will announce No Roll and return the existing dice to the centre of the table.

8.8.1 If the same dice option is not called by the Shooter, the Dice Bowl will be emptied, and the remaining dice will be offered to the roller to select another two dice to shoot.

8.8.2 If the Same Dice option is called, the Stickperson will wait for the dice to be inspected by the Floor Supervisor before continuing play.

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4.0 Rules of Play – Miscellaneous Games – Craps - Midi Craps

- 8.9 If one or both of the dice are rolled into a position where the Stickperson is unable to determine the roll, they will ask the Base Dealer to call the dice combination.
- 8.9.1 The Base Dealer shall announce the dice and then remove the chips or object that are obstructing the view of the dice.
- 8.9.2 The Stickperson will then return the dice to the centre of the table.
- 8.10 If the dice lands on a non-working stack of chips, the Stickperson shall announce No Roll and return the dice to the centre of the table.
- 8.11 If either or both of the dice do not land flat on the table, the side directly opposite the side resting on the chips or other object shall be the dice combination called.
- 8.11.1 The Floor Supervisor has the right to overrule the dice call at any time.
- 8.12 The Stickperson must announce the dice combination twice and specify if the number was rolled the Hard or Easy way, if applicable.
- 8.13 The Stickperson must call the game according to the roll and the action on the table, helping the Base Dealers deal with winning and losing bets.
- 8.14 Once the Stickperson has announced the roll the Base Dealers must pay or take wagers as outlined in the section PAYOUT SCHEDULE.
- 8.15 The Stickperson must oversee the Base Dealer at all times.
- 8.16 If the number rolled becomes the Shooters Point, the Stickperson must announce the Point and ensure the Base Dealers marks the correct Point.
- 8.17 In-between rolls Players may place wagers, increase or decrease wagers as outlined in the section PAYOUT SCHEDULE.
- 8.18 When placing a wager, the Player must announce the wager to the Dealer and place the chips or cash on the table.
- 8.18.1 The Dealer must announce the wager and pass the chips or cash to the Stickperson for verification.
- 8.18.2 The Dealer must setup the wager and return any change to the customer if required.
- 8.18.3 When the Player gives the exact breakdown of chips, the Dealer shall announce the wager as well as announce 'Using Players Money'.
- 8.19 The Shooter continues to roll the dice until they make or fail to make their Point.
- 8.19.1 If the Shooter makes their Point the Stickperson must announce the winning roll and announce to the table that they are back on to a Come Out Roll.
- 8.19.2 If the Shooter fails to make their Point the Stickperson must empty the Dice Bowl and offer the dice to the next Player.
- 8.20 If there are no Players wishing to shoot the dice, the game will be terminated.

BCLC Rules of Play for Table Games		Section Page 1
5.0 Rules of Play – Miscellaneous Games – Approved Wheels of Fortune		

5.0 Rules of Play – Miscellaneous Games – Approved Wheels of Fortune

1 DEALER BETS

1.1 Dealer bets shall be permitted, refer to Roulette or Sic Bo Dealer bets.

2 SEQUENCE OF PLAY

2.1 The Dealer shall spin the Wheels of Fortune a minimum of three revolutions.

2.2 The Dealer shall alternate the direction of the spin of the wheel on each spin.

2.3 Before the wheel is spun, the Dealer shall announce “no more bets”.

2.4 Bets placed after the announcement shall be declared void and returned to the player.

2.5 The space in which the indicator rests after wheel has stopped is the winning space.

2.6 The Dealer shall:

2.6.1 Announce the winning space;

2.6.2 Remove losing bets from the layout;

2.6.3 Pay all winning bets.

2.7 If, after Dealer’s announcement, the indicator slips to another space, the Dealer’s call shall prevail.

2.8 Every space on a Wheel of Fortune shall be playable on the layout.

2.9 No wheel configuration shall have the same number of spaces for different payouts.

2.10 Where a wheel game incorporates the use of non-value chips, rules pertaining to non-value chip use are as in Roulette procedures.

BCLC Rules of Play for Table Games		Section Page 1
6.0 Rules of Play – Miscellaneous Games – Red Dog (Between the Sheets)		

6.0 Rules of Play – Miscellaneous Games – Red Dog (Between the Sheets)

1 GENERAL

- 1.1 Red-Dog is a card game played with four to six standard decks dealt from a shoe by a Dealer.
- 1.2 Only the Dealer may touch the cards.
- 1.3 The Players bet on the spread between the two original cards and the odds of a third card drawn falling between the two cards.

2 POINT VALUE OF CARDS

- 2.1 All cards 2 through 10 shall be counted at their face value, Jacks shall be counted as 11, Queens as 12, Kings as 13 and Aces as 14.
- 2.2 Suits have no significance.

3 BETTING

- 3.1 Bets shall only be valid when put up on the spots provided on the table layout, before dealing commences, and shall remain unchanged during the play.
- 3.2 If the first two cards drawn are neither consecutive nor a pair, then the player(s) have an option of raising their bets equivalent to the original amount wagered.
- 3.3 The Player's may not touch their bets after the Dealer has started the game
- 3.4 No more than seven players shall participate in the same game.
- 3.5 A Player shall be permitted to play more than one Player position in the same round up to a maximum of seven (7).
- 3.6 No individual or Player shall be permitted to wager on another Player's hand (i.e. no back betting).

4 DEALER BETS

- 4.1 If a bet placed for the Dealer is a winner, it shall be paid separately from and after payment of the Player's bet.
 - 4.1.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 4.1.2 A winning Dealer bet may not be retained for play on the next game.
- 4.2 Dealer bets shall be clearly positioned to show separation from the Player's bet.
 - 4.2.1 If there is no designated area for the Dealer's bet, a Dealer bet shall be placed on the edge of a player's betting area(s) that is closest to the Dealer.
- 4.3 Dealer bet options are identical to the Player's options.
 - 4.3.1 A Player is under no obligation to duplicate the same bet options on behalf of the Dealer as they have placed for themselves.

5 PAYOUT SCHEDULE

- 5.1 Winning bets are paid in accordance with the following spread payout odds starting with the Player on the Dealer's right.

6.0 Rules of Play – Miscellaneous Games – Red Dog (Between the Sheets)

Spread	Pays/Odds
1	5 to 1
2	4 to 1
3	2 to 1
4 to 11	Even (1 to 1)
Consecutive	Tie (Push)
Pair	Tie–No raises
Three of a Kind	11 to 1

- 5.2 Winning wagers with a payoff of 3 to 1 or better may be paid by converting to a higher denomination of chip(s).
- 5.3 Winning bets with a payoff of 2 to 1 or greater and/or bet stacks, which exceed five (5) chips, may be paid converting to a higher denomination of chips.
 - 5.3.1 When paying by conversion, the Dealer shall announce “conversion payout”.

6 SEQUENCE OF PLAY

- 6.1 Players begin by placing their bets on the bet spot on the table layout.
- 6.2 The Dealer shall deal two cards from the shoe.
 - 6.2.1 The first card is dealt face-up in the square (on the table layout) to the Dealer’s left.
 - 6.2.2 The second card is dealt face-up in the square to the Dealer’s right.
- 6.3 Once the second card is dealt, the Dealer shall either:
 - 6.3.1 Announce the spread (numerical span between the two original cards);
 - 6.3.2 Announce a pair;
 - 6.3.3 Announce consecutive cards.
- 6.4 The Dealer shall place a marker on the corresponding square on the table layout.
- 6.5 Once all raises have been made, the Dealer shall announce “No More Raises” and shall proceed to draw the third card and place it face-up on the center square.
- 6.6 If the value of the third card drawn is not “in-between” the original two cards, then the Players lose.
 - 6.6.1 The Dealer shall pick up all losing bets (and raises) starting with the Player on the Dealer’s right and continuing left.
 - 6.6.2 After all bets have been picked up, the Dealer shall place the three played cards in the discard rack and proceed with a new game.
- 6.7 If the value of the third card drawn is “in-between” the two original cards, then the Player wins.
 - 6.7.1 The Dealer shall pay off all bets (and raises) starting with the Player on the Dealer’s right and continuing left.
 - 6.7.2 After all bets have been paid off, the Dealer shall collect played cards, place in the discard holder and proceed with a new game.
- 6.8 If the original two cards drawn are consecutive, the third card shall not be dealt.
 - 6.8.1 The hand shall be declared a tie and the Dealer shall place the two cards in the discard holder and proceed with a new game.
- 6.9 If the original two cards are a pair, the Dealer shall draw a third card.

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6.0 Rules of Play – Miscellaneous Games – Red Dog (Between the Sheets)

- 6.10 If the third card is not the same as the original two, the hand is declared a tie.
 - 6.10.1 The Dealer shall place the three cards in the discard rack and proceed with a new game.
- 6.11 In the event that the third card makes a three-of-a-kind, winning bets shall be paid at odds of eleven to one (11 to 1).

BCLC Rules of Play for Table Games		Section Page 1
7.0 Rules of Play – Miscellaneous Games – Casino War		

7.0 Rules of Play – Miscellaneous Games – Casino War

1 GENERAL

1.1 Casino War is played with six standard card decks dealt from a shoe by a Dealer.

1.2 Only the Dealer may touch the cards.

2 OBJECT OF THE GAME:

2.1 Each Player attempts to achieve a higher point value per hand than the Dealer.

2.2 Winning hand is paid even money.

3 POINT VALUE OF CARDS

3.1 All cards shall count as their face value.

3.2 All suits have the same rank.

3.3 The rank of cards from highest to lowest shall be as follows:

3.3.1 Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

4 PLAYER OPTIONS

4.1 Prior to the first card being dealt for each round of play, Players will be given the opportunity to place a wager on one or both of the following:

4.1.1 Casino War (Basic Wager); and /or

4.1.2 Tie

4.1.2.a If only a Tie Wager is placed, it shall be at least the table minimum.

4.2 After the initial deal, where a Player's card has the same rank as the Dealer's card, they may elect to continue in the game and

4.2.1 Go to War by placing a wager of an amount equal to their Casino War wager on the layout beside the wager; or

4.2.2 Surrender (lose half) their original wager.

5 PAYOUTS AND SEQUENCE OF PLAY

5.1 Working from left to right, the Dealer gives each Player and himself a card face-up.

5.2 The Dealer then works from right to left and resolves the action.

5.2.1 If the Player's card is higher than the Dealer's card, the Player wins even money on their Basic Wager.

5.2.1.a The Tie Wager, if made, loses.

5.2.2 If the Dealer's card is higher than the Player's card, the Player loses their Basic Wager.

5.2.2.a The Tie Wager, if made, also loses.

5.2.3 If the Dealer's card ties the Player's card, the Tie Wager, if made, wins 10 to 1.

5.2.3.a The Player has the following options regarding the Basic Wager:

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7.0 Rules of Play – Miscellaneous Games – Casino War		

- (1) Surrender half of their Basic Wager. The Player indicates their intention to Surrender by scratching the table layout towards himself/herself.
- (2) Go to War. If the Player chooses to Go to War, the Player must place a wager (Go to War Wager) of an amount equal to their Basic Wager on the layout beside the Basic Wager.

5.2.4 Go to War procedure

5.2.4.a After Player chooses to 'Go to War' by placing the required wager;

- (1) The Dealer burns three cards and deals the Player the next card face up.
- (2) The Dealer burns three more cards and deals himself the next card face up.
- (3) If the Player's card beats the Dealer's card, the Go to War Wager wins, and the Basic Wager pushes.
- (4) If the Player's card ties the Dealer's card, the Go to War Wager wins, and the Basic Wager wins.
- (5) If the Dealer's card beats the Player's card, the Go to War Wager loses, and the Basic Wager loses.

5.2.4.b The Go to War deal shall proceed from left to right.

5.2.4.c The Dealer shall resolve (pay or take) each Player's Go to War hand as the card is dealt to each Player and Dealer.

6 DEALER BETS

- 6.1 A Player may place a separate tip bet, which is a wager played for the Dealer.
- 6.2 Dealer bets shall be placed separately.
- 6.3 Winning Dealer bets shall be paid separately from and after payment of the Player's bet.
- 6.4 A winning Dealer bet cannot be retained for play on the next game.
- 6.5 If a Tie occurs, the Dealer bet may remain for play on the next game.
 - 6.5.1 The Dealer's tip bet shall not 'Go to War' or be surrendered.

7 PAYTABLE

- 7.1 Tie Bet on initial deal out - 10 to 1
- 7.2 Win on initial deal out (Basic Wager) - 1 to 1
- 7.3 Surrender (instead of Going to War) - Lose Half
- 7.4 Win after Going to War - 1 to 2
- 7.5 Tie after Going to War - 1 to 1