



DEAL IT AT HOME - LEVEL 2

Dealer quick reference · Point OFF / Point ON · Take, Pay, Move

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Level 2 builds on Level 1 by adding **Don't bets** and **one-roll prop bets**.

Order of operations, every roll: read the dice, **TAKE** the losers first, **PAY** the winners, then **MOVE** the bets that change spots (Come bets go to their number, Don't Come bets go behind it). Never pay before you have taken. **Blue type = center-table (proposition) bets.**

POINT OFF Come-out roll · puck OFF (black side up)			
ROLL	1 · TAKE (losers)	2 · PAY (winners)	3 · MOVE (the money)
7 NATURAL	Don't Pass. Come bets on numbers (return their odds). One-roll bets that lose: Any Craps, Eleven, 2, 3, 12.	Pass Line 1:1. All Don't Come bets on numbers 1:1 (plus lay odds). Any Seven 4:1.	Nothing moves. The Pass Line bet stays up. Place bets stay up (OFF on come-out). No Come or Don't Come bets on the come-out. Puck: stays OFF.
11 YO	Don't Pass. One-roll bets that lose: Any Seven, Any Craps, 2, 3, 12.	Pass Line 1:1. Field 1:1. Eleven 15:1.	Nothing moves. The Pass Line bet stays up. Puck: stays OFF.
2 · 3 CRAPS	Pass Line. One-roll bets that lose: Any Seven, Eleven, 12 (also the 3 if a 2 rolled, the 2 if a 3 rolled).	Don't Pass 1:1. Field 1:1 on 3, 2:1 on 2. Any Craps 7:1. Ace-Deuce (3) 15:1 or Aces (2) 30:1.	Nothing moves. Don't Pass stays up; players put down a new Pass Line bet. Puck: stays OFF.
12 BOXCARS	Pass Line. One-roll bets that lose: Any Seven, Eleven, 2, 3.	Field 2:1 (3:1 if house rule). Any Craps 7:1. Boxcars (12) 30:1. Don't Pass: push (bar 12), no pay, no take.	Nothing moves. Don't Pass stays up; players put down a new Pass Line bet. Puck: stays OFF.
4 5 6 8 9 10 POINT NUMBER	Field if 5, 6 or 8. One-roll bets that lose.	Field 1:1 if 4, 9 or 10.	Odds go behind the Pass Line bet, lay odds behind the Don't Pass. Place, Buy and Lay bets now WORK. Puck: moves to the number, ON.

POINT ON Puck ON the point (white side up)			
ROLL	1 · TAKE (losers)	2 · PAY (winners)	3 · MOVE (the money)
Point MADE	Don't Pass and lay odds. Don't Come on that number. Field if 5, 6 or 8.	Pass Line 1:1 + odds at true odds. Place, Buy and Come bets on that number. Hard-way if rolled hard. Field 1:1 if 4, 9, 10.	Pass Line bet stays up for the new come-out. Come box bets move onto the point number, Don't Come box bets move behind it. Puck: OFF.
7 SEVEN-OUT	Pass Line + odds, Come bets + odds, Don't Come in the box, Place, Buy, Field, Hard-ways, one-roll bets.	Don't Pass 1:1. Don't Come on numbers 1:1. Lay bets (true odds, less vig). Come box 1:1. Any Seven 4:1.	Table clears: winners are paid, everything else is taken. Players put down new Pass Line and Don't Pass bets. Dice go to the next shooter. Puck: OFF.
Box # NOT THE POINT	Don't Come and Lay bets on it. Hard-way rolled easy. Field if 5, 6 or 8.	Place bets on it. Buy bets. Come bets on it (1:1 + odds). Hard-way if rolled hard. Field 1:1 if 4, 9, 10.	Come box bets move onto the number rolled; Don't Come box bets move behind it. Odds sit on top of a Come bet, behind a Don't Come. Puck: stays ON.
2 3 11 12 ONE-ROLLS	Come box on 2, 3, 12. One-roll bets that lose.	Come box on 11 1:1. Don't Come on 2, 3 1:1 (12 pushes). Field 1:1 (2 and 12 pay 2:1). Eleven 15:1, Aces (2) 30:1, Ace-Deuce (3) 15:1, Boxcars (12) 30:1 (number rolled).	Nothing moves. Puck: stays ON.

PAY-OFF TABLE with example amounts. Bet in the right units so the pay comes out in whole chips.

BET	PAYS	EXAMPLE	BET	PAYS	EXAMPLE
Pass / Come	1:1	\$10 bet pays \$10	Place 4 or 10	9:5	\$5 pays \$9
Don't Pass / Don't Come	1:1	\$10 pays \$10 (12 pushes)	Place 5 or 9	7:5	\$5 pays \$7
Odds on 4 or 10	2:1	\$10 pays \$20	Place 6 or 8	7:6	\$6 pays \$7
Odds on 5 or 9	3:2	\$10 pays \$15	Buy 4 or 10	2:1, less vig	\$20 pays \$40, less \$1
Odds on 6 or 8	6:5	\$10 pays \$12	Hard 6 or 8	9:1	\$1 pays \$9
Lay vs 4 or 10	1:2	\$40 pays \$20, less \$1 vig	Hard 4 or 10	7:1	\$1 pays \$7
Lay vs 5 or 9	2:3	\$30 pays \$20, less \$1 vig	2 or 12	30:1	\$1 pays \$30
Lay vs 6 or 8	5:6	\$30 pays \$25, less \$1.25	3 or 11	15:1	\$1 pays \$15
Field (3,4,9,10,11)	1:1	\$5 pays \$5	Any Seven	4:1	\$1 pays \$4
Field (2, 12)	2:1	\$5 pays \$10	Any Craps	7:1	\$1 pays \$7

CALL IT LIKE A DEALER Say the roll before touching a chip: "Seven out, line away." "Six, the hard way." "Eight, a winner, pay the place bets." Calling the roll first lets players object before money moves.	HARD-WAYS A hard-way is doubles (3-3 is a hard 6). It loses on a 7 or when that number comes the easy way (5-1, 4-2). It stays up after a win unless the player takes it down.	BEFORE YOU PAY 1) Confirm whose bet it is. 2) Confirm the amount. 3) Pay from the bank, not the loser's stack. 4) Return winners' bets unless they said "press". 5) Keep the puck where everyone can see it.
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Tip: Come bets work like Pass Line bets that start a new point on their own number. **One-roll proposition bets** are settled on the very next roll, win or lose. **Odds limit:** decide a cap for your table (3x-4x-5x is common).