

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:

<u>Bets</u>	<u>Odds</u>
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 as a single event or a series of events culminating with an overall winner. At such tournament, any of the Craps games authorized in this Rule 23 may be played. A tournament must conclude no later than four months following the first day of tournament play. *Eff 03/01/2012, Amended 7/15/14*
- (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 monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds. *Eff 03/01/2012, Amended 7/15/14*
- (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 ensure 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, Amended 7/15/14*
- (c) Licensees participating in a tournament shall ensure 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, Amended 7/15/14*

47.1-2315.01 Calculation of adjusted gross proceeds of craps tournament play. *Eff 7/15/14*

Entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments.

47.1-2315.02 Cash receipts and prize awards-accounting. *Eff 7/15/14*

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division.

47.1-2315.03 Location of tournaments. *Eff 7/15/14*

Each craps tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures.

47.1-2315.04 Qualification of players. *Eff 7/15/14*

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of tournament players. Such criteria, if used, should be reasonably related to limited gaming.

47.1-2315.05 Entry fee and player buy-in. *Eff 7/15/14*

Neither the amount of the tournament entry fee nor the amount of all allowable player buy-ins may exceed \$100,000. If both an entry fee and buy-ins are used, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed \$100,000.

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament.

All buy-ins collected must be paid out to the winners of the tournament or events by the conclusion of the tournament. The licensee may not retain any amount collected as buy-ins. The licensee is allowed to offer complimentary buy-ins provided the dollar value is added to the prize pool. If the buy-in is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash buy-in for the event) of the items and record the value as the buy-in on the required tournament form.

Licensees may offer at the end of an event a prize voucher that can be used to enter future events within the same tournament. If the prize voucher is used as an entry fee and buy-in at the future event in which an entry fee and buy-in are offered, the entry fee value of the voucher and the buy-in value of the voucher shall be documented on the required tournament form. The prize voucher shall be considered a prize payout and shall be documented on the prize payout form required by the division.

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout.

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event.

47.1-2315.06 Tournament rules of play. *Eff 7/15/14*

The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in Rule 23. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of Gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament.

47.1-2315.07 Conduct of tournament. *Eff 7/15/14*

The following rules shall apply to all craps tournament play and must be included in the printed rules for each tournament:

- (1) All players shall receive an equal number of tournament chips for their entry fee and/or initial buy-in at the start of each tournament event. If the tournament rules allow additional chips to be purchased before the start of the event or during the event, each player shall have the same opportunity to purchase additional chips.
- (2) Players are eliminated from tournament events when they lose all their chips and either do not have the option to, or choose not to, purchase additional chips.
- (3) At the option of the retail licensee, the tournament rules may permit remaining players to unanimously agree among themselves to split the prize(s) between or among themselves without the necessity of continuing tournament play to finality.
 - (a) No agreement concerning division of prizes shall be made, or be permitted to be made, with respect to non-cash prizes.
 - (b) The retail licensee's tournament director shall not encourage the final players to end tournament play early, and shall ensure that every qualifying player understands that all agreements concerning an early end to the tournament and concerning the division of the prize fund must be both voluntary and unanimous. If the tournament director feels that any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.

- (c) Upon being satisfied that any agreement concerning division of prizes is voluntary and unanimous among the qualified players, the tournament director shall award the prizes in the manner agreed upon by the players, identifying each recipient with the prize actually awarded.
- (4) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager for another player.
- (5) Only tournament chips on the table at the start of a game may be in play for that game. Concealed chips may not be used in play.

47.1-2315.08 House rules for tournament play. *Eff 7/15/14*

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the craps game, or in the alternative, a statement to read: "Except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."
- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) How the final round of play is to be determined and how the tournament is to be concluded.
- (4) How many prizes are to be awarded, and the exact description of each prize.
- (5) Any additional house rules which change the normal play of the game in the licensed establishment.

47.1-2316 Tournament chips required. *Eff 03/01/2012, Amended 7/15/14*

- (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 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, Amended 7/1/13, Amended 7/15/14*
- (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, boxman, or dealer will use a lammer to keep track of the number of passes. *Amended 7/1/13*
- (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
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47.1-2317.03 The Play – Craps Free Craps *Effective 02/14/2013*

Craps Free Craps is a public domain, craps variation game. Except as provided by this regulation 47.1-2317.03, Craps Free Craps shall follow all the rules for Craps play set forth by this Rule 23.

Permissible Wagers.

Except as provided below, all wagers found in 47.1-2304 Permissible Wagers are allowable in Craps Free 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 is thrown, or a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and that total is again thrown before a seven appears.
 - (b) The Pass Bet loses if, following placement of such a bet, a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and a seven subsequently appears before that total is again thrown.
- (2) "Don't Pass Bet" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps, nor is any mention of "Don't Pass Bet" valid in any other section.
- (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 a total of two, three, four, five, six, eight, nine, ten, eleven, or twelve is thrown and that total is again thrown before a seven appears.
 - (b) The Come Bet loses if, following placement of such bet, a total of two, three, four, five, six, eight, nine, ten, eleven or twelve is thrown and a seven subsequently appears before that total is again thrown.
- (4) "Don't Come Bet" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps, nor is any mention of "Don't Come Bet" or "Don't Come Wager" valid in any other section.
- (5) "Place Bet to Lose" as defined in 47.1-2304 Permissible Wagers, is not a permissible wager in Craps Free Craps.

Payment Odds.

Wager	Payout Odds
Pass Bet	1 to 1
Come Bet	1 to 1
Place Bet 2 Win	11 to 2
Place Bet 3 to Win	11 to 4
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 11 to Win	11 to 4
Place Bet 12 to Win	11 to 2
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 Sevens	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
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) 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-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
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

True odds on Place bets (buy bets)

- (1) Buy bets: In addition to the payout odds set forth above for place bets to win on 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12, 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
2 to Win	6 to 1
3 to Win	3 to 1
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
11 to Win	3 to 1
12 to Win	6 to 1

- (2) "Lay bets" as provided in 47.1-2307 True odds on Place bets (buy and lay bets), are not permissible wagers in Craps Free Craps
- (3) Except as provided for in subsection (1) 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.

47.1-2317.04 The Play – Craps with Super Front Line Winner *Eff 10/16/13*

Super Front Line Winner is a craps variation game, the rights to which are owned by Score Gaming, LLC of Henderson, Nevada and which may be transferred or assigned. Craps with Super Front Line Winner must be played according to the following rules.

- (1) Super Front Line Winner may be played only on tables displaying the Super Front Line Winner Layout.
- (2) Super Front Line Winner Shall be played using all standard craps equipment, including two die, a point marker, and all standard equipment used to play the traditional game of craps.
- (3) No changes will be made to the standard play, procedures or payouts of craps except where described below for the outcome of the Super Front Line Winner wager.
- (4) The Play of the Super Front Line Winner wager requires at least one shooter/player to make a Pass Line or Don't Pass Wager per House minimums and maximums and a Super Front Line Winner wager per house minimums and maximums.
 - (a) Table signage will be present depicting the house minimums and maximums for all wagers including the Super Front Line Winner wager.
- (5) All players who have bet the pass line and/or the don't pass line may also bet the Super Front Line Winner wager. Players who have not bet the pass line or don't pass line will not be eligible to play the Super Front Line Winner wager.
- (6) The Super Front Line Winner wager must be placed in the designated spot on the craps table marked for the Super Front Line Winner wager. The wager may be placed at any time during the shooter/player's roll, provided the shooter/player has not yet rolled a seven or eleven.
 - (a) Once the shooter/player has rolled a seven or eleven, the designated casino staff will announce the Super Front Line Winner wager is now closed for the entirety of the current shooter/player's complete round of craps defined as when the shooter/player sevens out.

- (7) Once placed, the shooter/player cannot take down, increase, or decrease the amount of the super front line winner wager. the wager must be played until it is resolved by winning, losing, or pushing as described below.
- (8) At the discretion of the retail licensee, the shooter/player that has placed the Super Front Line Winner wager may be permitted to place tip wagers for the dealer on the Super Front Line Winner wager. If such tip wagers are accepted, winning wagers must be paid at the same odds as the shooter/player's winning wager. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.
- (9) The Object of the Super Front Line Winner wager is for the shooter/player to roll as many Sevens or Elevens as possible during a shooter/player's complete round of craps.
 - (a) A shooter/player's complete round of craps is defined as the period between the shooter/player's first come out roll and the shooter/player sevening out.
 - (b) The seven which results in a seven-out is always counted as one seven in determining the total number of sevens and elevens the shooter/player rolls in their complete round of craps.
 - (c) All further rules will apply to a shooter/player's complete round of craps
- (10) Rolling four (4) sevens and/or elevens provides the minimum payout per the established pay table.
 - (a) However, the casino may select a pay table where the super front line winner wager may be returned to the shooter/player, i.e. treated as a push, instead of losing if the shooter/player rolls three (3) sevens and/or elevens.
- (11) Rolling eleven (11) sevens and/or elevens provides the maximum payout per the established pay table. Additional sevens and/or elevens that are rolled after the shooter/player reaches the maximum of eleven (11) do not effect the outcome of the Super Front Line Winner wager.
- (12) If the shooter/player rolls less than three (3) sevens and/or elevens during their complete round of craps, the Super Front Line Winner wager will lose and will be collected by the appropriate casino staff.
- (13) All winning Super Front Line Winner wagers are paid at the end of the shooter/player's complete round of craps.
- (14) The Stickman or Boxman will use a single lammer, proprietary to Score Gaming, to keep track of the number of sevens and/or elevens rolled every time a new shooter/player begins the round of craps, even if there are no Super Front Line Winner wagers active on the table.
- (15) The lammers, by definition, have no monetary value.
- (16) The lammers will be generic and will not have any identifying number on them.
- (17) The lammers will be kept on the table.
- (18) If/when the first seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the first seven or eleven has been rolled and announce the super front line winner wager is closed. no more wagers can be placed until the shooter/player finishes their complete round of craps.
- (19) If/when the second seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the second seven or eleven has been rolled.

- (20) If/when the third seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the third seven or eleven has been rolled.
- (21) If/when the fourth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the fourth seven or eleven has been rolled.
- (22) If/when the fifth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the fifth seven or eleven has been rolled.
- (23) If/when the sixth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the sixth seven or eleven has been rolled.
- (24) If/when the seventh seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the seventh seven or eleven has been rolled.
- (25) If/when the eighth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the eighth seven or eleven has been rolled.
- (26) If/when the ninth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the ninth seven or eleven has been rolled.
- (27) If/when the tenth seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the tenth seven or eleven has been rolled.
- (28) If/when the eleventh seven and/or eleven is rolled the stickman or boxman will place the lammer on the designated spot on the table representing the eleventh seven or eleven has been rolled. the lammer will stay on this designated spot until the shooter/player sevens out.
- (29) Winning Super Front Line Winner wagers will be paid per the established pay table and losing Super Front Line Winner wagers will be collected by the appropriate casino staff/dealer at the end of the shooter/player's complete round of craps. The Super Front Line Winner wager will always be resolved before the dice are rolled by the new shooter/player.
- (30) After the shooter/player sevens out and the roll is over for that shooter/player, the Super Front Line Winner wager may be played again at any amount from the post house minimum and maximum, and must be placed before the new shooter/player's first come out roll.

Pay tables for Super Front Line Winner Wager

Pay Table 1:

number of sevens and/or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	3:1
5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	500:1

Pay Table 2:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	3:1

5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	500:1

Pay Table 3:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	2:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	30:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven amen 4/14/14	500:1

Pay Table 4:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	4:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	50:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 5:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	3:1
5 th seven and or eleven	6:1
6 th seven and or eleven	15:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	75:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 6:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	4:1

5 th seven and or eleven	6:1
6 th seven and or eleven	12:1
7 th seven and or eleven	30:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 7:

number of sevens and or elevens	payout
0-2 nd seven and or eleven	loss
3 rd seven and or eleven	push
4 th seven and or eleven	3:1
5 th seven and or eleven	5:1
6 th seven and or eleven	10:1
7 th seven and or eleven	20:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	100:1
11 th seven and or eleven	250:1

Pay Table 8:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	5:1
5 th seven and or eleven	7:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

Pay Table 9:

number of sevens and or elevens	payout
0-3 rd seven and or eleven	loss
4 th seven and or eleven	5:1
5 th seven and or eleven	7:1
6 th seven and or eleven	12:1
7 th seven and or eleven	20:1
8 th seven and or eleven	30:1
9 th seven and or eleven	60:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

Pay Table 10:

number of sevens and or elevens	payout
0-2 nd seven and or eleven	loss
3 rd seven and or eleven	push
4 th seven and or eleven	3:1
5 th seven and or eleven	6:1
6 th seven and or eleven	10:1
7 th seven and or eleven	25:1
8 th seven and or eleven	40:1
9 th seven and or eleven	50:1
10 th seven and or eleven	75:1
11 th seven and or eleven	100:1

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

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.

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.

47.1-2319 Irregularities.

When any irregularity occurs, the dealer shall notify the boxman or pit supervisor, who shall direct the dealer to take the most appropriate action which the boxman or supervisor believes to be fair and equitable, and shall observe such action being taken. The boxman or pit supervisor, and not the dealer, must make all decisions concerning disputed play or the payment or collection of wagers.