

BASIS AND PURPOSE FOR RULE 23

The purpose of Rule 23 is to establish playing rules for craps and procedures for conducting craps games in compliance with section 12-47.1-302 (2). The statutory basis for rule 23 is found in sections 12-47.1-201, C.R.S., 12-47.1-203, C.R.S., and 12-47.1-302, C.R.S.

RULE 23 RULES OF CRAPS

47.1-2301 Craps Rules.

The game of craps authorized pursuant to Article 47.1 of Title 12, C.R.S., including all approved variations thereof, shall be permitted and conducted according to the rules and provisions set forth in this Rule 23, promulgated by the Commission (hereinafter collectively "the rules of craps"). The rules of craps shall be followed by all licensees and by all persons participating in any game of craps.

47.1-2302 Definitions for Craps.

The following definitions apply to all the rules of craps and to all games of craps conducted by licensees:

- (1) "Boxman" or "boxperson" means the casino supervisor who is in charge of the craps table.
- (2) "Come Out Point" means a total of four, five, six, eight, nine or ten thrown by the shooter on the come out roll.
- (3) "Come Out Roll" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet has been effected.
- (4) "Come Point" means a total of four, five, six, eight, nine or ten thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
- (5) "Dealer" means a casino employee who either works each end of the table or a stickman at a table.
- (6) "Disk" or "puck" means the round object that is white on one side and black on the other that is used to signify a come-out roll has occurred and a point has been established.
- (7) "Point" or "point number" means the numbers four, five, six, eight, nine or ten established on the come-out roll.
- (8) "Shooter" means the person who is rolling the dice.
- (9) "Stickman" or "stickperson" means the dealer who calls the game and handles the stick.

47.1-2303 Craps table – Physical characteristics.

Craps must be played on an oblong table with rounded corners and high walled sides.

- (1) A craps table shall not be larger than 14 feet in length. A craps table, while in play, must have a drop slot and drop box, and a tip box, except that no tip box shall be required if tips are not accepted at the table. The drop box and tip box must be attached to the table on the same side as, but on opposite sides of, the dealer. Craps tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity.

- (2) The craps table must have the words "No call bets." The craps table must have specific areas marked in which to place wagers and may have imprinted on it the name and logo of the establishment.

47.1-2304 Permissible Wagers.

This section shall list the only permissible wagers at the games of craps.

- (1) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (a) The Pass Bet wins if, on the come out roll, a total of seven or eleven is thrown, or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (b) The Pass Bet loses if, on the come out roll, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
- (2) "Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.
 - (a) The Don't Pass Bet wins if, on the come out roll, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (B) The Don't Pass Bet loses if, on the come out roll, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (C) The Don't Pass Bet shall be void if, on the come out roll, a total of twelve is thrown.
- (3) "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.
 - (a) The Come Bet wins if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (b) The Come Bet loses if, on the roll immediately following placement of such bet, a total of two, three or twelve is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
- (4) "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the come out roll.
 - (a) The Don't Come Bet shall win if, on the roll immediately following placement of such bet, a total of two or three is thrown; or a total of four, five, six, eight, nine or ten is thrown and a seven subsequently appears before that total is again thrown.
 - (b) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet, a total of seven or eleven is thrown; or a total of four, five, six, eight, nine or ten is thrown and that total is again thrown before a seven appears.
 - (c) The Don't Come Bet will be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- (5) "Place Bet to Win" is a wager that may be made at any time on any of the numbers four, five, six, eight, nine or ten which shall win if the number on which the wager was placed is thrown before a

seven and shall lose if a seven is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.

- (6) "Place Bet to Lose" is a wager that may be made at any time against any of the numbers four, five, six, eight, nine or ten which shall win if a seven is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a seven appears.
- (7) "Four the Hardway" is a wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) before four is thrown in any other way and before a seven is thrown.
- (8) "Six the Hardway" is a wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) before six is thrown in any other way and before a seven is thrown.
- (9) "Eight the Hardway" is a wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) before eight is thrown in any other way and before a seven is thrown.
- (10) "Ten the Hardway" is a wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) before ten is thrown in any other way and before a seven is thrown.
- (11) "Field Bet" is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, four, nine, ten, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if a total of five, six, seven or eight is thrown on such roll.
- (12) "Any Seven" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (13) "Any Craps" is a one-roll wager that may be made at any time which shall win if a total of two, three or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (14) "Craps Two" is a one-roll wager that may be made at any time which shall win if a total of two is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (15) "Craps Three" is a one-roll wager that may be made at any time which shall win if a total of three is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (16) "Craps Twelve" is a one-roll wager that may be made at any time which shall win if a total of twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (17) "Eleven in One Roll" is a one-roll wager that may be made at any time which shall win if a total of eleven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (18) "Craps-Eleven or C and E" is a one-roll wager that may be made at any time which shall win, if either a craps (two, three or twelve) or eleven is rolled immediately following placement of such bet and shall lose if any other total is thrown.

- (19) "Horn Bet" is a one-roll wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- (20) "Horn High Bet" is a wager that may be made at any time which shall win if any one of the totals two, three, eleven or twelve is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals two, three, eleven or twelve. A retail licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals two, three, eleven or twelve.
- (21) "Whirl Bet" or "World Bet" is a one-roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A retail licensee that does not have a designated area on the layout for the acceptance of the Whirl Bet shall break down the wager into two separate wagers on the Horn Bet and the Any Seven wager.
- (22) "Four the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (23) "Six the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (24) "Eight the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (25) "Ten the Hardway on the Hop" is a one-roll wager that may be made at any time which shall win if a total of ten is thrown the hardway (that is, with five appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (26) "One-Three (Ace-Trey) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of four is thrown with a one appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (27) "One-Four (Ace-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a one appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (28) "Two-Three (Deuce-Trey) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of five is thrown with a two appearing on one die and a three appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (29) "One-Five (Ace-Five) on the Hop" is a one roll-wager that may be made at any time which shall win if a total of six is thrown with a one appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (30) "Two-Four (Deuce-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of six is thrown with a two appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- (31) "One-Six (Ace-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a one appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (32) "Two-Five (Deuce-Five) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a two appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (33) "Three-Four (Trey-Four) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of seven is thrown with a three appearing on one die and a four appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (34) "Two-Six (Deuce-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a two appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (35) "Three-Five (Trey-Five) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of eight is thrown with a three appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (36) "Three-Six (Trey-Six) on the Hop" is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a three appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (37) "Four-Five on the Hop" is a one-roll wager that may be made at any time which shall win if a total of nine is thrown with a four appearing on one die and a five appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (38) "Four-Six on the Hop" is a one-roll wager that may be made at any time which shall win if a total of ten is thrown with a four appearing on one die and a six appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- (39) "6-7-8" is a one roll wager, offered at the election of a retail licensee, that may be made at any time which shall win if any one of the totals six, seven or eight is thrown on the roll immediately following the placement of such bet and shall lose if the total of two, three, four, five, nine, ten, eleven or twelve is thrown on such roll.
- (40) "Big 6" is a multi-roll wager that may be made at any time which shall win if a six in any combination is thrown before a seven. If a seven is thrown before the six, the wager is lost.
- (41) "Big 8" is a multi-roll wager that may be made at any time which shall win if an eight in any combination is thrown before a seven. If a seven is thrown before the eight, the wager is lost.
- (42) "Put Bet" is a wager placed directly on 4, 5, 6, 8, 9, or 10. A put bet pays even money. Players have the option to take true odds on the wager. Players may wager a put bet at anytime during the game.

47.1-2305 Making and Removing Wagers.

- (1) All wagers at craps must be made by placing gaming chips, tokens, valid match play coupons, or coins (only for Pass or Don't Pass wagers) or any combination thereof, on the appropriate areas of the layout. *Amended 9/14/2012*
- (2) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by the dealer and/or a boxperson and the correct wager is placed on the table.
- (3) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet. Pass Bets and Come Bets may be increased at any time.
- (4) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- (5) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. One "On" button may designate all like or similar bets in that position are working. All other wagers shall be considered "On". Hardways may be active on the come out roll if allowed by the house rules of the retail licensee.

47.1-2306 Payment odds.

- (1) No retail licensee or any employee or agent thereof shall pay off winning wagers at the game of craps at less than the odds listed below. A retail licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

<u>Wager</u>	<u>Payout Odds</u>
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12

Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1
Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five) 2 to 1 on 6 (the Hardway) or 8 (the Hardway)
Big Six or Big Eight	1 to 1
Put Bet	1 to 1

- (2) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on two, three, eleven and twelve.
- (3) A Craps-Eleven or C and E 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.
- (4) No retail licensee or its employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2) or (3) above. If the winning wager results in a payout amount that is not an even dollar amount, the payout amount shall be rounded up to an amount equal to the lowest denomination of chip available at the table.

47.1-2307 True odds on place bets (buy and lay bets).

- (1) Buy bets: In addition to the payout odds set forth in regulation 47.1-2306 for place bets to win on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player the option of receiving true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount wagered, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

Bets	Odds
4 to Win	2 to 1
5 to Win	3 to 2

6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

- (2) Lay bets: In addition to or in lieu of the payout odds set forth in regulation 47.1-2306 for place bets to lose on 4, 5, 6, 8, 9 and 10, a retail licensee may offer a player THE OPTION OF true odds on these bets. In return for offering these odds, the licensee may charge the player a percentage of the amount potentially won, which in no event shall exceed five percent of such wager. A retail licensee that offers a player true odds shall pay winning wagers as follows:

Bets	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

- (3) Except as provided for in subsections (1) and (2) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

47.1-2308 Taking or laying odds in support of pass, don't pass, come and don't come bets.

- (1) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.
- (2) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.
- (3) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.
- (4) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the retail licensee's policies on odds, not to exceed \$100. If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

47.1-2309 Retention and selection of dice.

- (1) A set of at least five dice conforming to the specifications contained in 47.1-1280 shall be offered to each new shooter. Control of the dice at a craps table shall be the responsibility of the stickperson at the table.
- (2) At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
- (3) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson.

47.1-2310 Throw of the dice.

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he shall throw the two selected die so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him.

47.1-2311 Invalid roll of the dice.

- (1) A roll of the dice shall be invalid whenever either or both of the die go off the table or whenever one die comes to rest on top of the other.
- (2) The persons listed in (5) below shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:
 - (a) The dice do not leave the shooter's hand simultaneously;
 - (b) Either or both of the die fail to strike an end of the table;
 - (c) Either or both of the die come to rest on the chips constituting the craps bank of chips located in front of the boxperson;
 - (d) Either or both of the die come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table;
 - (e) The use of a cheating, crooked or fixed device or technique in the roll of the dice; and
 - (f) For any other reason the boxperson or stickperson considers the throw to be improper.
- (3) The call of "No Roll" under either paragraphs a, b or f of subsection (2) of this section shall, whenever possible, be made before both die come to rest.
- (4) A throw of the dice which results in the dice coming into contact with any chips on the table shall not be a cause for a call of "No Roll".
- (5) "No Roll" may be called by any licensed employee designated by the retail licensee.

47.1-2312 Point throw; settlement of wagers.

- (1) When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two die. Only one face on each die shall be considered skyward.

- (2) In the event either or both of the die do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
- (3) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson.

47.1-2313 Continuation of shooter; selection of new shooter.

- (1) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:
 - (a) The shooter shall pass the dice upon throwing a loser 7; or
 - (b) The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the Colorado Limited Gaming Act or the Colorado Limited Gaming Regulations.
- (2) If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with regulation 47.1-2310.
- (3) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.
- (4) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the die offered. The remaining dice of the set shall be returned to the dice cup, which shall be placed immediately in front of the stickperson.

47.1-2314 Posting of rules. *Eff 03/01/2012*

Posted house rules and specific rules of conduct shall be clear and legible and placed in a conspicuous and conveniently accessible location available to all players in the room. Rules posted and the place of posting must be approved by the Director or designee. Printed copies of house rules and specific rules of conduct must be provided to players upon request. *Eff 03/01/2012*

47.1-2315 Craps tournaments. *Eff 03/01/2012*

- (1) Craps tournaments may be conducted by retail licensees. A tournament must conclude no later than four months following the first day of tournament play. If a tournament is to conclude on a date later than thirty-one days following the first day of tournament play, all prizes, including the cash equivalent of merchandise or other non-cash prizes, must be placed into escrow before the start of the tournament. *Eff 03/01/2012*

- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament. *Eff 03/01/2012*
 - (a) Two or more licensees may jointly conduct a tournament in which the value of all entry fees and buy-ins will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds. *Eff 03/01/2012*
 - (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to insure proper escrow of prizes, if required, and for the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole. *Eff 03/01/2012*
 - (c) Licensees participating in a tournament shall insure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. *Eff 03/01/2012*

47.1-2316 Craps chips required. *Eff 03/01/2012*

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall be non-negotiable, have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament. *Eff 03/01/2012*
- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. *Eff 03/01/2012*

47.1-2317 Proposals for variations. *Eff 03/01/2012*

- (1) Upon written application to the Division, a retail licensee may request variations in other rules of craps. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations. *Eff 03/01/2012*

47.1-2317.01 The Play – Craps with Fire Bet *Effective 11/30/2012*

Fire Bet is a patented and trademarked Craps Variation Game, the rights to which on January 1, 2012 were owned by Shuffle Master Gaming of Las Vegas, Nevada and which may be transferred or assigned. Craps with Fire Bet must be played according to the following rules:

- (1) Fire Bet may be played only on tables displaying the Fire Bet layout.
- (2) Fire Bet is an optional additional wager for craps. Players may make this bet right before the come-out roll of a new shooter. These bets will be in the amount specified at the table by the retail licensee.

- (3) Players must place their fire bet wager in the marked area. Dealers will then move the bets to the appropriate betting circles.
- (4) A Fire Bet cannot be taken down or “called off” once the new shooter has established the *initial* point.
- (5) Any dealer tip delivered as a Fire Bet wager may be placed at the top of the Fire Bet numbering area or piggy-backed (dealer bet sits on top of the player’s bet slightly pushed forward) on top of the player’s Fire Bet numbering spot wager.
- (6) Lammers shall be used to keep track of each “Individual Point” that the shooter has successfully made. For example: once a point has been successfully made, a Fire Bet Lammer will replace the standard (larger, white) puck that was used to denote that “point”. The Fire Bet Lammers will be placed accordingly as additional “Individual Points” are made until a “Seven Out” occurs or an ultimate Fire Bet Payoff threshold has been reached.
- (7) The Fire Bet Wager shall be paid according to the number of “Individual Points” the shooter successfully makes before the dice “Seven Out”. *Note: The term “Individual Points” shall mean, when a point is successfully made from the pool of possible points (4, 5, 6, 8, 9, 10) more than once, it shall neither advance nor subtract from the player’s goal of reaching a Fire Bet payoff threshold. Thus, making a point more than once, will only count as *one “individual point”* made.
- (8) Points do not have to be in any specific order.
- (9) Winning or losing on the “Come Out” roll will not affect this side bet. Only the “Seven Out” or successfully making all (6) Individual Points will terminate the bet.
- (10) Payouts are made after the shooter – assuming he or she has made at least three passes – “Sevens Out.” Dealers will clear all losing bets first, and then pay winners, including the Fire Bet. Bets will be paid in *numerical order* in conjunction with a player’s betting position after all usual “take and pay procedures”.
- (11) As this is a “multi-level” payoff structure, only the highest payoff level met will be paid. *Example:* If five (5) “Individual Points” are successfully made, only the (five) point payoff will be made and not the lesser payoff threshold met.
- (12) The pay schedule in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Points	FB-1	FB-2	FB-3	FB-4
6	1,000 for 1	999 to 1	300 for 1	299 to 1
5	250 for 1	249 to 1	150 for 1	149 to 1
4	25 for 1	24 to 1	30 for 1	29 to 1
3			7 for 1	6 to 1

47.1-2317.02 The Play – Craps with Sharp Shooter *Effective 11/30/2012*

Sharp Shooter is a patented and trademarked Craps Variation Game, the rights to which on March 13, 2008 were owned by Shuffle Master Gaming of Las Vegas, Nevada and which may be transferred or assigned. Craps with Sharp Shooter must be played according to the following rules:

- (1) Sharp Shooter may be played only on tables displaying the Sharp Shooter layout.
- (2) Sharp Shooter is an optional wager for craps. Players may make this bet right before the come-out roll of a new shooter. These bets will be in the amount specified at the table by the retail licensee.
- (3) Players must place their Sharp Shooter Wager in the marked area. Dealers will then move the wagers to the appropriate betting circles.
- (4) Any dealer tip delivered as a Sharp Shooter wager may be placed at the top of the Sharp Shooter numbering area or piggy-backed (dealer bet sits on top of the player's bet slightly pushed forward) on top of the player's Sharp Shooter numbering spot wager.
- (5) When a player makes a point, the stickman or boxman will use a lammer to keep track of the number of passes.
- (6) Players win if the shooter makes at least three points before a "Seven-Out". The more points he or she makes, the higher the payouts.
- (7) If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the sequence ends.
- (8) Payouts are made after the shooter—assuming he or she has made at least three passes—"Sevens-Out". Dealers will clear all losing bets first, and then pay winners, including the Sharp Shooter Wagers.
- (9) The pay schedule in use, or payouts derived from the pay schedules, must be displayed on the table layout or on signage at the table:

Points	SS-01	SS-02	SS-03	SS-04	SS-05	SS-06
10	300 for 1	300 for 1	500 for 1	299 to 1	299 to 1	500 to 1
9	200 for 1	200 for 1	200 for 1	200 to 1	200 to 1	200 to 1
8	100 for 1	50 for 1	100 for 1	100 to 1	50 to 1	100 to 1
7	50 for 1	40 for 1	50 for 1	50 to 1	40 to 1	50 to 1
6	30 for 1	30 for 1	30 for 1	30 to 1	30 to 1	30 to 1
5	20 for 1	20 for 1	20 for 1	20 to 1	20 to 1	15 to 1
4	10 for 1	10 for 1	10 for 1	9 to 1	9 to 1	9 to 1
3	6 for 1	7 for 1	6 for 1	5 to 1	6 to 1	5 to 1

47.1-2318 Tips in Craps. *Effective 9/14/2012*

- (1) A retail licensee may at its discretion utilize a tip storage device, commonly referred to as a token tube, for the purpose of temporarily securing chips received by dealers as tips. Use of a tip storage device, must be exclusively for temporary holding, prior to exchanging lower denomination chips for a higher denomination chip to place into the lockbox. The placement of

tips into a tip storage device prior to exchange shall be deemed to comply with C.R.S. 12-47.1-820, as it applies to immediately dropping tips.

- (2) A retail licensee may allow player controlled tip wagers. A player controlled tip wager, once posted, is the dealer's money to be won or lost. Prior to offering player controlled tip wagers, the retail licensee must submit detailed house rules to the Division, detailing how player controlled tip wagers will be handled. Specifically, the retail licensee must address at what point the player controlled tip wager, if won, concludes and when it must be placed into a tip storage device or dropped.