

**Title 36 STATE LOTTERY AND
GAMING CONTROL AGENCY**

Subtitle 05 TABLE GAMES

Chapter .05 Craps Rules

**Authority: State Government Article, §§ 9-1A-02(b), 9-1A-04(d), Annotated Code
of Maryland**

01. Definitions.

A. In this chapter the following terms have the meaning indicated.

B. Terms Defined.

(1) "Buy Bet" means a Place Bet to Win which offers a payout of true odds.

(2) "Call Bet" means a wager made without cash or chips for a known customer.

(3) "Come out point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

(4) "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 a Pass Bet and Don't Pass Bet has been affected.

(5) "Come point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

(6) "Lay Bet" means a Place Bet to Lose which offers a payout of true odds.

02. Craps and Mini-Craps Tables.

A. Craps and Mini-Craps shall be played on an oblong table with rounded corners and high walled sides.

B. A Craps table may not be larger than 14 feet in length.

C. A Mini-Craps table may not be longer than 9 1/2 feet in length and shall have seating locations for a maximum of nine players.

D. A facility operator shall submit its proposed layout for a Craps or Mini-Craps table to the Commission for approval under COMAR 36.05.03.16 with at least:

(1) The name or logo of the facility operator;

- 1 (2) Specific areas designated for the placement of wagers authorized under
2 Regulation .03 of this chapter;
- 3 (3) The words “no call bets;”
- 4 (4) If a facility operator offers the Fire Bet in accordance with Regulation .11 of
5 this chapter:
- 6 (a) No more than 16 areas may be designated for the placement of Fire
7 Bets;
- 8 (b) Fire Bet areas must be located around the perimeter of the layout,
9 corresponding to player positions at the table, and sequentially numbered
10 in a clockwise direction, with the area numbered 1 being located
11 immediately to the left of the boxperson or dealer;
- 12 (c) A designated area of the layout for the relocation and identification of
13 all Fire Bets placed by players prior to the come out roll of a shooter;
- 14 (d) The designated area must be located in front of the boxperson and
15 contain numbered areas which correspond to the location of the numbered
16 areas described in paragraph (a) of this section; and
- 17 (c) The following information, visible to all player positions, on the inside
18 wall of the table:
- 19 (i) The payout odds for four, five and six different unique points
20 made;
- 21 (ii) Fire Bets shall be accepted only prior to a shooter’s initial
22 come out roll; and
- 23 (iii) The wager limitations applicable to the Fire Bet.
- 24 E. A Craps and Mini-Craps table must have a drop box and tip box attached to the table
25 in locations approved by the Commission under COMAR 36.05.03.16.

26 **03. Wagers.**

27 A. The following wagers are authorized in the games of Craps and Mini-Craps:

28 (1) A Pass Bet placed on the Pass Line of the layout immediately prior to the
29 come out roll, for which a winning or losing Pass Bet shall be determined as
30 follows:

31 (a) A Pass Bet shall win if, on the come out roll:

- 1 (i) A total of 7 or 11 is thrown; or
- 2 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown
- 3 again before a 7 is thrown;
- 4 (b) A Pass Bet shall lose if, on the come out roll:
- 5 (i) A total of 2, 3 or 12 is thrown; or
- 6 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently thrown
- 7 before that total is thrown again;
- 8 (2) A Don't Pass Bet placed on the Don't Pass Line of the layout immediately
- 9 prior to the come out roll, for which winning or losing Don't Pass Bet shall be
- 10 determined as follows:
- 11 (a) A Don't Pass Bet shall win if, on the come out roll:
- 12 (i) A total of 2 or 3 is thrown; or
- 13 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently
- 14 thrown before that total is thrown again;
- 15 (b) A Don't Pass Bet shall lose if, on the come out roll:
- 16 (i) A total of 7 or 11 is thrown; or
- 17 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown
- 18 again before a 7 is thrown; and
- 19 (c) If a total of 12 is thrown on the come out roll, a Don't Pass Bet shall be
- 20 void and any Don't Pass Bets shall be returned to the players.
- 21 (3) A Come Bet placed on the Come Line of the layout at any time after the come
- 22 out roll.
- 23 (a) If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Come Bet, the
- 24 dealer shall move the Come Bet into the numbered box corresponding to
- 25 the number that was thrown;
- 26 (b) A Come Bet shall win if:
- 27 (i) A total of 7 or 11 is thrown on the roll immediately following
- 28 placement of the Come Bet; or

1 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately
2 following placement of the Come Bet and that total is thrown again
3 before a 7 is thrown; and

4 (c) A Come Bet shall lose if:

5 (i) A total of 2, 3 or 12 is thrown on the roll immediately following
6 placement of the Come Bet; or

7 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately
8 following placement of the Come Bet and a 7 is subsequently
9 thrown before that total is thrown again;

10 (4) A Don't Come Bet placed on the Don't Come Line of the layout at any time
11 after the come out roll.

12 (a) If a 4, 5, 6, 8, 9 or 10 is thrown after the placement of a Don't Come
13 Bet, the dealer shall move the Don't Come Bet into a box adjacent to the
14 numbered box corresponding to the number that was thrown.

15 (b) A Don't Come Bet shall win if either:

16 (i) A total of 2 or 3 is thrown on the roll immediately following
17 placement of the Don't Come Bet; or

18 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately
19 following placement of the Don't Come Bet and a 7 is
20 subsequently thrown before that total is thrown again.

21 (c) A Don't Come Bet shall lose if:

22 (i) A total of 7 or 11 is thrown on the roll immediately following
23 placement of the Don't Come Bet; or

24 (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately
25 following placement of the Don't Come Bet and that total is
26 thrown again before a 7 is thrown.

27 (d) If a total of 12 is thrown on the roll immediately following placement
28 of a Don't Come Bet, the Don't Come Bet shall be void and any Don't
29 Come Bets shall be returned to the players.

30 (5) A Place Bet to Win on any of the numbers 4, 5, 6, 8, 9 or 10, which may be
31 made at any time.

1 (a) A Place Bet to Win shall be inactive on a come out roll unless called
2 “on” by the player and confirmed by the dealer through placement of an
3 “on” marker button on top of the player’s wager.

4 (b) A Place Bet to Win shall win if the number on which the wager was
5 placed is thrown before a 7 is thrown.

6 (c) A Place Bet to Win shall lose if a 7 is thrown before the number on
7 which the wager was placed is thrown.

8 (6) A Place Bet to Lose placed in a box adjacent to any of the numbers 4, 5, 6, 8,
9 9 or 10 which may be made at any time.

10 (a) A Place Bet to Lose shall be inactive on a come out roll unless called
11 “on” by the player and confirmed by the dealer through placement of an
12 “on” marker button on top of the player’s wager.

13 (b) A Place Bet to Lose shall win if a 7 is thrown before the particular
14 number against which the wager is placed is thrown.

15 (c) A Place Bet to Lose shall lose if the particular number against which
16 the wager is placed is thrown before a 7 is thrown.

17 (7) A Four the Hardway Bet placed in a box which shows two dice, each of which
18 displays a value of 2, which may be made at any time.

19 (a) A Four the Hardway Bet shall be inactive on the come out roll unless
20 called “on” by the player and confirmed by the dealer through placement
21 of an “on” marker button on top of the player’s wager.

22 (b) A Four the Hardway Bet shall win if a total of 4 is thrown with a 2
23 appearing on each die before a 4 is thrown in any other way or before a 7
24 is thrown.

25 (c) A Four the Hardway Bet shall lose if a total of 4 is thrown without a 2
26 appearing on each die or a 7 is thrown before a total of 4 is thrown with a
27 2 appearing on each die.

28 (8) A Six the Hardway Bet placed in a box which shows two dice, each of which
29 displays a value of 3, which may be made at any time.

30 (a) A Six the Hardway Bet shall be inactive on the come out roll unless
31 called “on” by the player and confirmed by the dealer through placement
32 of an “on” marker button on top of the player’s wager.

1 (b) A Six the Hardway Bet shall win if a total of 6 is thrown with a 3
2 appearing on each die before a 6 is thrown in any other way or before a 7
3 is thrown.

4 (c) A Six the Hardway Bet shall lose if a total of 6 is thrown without a 3
5 appearing on each die or a 7 is thrown before a total of 6 is thrown with a
6 3 appearing on each die.

7 (9) An Eight the Hardway Bet placed in a box which shows two dice, each of
8 which displays a value of 4, which may be made at any time.

9 (a) An Eight the Hardway Bet shall be inactive on the come out roll unless
10 called "on" by the player and confirmed by the dealer through placement
11 of an "on" marker button on top of the player's wager.

12 (b) An Eight the Hardway Bet shall win if a total of 8 is thrown with a 4
13 appearing on each die before an 8 is thrown in any other way or before a 7
14 is thrown.

15 (c) An Eight the Hardway Bet shall lose if a total of 8 is thrown without a
16 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with
17 a 4 appearing on each die.

18 (10) A Ten the Hardway Bet placed in a box which shows two dice, each of
19 which displays a value of 5, which may be made at any time.

20 (a) A Ten the Hardway Bet shall be inactive on the come out roll unless
21 called "on" by the player and confirmed by the dealer through placement
22 of an "on" marker button on top of the player's wager.

23 (b) A Ten the Hardway Bet shall win if a total of 10 is thrown with a 5
24 appearing on each die before a 10 is thrown in any other way or before a 7
25 is thrown.

26 (c) A Ten the Hardway Bet shall lose if a total of 10 is thrown without a 5
27 appearing on each die or a 7 is thrown before a total of 10 is thrown with a
28 5 appearing on each die.

29 (11) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and
30 12, which may be made at any time.

31 (a) A Field Bet shall win if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll
32 immediately following placement of the Field Bet.

33 (b) A Field Bet shall lose if a 5, 6, 7 or 8 is thrown on the roll immediately
34 following placement of the Field Bet.

- 1 (12) An Any Seven Bet placed in a box which contains the phrase “Any Seven,”
2 which may be made at any time.
- 3 (a) An Any Seven Bet shall win if a 7 is thrown on the roll immediately
4 following placement of the Any Seven Bet.
- 5 (b) An Any Seven Bet shall lose if any total other than a 7 is thrown on the
6 roll immediately following placement of the Any Seven Bet.
- 7 (13) An Any Craps Bet placed in a box which contains the phrase “Any Craps,”
8 which may be made at any time.
- 9 (a) An Any Craps Bet shall win if a 2, 3 or 12 is thrown on the roll
10 immediately following placement of the Any Craps Bet.
- 11 (b) An Any Craps Bet shall lose if any total other than a 2, 3 or 12 is
12 thrown on the roll immediately following placement of the Any Craps Bet.
- 13 (14) A Craps Two Bet placed in a box which shows two dice, each of which
14 displays a value of 1, which may be made at any time:
- 15 (a) A Craps Two Bet shall win if a 2 is thrown on the roll immediately
16 following placement of the Craps Two Bet.
- 17 (b) A Craps Two Bet shall lose if any total other than a 2 is thrown on the
18 roll immediately following placement of the Craps Two Bet.
- 19 (15) A Craps Three Bet placed in a box which shows two dice, one of which
20 displays a value of 1 and the other of which displays a value of 2, which may be
21 made at any time.
- 22 (a) A Craps Three Bet shall win if a 3 is thrown on the roll immediately
23 following placement of the Craps Three Bet.
- 24 (b) A Craps Three Bet shall lose if any total other than a 3 is thrown on the
25 roll immediately following placement of the Craps Three Bet.
- 26 (16) A Craps Twelve Bet placed in a box which shows two dice, each of which
27 displays a value of 6, which may be made at any time.
- 28 (a) A Craps Twelve Bet shall win if a 12 is thrown on the roll immediately
29 following placement of the Craps Twelve Bet.
- 30 (b) A Craps Twelve Bet shall lose if any total other than a 12 is thrown on
31 the roll immediately following placement of the Craps Twelve Bet.

- 1 (17) An 11 in One Roll Bet placed in a box which shows two dice, one of which
2 displays a value of 5 and the other of which displays a value of 6, which may be
3 made at any time.
- 4 (a) An 11 in One Roll Bet shall win if an 11 is thrown on the roll
5 immediately following placement of the 11 in One Roll Bet.
- 6 (b) An 11 in One Roll Bet shall lose if any total other than an 11 is thrown
7 on the roll immediately following placement of the 11 in One Roll Bet.
- 8 (18) A Craps-Eleven or C and E Bet placed in an area on the table layout that
9 contains the letters “C” and “E,” which may be made at any time.
- 10 (a) A Craps-Eleven or C and E Bet shall win if a 2, 3, 11 or 12 is rolled
11 immediately following placement of the Craps-Eleven or C and E Bet.
- 12 (b) A Craps-Eleven or C and E Bet shall lose if any total other than a 2, 3,
13 11 or 12 is thrown on the roll immediately following placement of the
14 Craps-Eleven or C and E Bet.
- 15 (19) A Horn Bet placed in a box which contains the words “Horn Bet,” which
16 may be made at any time.
- 17 (a) A Horn Bet shall be placed in units of four.
- 18 (b) A Horn Bet shall win if a 2, 3, 11 or 12 is thrown on the roll
19 immediately following placement of the Horn Bet.
- 20 (c) A Horn Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown
21 on the roll immediately following placement of the Horn Bet.
- 22 (20) A Horn High Bet placed in a box which contains the words “Horn High Bet” and
23 two dice with a total value of 2, 3, 11 or 12, which may be made at any time.
- 24 (a) A Horn High Bet shall be placed in units of five.
- 25 (b) A facility operator that does not have a designated area on its layout for the
26 acceptance of a Horn High Bet shall break down a Horn High Bet into two
27 separate wagers of four units on the Horn Bet and one unit on one of the boxes
28 that contains two dice with a total value of 2, 3, 11 or 12.
- 29 (c) A Horn High Bet shall win if a 2, 3, 11 or 12 is thrown on the roll immediately
30 following placement of the Horn High Bet.
- 31 (d) A Horn High Bet shall lose if any total other than a 2, 3, 11 or 12 is thrown on
32 the roll immediately following placement of the Horn High Bet.

- 1 (21) A Whirl Bet placed in a box which contains the words “Whirl Bet,” which
2 may be made at any time.
- 3 (a) A Whirl Bet shall be placed in units of five.
- 4 (b) A facility operator that does not have a designated area on its layout
5 for the acceptance of a Whirl Bet shall break down a Whirl Bet into two
6 separate wagers of four units on the Horn Bet and one unit on the Any
7 Seven Bet.
- 8 (c) A Whirl Bet shall win if a 2, 3, 7, 11 or 12 is thrown on the roll
9 immediately following placement of the Whirl Bet.
- 10 (d) A Whirl Bet shall lose if any total other than a 2, 3, 7, 11 or 12 is
11 thrown on the roll immediately following placement of the Horn High Bet.
- 12 (22) A Four the Hardway on the Hop Bet placed in an area on the layout for this
13 bet, which may be made at any time.
- 14 (a) A Four the Hardway on the Hop Bet shall win if a total of 4 is thrown
15 with a 2 appearing on each die on the roll immediately following
16 placement of the Four the Hardway on the Hop Bet.
- 17 (b) A Four the Hardway on the Hop Bet shall lose if any other
18 combination is thrown on the roll immediately following placement of the
19 Four the Hardway on The Hop Bet.
- 20 (23) A Six the Hardway on the Hop Bet placed in an area on the layout for this
21 bet, which may be made at any time.
- 22 (a) A Six the Hardway on the Hop Bet shall win if a total of 6 is thrown
23 with a 3 appearing on each die on the roll immediately following
24 placement of the Six the Hardway on the Hop Bet.
- 25 (b) A Six the Hardway on the Hop Bet shall lose if any other combination
26 is thrown on the roll immediately following placement of the Six the
27 Hardway on the Hop Bet.
- 28 (24) An Eight the Hardway on the Hop Bet placed in an area on the layout for this
29 bet, which may be made at any time.
- 30 (a) An Eight the Hardway on the Hop Bet shall win if a total of 8 is
31 thrown with a 4 appearing on each die on the roll immediately following
32 placement of the Eight the Hardway on the Hop Bet.

1 (b) An Eight the Hardway on the Hop Bet shall lose if any other
2 combination is thrown on the roll immediately following placement of the
3 Eight the Hardway on the Hop Bet.

4 (25) A Ten the Hardway on the Hop Bet placed in an area on the layout for this
5 bet, which may be made at any time.

6 (a) A Ten the Hardway on the Hop Bet shall win if a total of 10 is thrown
7 with a 5 appearing on each die on the roll immediately following
8 placement of the Ten the Hardway on the Hop Bet.

9 (b) A Ten the Hardway on the Hop Bet shall lose if any other combination
10 is thrown on the roll immediately following placement of the Ten the
11 Hardway on the Hop Bet.

12 (26) A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for
13 this bet, which may be made at any time.

14 (a) A One-Three or Ace-Trey on the Hop Bet shall win if a total of 4 is
15 thrown with a 1 appearing on one die and a 3 appearing on the other die on
16 the roll immediately following placement of the One-Three or Ace-Trey
17 on the Hop Bet.

18 (b) A One-Three or Ace-Trey on the Hop Bet shall lose if any other
19 combination is thrown on the roll immediately following placement of the
20 One-Three or Ace-Trey on the Hop Bet.

21 (27) A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for
22 this bet, which may be made at any time.

23 (a) A One-Four or Ace-Four on the Hop Bet shall win if a total of 5 is
24 thrown with a 1 appearing on one die and a 4 appearing on the other die on
25 the roll immediately following placement of the One-Four or Ace-Four on
26 the Hop Bet.

27 (b) A One-Four or Ace-Four on the Hop Bet shall lose if any other
28 combination is thrown on the roll immediately following placement of the
29 One-Four or Ace-Four on the Hop Bet.

30 (28) A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout
31 for this bet, which may be made at any time.

32 (a) A Two-Three or Deuce-Trey on the Hop Bet shall win if a total of 5 is
33 thrown with a 2 appearing on one die and a 3 appearing on the other die on
34 the roll immediately following placement of the Two-Three or Deuce-
35 Trey on the Hop Bet.

- 1 (b) A Two-Three or Deuce-Trey on the Hop Bet shall lose if any other
2 combination is thrown on the roll immediately following placement of the
3 Two-Three or Deuce-Trey on the Hop Bet.
- 4 (29) A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for
5 this bet, which may be made at any time.
- 6 (a) A One-Five or Ace-Five on the Hop Bet shall win if a total of 6 is
7 thrown with a 1 appearing on one die and a 5 appearing on the other die on
8 the roll immediately following placement of the One-Five or Ace-Five on
9 the Hop Bet.
- 10 (b) A One-Five or Ace-Five on the Hop Bet shall lose if any other
11 combination is thrown on the roll immediately following placement of the
12 One-Five or Ace-Five on the Hop Bet.
- 13 (30) A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout
14 for this bet, which may be made at any time.
- 15 (a) A Two-Four or Deuce-Four on the Hop Bet shall win if a total of 6 is
16 thrown with a 2 appearing on one die and a 4 appearing on the other die on
17 the roll immediately following placement of the Two-Four or Deuce-Four
18 on the Hop Bet.
- 19 (b) A Two-Four or Deuce-Four on the Hop Bet shall lose if any other
20 combination is thrown on the roll immediately following placement of the
21 One-Five or Ace-Five on the Hop Bet.
- 22 (31) A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this
23 bet, which may be made at any time.
- 24 (a) A One-Six or Ace-Six on the Hop Bet shall win if a total of 7 is thrown
25 with a 1 appearing on one die and a 6 appearing on the other die on the
26 roll immediately following placement of the One-Six or Ace-Six on the
27 Hop Bet.
- 28 (b) A One-Six or Ace-Six on the Hop Bet shall lose if any other
29 combination is thrown on the roll immediately following placement of the
30 One-Six or Ace-Six on the Hop Bet.
- 31 (32) A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout
32 for this bet, which may be made at any time.
- 33 (a) A Two-Five or Deuce-Five on the Hop Bet shall win if a total of 7 is
34 thrown with a 2 appearing on one die and a 5 appearing on the other die on

1 the roll immediately following placement of the Two-Five or Deuce-Five
2 on the Hop Bet.

3 (b) A Two-Five or Deuce-Five on the Hop Bet shall lose if any other
4 combination is thrown on the roll immediately following placement of the
5 Two-Five or Deuce-Five on the Hop Bet.

6 (33) A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout
7 for this bet, which may be made at any time.

8 (a) A Three-Four or Trey-Four on the Hop Bet shall win if a total of 7 is
9 thrown with a 3 appearing on one die and a 4 appearing on the other die on
10 the roll immediately following placement of the Three-Four or Trey-Four
11 on the Hop Bet.

12 (b) A Three-Four or Trey-Four on the Hop Bet shall lose if any other
13 combination is thrown on the roll immediately following placement of the
14 Three-Four or Trey-Four on the Hop Bet.

15 (34) A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for
16 this bet, which may be made at any time.

17 (a) A Two-Six or Deuce-Six on the Hop Bet shall win if a total of 8 is
18 thrown with a 2 appearing on one die and a 6 appearing on the other die on
19 the roll immediately following placement of the Two-Six or Deuce-Six on
20 the Hop Bet.

21 (b) A Two-Six or Deuce-Six on the Hop Bet shall lose if any other
22 combination is thrown on the roll immediately following placement of the
23 Two-Six or Deuce-Six on the Hop Bet.

24 (35) A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for
25 this bet which may be made at any time.

26 (a) A Three-Five or Trey-Five on the Hop Bet shall win if a total of 8 is
27 thrown with a 3 appearing on one die and a 5 appearing on the other die on
28 the roll immediately following placement of the Three-Five or Trey-Five
29 on the Hop Bet.

30 (b) A Three-Five or Trey-Five on the Hop Bet shall lose if any other
31 combination is thrown on the roll immediately following placement of the
32 Three-Five or Trey-Five on the Hop Bet.

33 (36) A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for
34 this bet, which may be made at any time.

1 (a) A Three-Six or Trey-Six on the Hop Bet shall win if a total of 9 is
2 thrown with a 3 appearing on one die and a 6 appearing on the other die on
3 the roll immediately following placement of the Three-Six or Trey-Six on
4 the Hop Bet.

5 (b) A Three-Six or Trey-Six on the Hop Bet shall lose if any other
6 combination is thrown on the roll immediately following placement of the
7 Three-Six or Trey-Six on the Hop Bet.

8 (37) A Four-Five on the Hop Bet placed in an area on the layout for this bet,
9 which may be made at any time.

10 (a) A Four-Five on the Hop Bet shall win if a total of 9 is thrown with a 4
11 appearing on one die and a 5 appearing on the other die on the roll
12 immediately following placement of the Four-Five on the Hop Bet.

13 (b) A Four-Five on the Hop Bet shall lose if any other combination is
14 thrown on the roll immediately following placement of the Four-Five on
15 the Hop Bet.

16 (38) A Four-Six on the Hop Bet placed in an area on the layout for this bet, which
17 may be made at any time.

18 (a) A Four-Six on the Hop Bet shall win if a total of 10 is thrown with a 4
19 appearing on one die and a 6 appearing on the other die on the roll
20 immediately following placement of the Four-Six on the Hop Bet.

21 (b) A Four-Six on the Hop Bet shall lose if any other combination is
22 thrown on the roll immediately following placement of the Four-Six on
23 the Hop Bet.

24 (39) A 6-7-8 Bet placed in an area on the layout for this bet, which may be made
25 at any time.

26 (a) A 6-7-8 Bet shall win if a total of 6, 7 or 8 is thrown on the roll
27 immediately following placement of the 6-7-8 Bet.

28 (b) A 6-7-8 Bet shall lose if a 2, 3, 4, 5, 9, 10, 11 or 12 is thrown on the
29 roll immediately following placement of the 6-7-8 Bet.

30 (40) A Fire Bet that may only be made prior to the come out roll of a new shooter.

31 (a) A Fire Bet shall win if at least four different unique point totals of
32 either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.

1 (b) A Fire Bet shall lose if less than four different unique point totals of
2 either 4, 5, 6, 8, 9 or 10 are made by the shooter before a 7 is thrown.

3 (41) In addition to Place Bets to Win on 4, 5, 6, 8, 9 and 10, a facility operator
4 may, if specified in its Rules Submission under COMAR 36.05.03.21, offer
5 players the option of placing a Buy Bet to receive true odds on the Place Bet to
6 Win.

7 (a) A Buy Bet shall be inactive on a come out roll unless called “on” by
8 the player and confirmed by the dealer through placement of an “on”
9 marker button on top of the player’s wager.

10 (b) A winning or losing Buy Bet shall be determined as follows:

11 (i) A Buy Bet shall win if the number on which the wager was
12 placed is thrown before a 7 is thrown.

13 (ii) A Buy Bet shall lose if a 7 is thrown before the number on
14 which the wager was placed is thrown.

15 (42) In addition to or in lieu of the Place Bets to Lose on 4, 5, 6, 8, 9 and 10, a
16 facility operator may, if specified in its Rules Submission under 36.05.03.21, offer
17 players the option of placing a Lay Bet to receive true odds on the Place Bet to
18 Lose.

19 (a) A Lay Bet shall be active on a come out roll unless called “off” by the
20 player and confirmed by the dealer through placement of an “off” marker
21 button on top of the player’s wager.

22 (b) A Lay Bet shall win if a 7 is thrown before the particular number
23 against which the wager is placed is thrown.

24 (c) A Lay Bet shall lose if the particular number against which the wager
25 is placed is thrown before a 7 is thrown.

26 B. Except as permitted under Regulation .06 of this chapter, the amount of a Craps or
27 Mini-Craps wager:

28 (1) May not be less than the minimum wager; and

29 (2) May not be more than the maximum wager.

30 C. The minimum and maximum wagers shall be posted at each Craps or Mini-Craps
31 table.

32 **04. Making and Removing Wagers.**

- 1 A. A wager shall be made before the dice are thrown.
- 2 B. A wager shall be made by placing value chips or plaques on the appropriate areas of
3 the layout.
- 4 C. A verbal wager accompanied by cash may be accepted if:
- 5 (1) It is confirmed by the dealer; and
- 6 (2) The cash is expeditiously converted into value chips or plaques.
- 7 D. A wager made on any bet may be removed or reduced at any time prior to a roll that
8 decides the outcome of the wager, except that:
- 9 (1) A Pass Bet may not be removed or reduced after a come out point is
10 established with respect to the Pass Bet;
- 11 (2) A Come Bet may not be removed or reduced after a come point is established
12 with respect to the Come Bet; and
- 13 (3) A Fire Bet may not be reduced or increased at any time, and may not be
14 removed prior to the throwing of a loser 7.
- 15 E. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but
16 may not be replaced or increased after the bet has been removed or reduced.
- 17 F. Only a player seated at a Mini-Craps table may place a wager at the game, and after a
18 player places a wager, the player shall remain seated until completion of the round of
19 play.

20 **05. Payout Odds.**

- 21 A. The facility operator shall pay out winning Craps and Mini-Craps wagers as follows:
- 22 (1) For Pass Bet the payout shall be 1 to 1;
- 23 (2) For Don't Pass Bet the payout shall be 1 to 1;
- 24 (3) For Come Bet the payout shall be 1 to 1;
- 25 (4) For Don't Come Bet the payout shall be 1 to 1;
- 26 (5) For Place Bet to Win on 4 the payout shall be 9 to 5;
- 27 (6) For Place Bet to Win on 5 the payout shall be 7 to 5;

- 1 (7) For Place Bet to Win on 6 the payout shall be 7 to 6;
- 2 (8) For Place Bet to Win on 8 the payout shall be 7 to 6;
- 3 (9) For Place Bet to Win on 9 the payout shall be 7 to 5;
- 4 (10) For Place Bet to Win on 10 the payout shall be 9 to 5;
- 5 (11) For Place Bet to Lose on 4 the payout shall be 5 to 11;
- 6 (12) For Place Bet to Lose on 5 the payout shall be 5 to 8;
- 7 (13) For Place Bet to Lose on 6 the payout shall be 4 to 5;
- 8 (14) For Place Bet to Lose on 8 the payout shall be 4 to 5;
- 9 (15) For Place Bet to Lose on 9 the payout shall be 5 to 8;
- 10 (16) For Place Bet to Lose on 10 the payout shall be 5 to 11;
- 11 (17) For Four the Hardway Bet the payout shall be 7 to 1;
- 12 (18) For Six the Hardway Bet the payout shall be 9 to 1;
- 13 (19) For Eight the Hardway Bet the payout shall be 9 to 1;
- 14 (20) For Ten the Hardway Bet the payout shall be 7 to 1;
- 15 (21) For a Field Bet on a 3, 4, 9, 10 or 11 the payout shall be 1 to 1;
- 16 (22) For a Field Bet on a 2 or 12 the payout shall be 2 to 1;
- 17 (23) For Any Seven Bet the payout shall be 4 to 1;
- 18 (24) For Any Craps Bet the payout shall be 7 to 1;
- 19 (25) For Craps 2 Bet the payout shall be 30 to 1;
- 20 (26) For Craps 3 Bet the payout shall be 15 to 1;
- 21 (27) For Craps 12 Bet the payout shall be 30 to 1;
- 22 (28) For 11 in One Roll the payout shall be 15 to 1;
- 23 (29) For Four the Hardway on the Hop Bet the payout shall be 30 to 1;

- 1 (30) For Six the Hardway on the Hop Bet the payout shall be 30 to 1;
- 2 (31) For Eight the Hardway on the Hop Bet the payout shall be 30 to 1;
- 3 (32) For Ten the Hardway on the Hop Bet the payout shall be 30 to 1;
- 4 (33) For One-Three or Ace-Trey on the Hop Bet the payout shall be 15 to 1;
- 5 (34) For One-Four or Ace-Four on the Hop Bet the payout shall be 15 to 1;
- 6 (35) For One-Five or Ace-Five on the Hop Bet the payout shall be 15 to 1;
- 7 (36) For One-Six or Ace-Six on the Hop Bet the payout shall be 15 to 1;
- 8 (37) For Two-Three or Deuce-Trey on the Hop Bet the payout shall be 15 to 1;
- 9 (38) For Two-Four or Deuce-Four on the Hop Bet the payout shall be 15 to 1;
- 10 (39) For Two-Five or Deuce-Five on the Hop Bet the payout shall be 15 to 1;
- 11 (40) For Two-Six or Deuce-Six on the Hop Bet the payout shall be 15 to 1;
- 12 (41) For Three-Four or Trey-Four on the Hop Bet the payout shall be 15 to 1;
- 13 (42) For Three-Five or Trey-Five on the Hop Bet the payout shall be 15 to 1;
- 14 (43) For Three-Six or Trey-Six on the Hop Bet the payout shall be 15 to 1;
- 15 (44) For Four-Five on the Hop Bet the payout shall be 15 to 1;
- 16 (45) For Four-Six on the Hop Bet the payout shall be 15 to 1;
- 17 (46) For 6-7-8 Bet on a 6 that is a One-Five or Two-Four, on any 7 or an 8 that is
- 18 a Two-Six or Three Five the payout shall be 1 to 1; and
- 19 (47) For a 6-7-8 Bet on a 6 that is a Three-Three or an 8 that is a Four-Four the
- 20 payout shall be 2 to 1.
- 21 B. A Craps-Eleven or C and E Bet shall be paid as if 1/2 of the Craps-Eleven or C and E
- 22 Bet had been placed as an Any Craps Bet (7 to 1) and 1/2 as an 11 in One Roll (15 to 1),
- 23 and shall be paid as if two separate wagers were made for the one roll.
- 24 C. A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each
- 25 of which equaling 25% of the Horn Bet.

1 D. A Horn High Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and
2 12, each of which equaling 20% of the Horn High Bet and a fifth wager on the 2, 3, 11 or
3 12, equaling 20% of the Horn High Bet.

4 E. A Whirl Bet shall be paid as if it were two separate wagers with four units wagered as
5 a Horn Bet and one unit wagered as an Any Seven Bet.

6 F. A winning Fire Bet shall be paid once for the highest number of different unique
7 points made at the odds in one of the following pay tables selected by the facility operator
8 in its Rules Submission under COMAR 36.05.03.21:

9 (1) Pay Table A:

10 (a) For four points the payout shall be 24 to 1;

11 (b) For five points the payout shall be 249 to 1; and

12 (c) For six or more points the payout shall be 999 to 1;

13 (2) Pay Table B:

14 (a) For four points the payout shall be 39 to 1;

15 (b) For five points the payout shall be 199 to 1; and

16 (c) For six or more points the payout shall be 499 to 1;

17 G. A facility operator that offers Buy Bets and Lay Bets:

18 (1) Shall pay winning Buy Bet wagers as follows:

19 (a) For a Buy Bet on the 4 the payout shall be 2 to 1;

20 (b) For a Buy Bet on the 5 the payout shall be 3 to 2;

21 (c) For a Buy Bet on the 6 the payout shall be 6 to 5;

22 (d) For a Buy Bet on the 8 the payout shall be 6 to 5;

23 (e) For a Buy Bet on the 9 the payout shall be 3 to 2; and

24 (f) For a Buy Bet on the 10 the payout shall be 2 to 1;

25 (2) Shall pay winning Lay Bet wagers as follows:

26 (a) For a Lay Bet against the 4 the payout shall be 1 to 2;

- 1 (b) For a Lay Bet against the 5 the payout shall be 2 to 3;
- 2 (c) For a Lay Bet against the 6 the payout shall be 5 to 6;
- 3 (d) For a Lay Bet against the 8 the payout shall be 5 to 6;
- 4 (e) For a Lay Bet against the 9 the payout shall be 2 to 3; and
- 5 (f) For a Lay Bet against the 10 the payout shall be 1 to 2;

6 (3) May collect a vigorish:

7 (a) At time the player makes the wager, of up to 5%, as specified in the
8 facility operator's Rules Submission, of the amount wagered on the Buy or
9 Lay Bet; or

10 (b) Only on a winning Buy or Lay Bet.

11 H. If a facility collects a vigorish, the facility operator shall specify in its Rules
12 Submission which vigorish procedure under § G(3) of this regulation it will use.

13 I. Except as permitted under §G(3) of this regulation, a facility operator may not charge a
14 percentage, fee or vigorish to a player in making any wager in the game of Craps or Mini-
15 Craps.

16 J. Except as permitted under Regulation .06 of this chapter, a facility operator may not
17 accept any wager in excess of the maximum bet posted at the table.

18 **06. Supplemental Wagers.**

19 A. When a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come
20 out roll, the player may make a supplemental wager in support of the Pass Bet which may
21 be limited by the facility operator to an amount that is equal to the amount of the original
22 Pass Bet, and if the Pass Bet wins after a supplemental wager is made:

23 (1) The original Pass Bet shall be paid at odds of 1 to 1.

24 (2) The supplemental wager shall be paid at odds of:

25 (a) 2 to 1 if the come out point was 4 or 10;

26 (b) 3 to 2 if the come out point was 5 or 9; or

27 (c) 6 to 5 if the come out point was 6 or 8.

1 B. When a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on
2 the come out roll, the player may make a supplemental wager in support of the Don't
3 Pass Bet which may be limited by the facility operator to an amount calculated as to
4 provide winnings not in excess of the amount originally wagered on the Don't Pass Bet,
5 and if the Don't Pass Bet wins after a supplemental wager is made:

6 (1) The original Don't Pass Bet shall be paid at odds of 1 to 1.

7 (2) The supplemental wager shall be paid at odds of:

8 (a) 1 to 2 if the come out point was 4 or 10;

9 (b) 2 to 3 if the come out point was 5 or 9; or

10 (c) 5 to 6 if the come out point was 6 or 8.

11 C. When a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll
12 immediately following placement of the Come Bet, the player may make a supplemental
13 wager in support of the Come Bet which may be limited by the facility operator to an
14 amount that is equal to the amount of the original Come Bet, and if the Come Bet wins
15 after a supplemental wager is made:

16 (1) The original Come Bet shall be paid at odds of 1 to 1.

17 (2) The supplemental wager shall be paid at odds of:

18 (a) 2 to 1 if the come point was 4 or 10;

19 (b) 3 to 2 if the come point was 5 or 9; or

20 (c) 6 to 5 if the come point was 6 or 8.

21 D. When a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on
22 the roll immediately following placement of the Don't Come Bet, the player may make a
23 supplemental wager in support of the Don't Come Bet which may be limited by the
24 facility operator to an amount calculated as to provide winnings not in excess of the
25 amount originally wagered on the Don't Come Bet, and if the Don't Come Bet wins after
26 a supplemental wager is made:

27 (1) The original Don't Come Bet shall be paid at odds of 1 to 1.

28 (2) The supplemental wager shall be paid at odds of:

29 (a) 1 to 2 if the come point was a 4 or 10;

30 (b) 2 to 3 if the come point was 5 or 9; or

1 (c) 5 to 6 if the come point was 6 or 8.

2 E. Except as permitted under § F of this regulation, a facility operator may allow a
3 supplemental wager in support of a Pass or Come Bet in an amount up to ten times the
4 amount of the original Pass or Come Bet.

5 (1) A facility operator may allow a supplemental wager in support of a Don't Pass
6 or Don't Come Bet in an amount calculated as to provide a winning player with
7 winnings not in excess of up to ten times the amount originally wagered on the
8 Don't Pass or Don't Come Bet.

9 (2) The original Pass, Don't Pass, Come or Don't Come Bet and any
10 supplemental wager allowed in accordance with this subsection shall be paid at
11 the same odds as the original and supplemental wagers are paid under § A through
12 § D of this regulation.

13 F. A facility operator may accept a supplemental wager that exceeds an amount that is
14 otherwise authorized by this section or posted as the maximum wager permitted if the
15 excess amount of the supplemental wager is necessary to facilitate the payouts permitted
16 by this regulation.

17 **07. Dice Retention and Selection.**

18 A. A set of five dice shall be present at the Craps or Mini-Craps table during gaming.

19 (1) The stickperson at the table shall be responsible for control of the dice at a
20 Craps table, or at a Mini-Craps table with an optional stickperson.

21 (2) The dealer at the table shall be responsible for control of the dice at a Mini-
22 Craps table without an optional stickperson.

23 (3) Except for dice in active play, the stickperson or Mini-Craps dealer at a table
24 shall retain all dice in a dice cup at the table.

25 B. At the commencement of play:

26 (1) For Craps:

27 (a) The stickperson shall offer the set of dice to the player immediately to
28 the left of the boxperson at the table.

29 (b) If a player rejects the dice offered under § B(1)(a) of this regulation,
30 the stickperson shall offer the dice to each of the other players in turn
31 clockwise around the table until one of the players accepts the dice.

32 (2) For Mini-Craps:

1 (a) The dealer or the optional Mini-Craps stickperson shall offer the set of
2 dice to the player immediately to his left at the table.

3 (b) If a player rejects the dice offered under § B(2)(a) of this regulation,
4 the dealer or stickperson shall offer the dice to each of the other players in
5 turn clockwise around the table until one of the players accepts the dice.

6 C. The first player to accept the dice when offered shall become the shooter who shall
7 select and retain two of the dice offered.

8 D. The remaining dice of the set under § C of this regulation shall be returned to the dice
9 cup which shall:

10 (1) For Craps, be placed immediately in front of the Craps stickperson.

11 (2) For Mini-Craps, be placed immediately in front of the Mini-Craps dealer or
12 stickperson.

13 E. A set of five dice used at a Craps or Mini-Craps table shall be changed at least once
14 every 24 hours.

15 F. A new set of dice shall be used:

16 (1) When a Craps or Mini-Craps table is reopened for gaming;

17 (2) If a die goes off the table during play and is lost;

18 (3) If the dice show signs of tampering or alteration; or

19 (4) The dice are otherwise marked, chipped, scratched or no longer suitable for
20 play.

21 **08. Throw or Invalid Roll of the Dice.**

22 A. After selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after
23 which the shooter shall throw the two selected dice so that they leave the shooter's hand
24 simultaneously and in a manner which causes the dice to strike the end of the table
25 farthest from the shooter.

26 B. A roll of the dice shall be invalid when either or both of the dice go off the table or
27 when one die comes to rest on top of the other.

28 C. The individuals listed in under § E of this regulation may invalidate a roll of the dice
29 by calling "no roll" for any of the following reasons:

30 (1) The dice do not leave the shooter's hand simultaneously;

- 1 (2) A die fails to strike the end of the table farthest from the shooter;
- 2 (3) A die comes to rest on the chips constituting the Craps bank of chips located
3 in front of the boxperson;
- 4 (4) A die comes to rest in the dice cup in front of the Craps stickperson, in front of
5 the Mini-Craps dealer or stickperson, or on one of the rails surrounding the table;
- 6 (5) The use of a cheating, crooked or fixed device or technique in the roll of the
7 dice; or
- 8 (6) The Craps boxperson or stickperson, or the Mini-Craps dealer or stickperson,
9 considers the throw to be improper.

10 D. A throw of the dice which results in the dice coming into contact with any chips or
11 plaques on the table, other than the Craps bank of chips located in front of the boxperson,
12 may not be a cause for a call of “no roll.”

13 E. “No roll” may be called:

- 14 (1) In Craps, by a boxperson or stickperson; and
- 15 (2) In Mini-Craps, by the dealer, stickperson or floorperson.

16 **09. Point Throw and Settlement of Wagers.**

17 A. When the dice come to rest from a valid throw, the Craps stickperson or the Mini-
18 Craps dealer or stickperson shall at once call out the sum of the numbers on the
19 uppermost or skyward sides of the two dice.

20 B. Only one face on each die shall be considered uppermost or skyward.

21 C. In the event a die does not land flat on the table, the side directly opposite the side that
22 is resting on the chips or other object shall be considered uppermost or skyward.

23 D. If more than one side of a die is resting on a stack of chips or other object, the roll
24 shall be void and the dice shall be rethrown.

25 E. In the event of a dispute as to which face is uppermost:

26 (1) In Craps, the boxperson may determine which face is uppermost or may order
27 the throw be void and the dice be rethrown.

28 (2) In Mini-Craps, the floorperson may determine which face is uppermost or
29 order the throw be void and the dice be rethrown.

1 F. In Craps, after calling the throw, the stickperson shall collect the dice and bring them
2 to the center of the table between the stickperson and the boxperson.

3 (1) All wagers decided by that throw shall then be settled, and then the
4 stickperson shall pass the dice to the shooter for the next throw.

5 (2) When collecting the dice and passing them to the shooter, the stickperson shall
6 use a stick designed for that purpose.

7 G. In Mini-Craps, after calling the throw, the dealer or stickperson shall collect the dice
8 and bring them to the center of the table.

9 (1) All wagers decided by that throw shall then be settled, and then the dealer or
10 stickperson shall pass the dice to the shooter for the next throw.

11 (2) When collecting the dice and passing them to the shooter, the dealer or
12 stickperson shall use a stick designed for that purpose.

13 **10. Selection and Continuation of Shooter.**

14 A. Except as provided in subsections (1) and (2) of this section, after a roll, a shooter may
15 pass the dice or remain the shooter.

16 (1) The shooter shall pass the dice upon throwing a loser 7.

17 (2) The Craps boxperson or the Mini-Craps dealer may order the shooter to pass
18 the dice if the shooter unreasonably delays the game, repeatedly makes invalid
19 rolls or violates either the act or this part.

20 B. If after making the come out point, a shooter elects not to place another Pass Bet or
21 Don't Pass Bet, and other Come Bets or Don't Come Bets remain on the table, the Craps
22 stickperson or the Mini-Craps dealer or stickperson shall offer the dice to the player
23 immediately to the left of the previous shooter as provided for under § C of this
24 regulation.

25 (1) If there are no other players at the table, or if no other player at the table elect
26 to make a Pass Bet or Don't Pass Bet to shoot the dice and continue the game, the
27 previous shooter may shoot the dice without making a Pass Bet or Don't Pass Bet.

28 (2) The previous shooter may shoot the dice as described in § B(1) of this
29 regulation only for the purpose of effecting a decision on the remaining Come
30 Bets or Don't Come Bets.

31 (3) The on/off marker shall be placed on the Don't Pass Line in the off position in
32 front of the shooter to indicate that the shooter is rolling the dice only to

1 effectuate a decision for the Come Bets or Don't Come Bets remaining on the
2 layout.

3 (4) After the remaining Come Bets or Don't Come Bets have been decided, or a
4 player wishes to place a Pass Bet or Don't Pass Bet, the game shall proceed in
5 accordance with Regulation .08 of this chapter.

6 C. When a shooter voluntarily or compulsorily relinquishes the dice, the Craps
7 stickperson or the Mini-Craps dealer or stickperson shall offer the complete set of five or
8 more dice to the player immediately to the left of the previous shooter.

9 D. If the player described in § C of this regulation does not accept the dice, the Craps
10 stickperson or the Mini-Craps dealer or stickperson shall offer the complete set of five or
11 more dice to each of the other players clockwise around the table.

12 E. The first player to accept the dice when offered shall become the new shooter who
13 shall select and retain two of the dice offered.

14 F. After a new shooter is selected under § E of this regulation, the remaining dice of the
15 set shall be returned to the dice cup, and the cup shall be placed immediately in front of
16 the Craps stickperson or the Mini-Craps dealer or stickperson.

17 **11. Fire Bets.**

18 A. If a facility operator elects to offer the Fire Bet in the game of Craps as permitted
19 under Regulation .03 of this chapter, it shall observe the following additional procedures:

20 (1) Prior to a new shooter's initial come out roll, a player shall place his Fire Bet
21 on the numbered designated area for the placement of Fire Bets that is closest to
22 the player's position at the Craps table.

23 (2) If there is a voluntary or compulsory surrender of the dice by a shooter under
24 Regulation .10 of this chapter, prior to the throwing of a loser 7, any pending Fire
25 Bet shall be settled upon the successor shooter throwing a loser 7.

26 (3) After all Fire Bets are placed, the dealer shall bring in each Fire Bet in
27 numerical order and place it on the corresponding number of the designated area
28 in front of the boxperson, where the Fire Bets shall remain until they are either
29 lost or paid.

30 (4) With each individual point made by a shooter, the dealer shall place a Fire Bet
31 point marker inscribed with the total number of different unique points made by
32 the shooter in the area of the table layout containing the number of the point that
33 was just made.

1 (a) A Fire Bet point marker shall be visually distinguishable from and
2 have a diameter larger than any authorized value chip.

3 (b) A Fire Bet point marker shall be maintained by a boxperson or dealer
4 at the Craps table.

5 (5) A Fire Bet shall be collected or paid upon a shooter throwing a loser 7.

6 (6) After a shooter makes four different unique points, the surveillance
7 department shall be notified for the purpose of confirming all Fire Bets and
8 payouts.

9 B. If a facility operator elects to offer the Fire Bet in the game of Craps under Regulation
10 .03 of this chapter, the following additional rules shall apply:

11 (1) Wagers.

12 (a) A minimum wager shall be \$1.

13 (b) A maximum wager shall be \$5.

14 (c) A wager shall be made in an increment of \$1.

15 (2) When a shooter makes the same point total more than once, the total number
16 of different unique points made for purposes of settling a Fire Bet do not
17 increment.

18 (3) The four or more different unique points required to win a Fire Bet are not
19 required to be made in any specific order or combination.