



## Rules of Play / Dealing Procedures



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BONUS CRAPS is regular craps, played on an existing craps table, but with three additional exciting proposition wagers. None of the existing features of the craps table are eliminated.

*There are 3 different wagers available:*

- 1. ALL SMALL**
- 2. ALL TALL**
- 3. MAKE' EM ALL**

#### **THE PLAY**

Prior to the “come out roll” players may place an optional wager on one or more of the three Bonus Craps propositional wagers; i.e. “All Small”, “All Tall” or “Make’em All”. Each Bonus Craps wager is independent and has no affect on the primary game of Craps or other wagers. All Bonus Craps wagers can be made on the come-out-roll only.

As the shooter rolls numbers; any number other than a seven (7), the boxman or dealer will place a Bonus Craps lammer on the circle indicating that that number was rolled. For example; if the shooter rolls a six (6), a lammer is placed on the circle with the number (6) inside of it. If a number is repeated by the shooter, it has no effect on the wager. When the shooter rolls a seven (7) all bets lose and the lammers are collected by the dealer.



### **ALL SMALL**

This feature consists of a side bet in which all of the “Small” numbers (2, 3, 4, 5 and 6) must be rolled before a seven. The bet loses whenever a seven (7) is rolled; including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7. If all of the Small numbers are rolled, the side bet will pay 30 to 1 and be taken down. Players may make this wager on the come-out-roll only. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Small” numbers are lammered up, the dealer will pay the bettors and take their “Small” bets down.

### **ALL TALL**

This feature consists of a side bet in which all the “Tall” numbers (8, 9, 10, 11 and 12) must be rolled before a seven. The bet loses whenever a seven (7) is rolled, including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7. If all of the tall numbers are rolled, the side bet will pay 30 to 1 and be taken down. Players may make this wager on the come-out-roll only. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Tall” numbers are lammered up, the dealer will pay the bettors and take their “Tall” bets down.

### **MAKE ‘EM ALL**

This bet must be made prior to the come-out roll. This feature consists of all of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 being rolled before any seven (7). This bet loses whenever a seven (7) rolls. Bonus Craps wagers can only be made if the previous roll was a 7 After all of the numbers are lammered up, the dealer will pay the bet 150 to 1 and take the bet down.

