

HOW TO PLAY PECHANGA CARD CRAPS

Pechanga Card Craps is a game of chance played on a regulation craps table. The game odds are the same as a regular Craps game and the bets pay off just the same as a regular Craps game.

The game is played with two separate decks of cards, one red and one blue, and two “dice” (We will refer to the “dice” as random number generators or RNG’s). The two decks will each consist of six cards numbered one (1) through six (6), representing the six numbers on a RNG. The determination of the “roll” will be made by way of shuffling one deck of six cards in a shuffling machine, which will then be manually placed in designated spots numbered one through six on the layout, face up. A player, referred to as the “shooter”, will throw two RNG’s to the opposite end of the layout. Whatever two numbers the RNG’s land on will each correspond to one of the numbered boxes containing the cards. Those two cards will be pushed forward and will represent the “roll”. If the same number is rolled on both RNG’s, only one card will be pushed forward and then doubled to determine the roll. After each “roll” the cards will be washed face down and again placed in the designated boxes and the RNG’s thrown again until a player “sevens out”. When a “seven out” occurs, a new “shooter” will be chosen to throw the RNG’s and the second deck of six cards will be removed from the shuffle machine and used for the next hand.

The objective of the game on a Pass Line bet is to “roll” a 7 or 11 on the Come-Out and you win. “Roll” a 2, 3 or 12 on the Come-Out “roll” and you lose. “Roll” any other number (4, 5, 6, 8, 9 or 10) to determine the “Point”. “Roll” the “Point” again before a 7 is “rolled” and you win.

A Don’t Pass bet is the opposite of the Pass Line bet, except if a 12 is “rolled” then the bet is a push.

We accept 5x flat bet odds on every number up to a \$1,000 maximum.

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BET TYPE	DESCRIPTION OF BET
Pass Line Bet	Betting that the hand will roll a 7 or 11 on the Come-Out roll or establish a Point by rolling 4, 5, 6, 8, 9 or 10.
Don't Pass Bet	This is a bet that the hand will roll a 2, 3 or 12 (push) on the Come-Out roll, or establish a Point by rolling 4, 5, 6, 8, 9 or 10.
Come Bet	This bet is similar to the Pass Line bet, but can only be taken after a Point is established. It is a bet that the hand will roll a 7 or 11 on the next roll or make a point. <i>NOTE: A Come bet can only be made after a point has been established.</i>
Don't Come Bet	Similar to the Don't Pass bet except that the Don't Come bet can only be taken after the Point has been established. It is a bet that the hand will roll a 2, 3 or 12 (push) on the next roll, or will not make the Point before rolling a 7.
Odds Bet	These are additional bets made on an established number after betting the Pass Line, Don't Pass Line and Come or Don't Come bets.
Place to Win Bet	Betting that the hand will roll the number that a win bet is placed on 4, 5, 6, 8, 9 or 10 before a 7 is rolled. Place to Win bets are not acceptable on the Come-Out roll unless otherwise specified.
Field Bet	This is a single roll bet that the hand will roll either a 2, 3, 4, 9, 10, 11 or 12 on the next roll.
Hardways Bets	This is a bet that the numbers 4, 6, 8 or 10 will roll as a pair before they are rolled in any other combination, or before a 7 is rolled. Hardway bets are acceptable on the Come-Out roll unless otherwise specified.
ADDITIONAL BETS	Betting that the hand will roll a:
Any Craps	2, 3 or 12 on the next roll.
Craps Two (Aces)	total of 2 on the next roll.
Craps Three (Ace/Deuce)	total of 3 on the next roll.
Any Seven	7 on the next roll.
Eleven (Yo)	total of 11 on the next roll.
Craps Twelve (Box Cars)	total of 12 on the next roll.