

**CHAPTER 623c. CRAPS AND MINI-CRAPS SIDE WAGERS AND VARIATIONS**

Sec.

- 623c.1. Hot Roller Craps.
- 623c.2. Lucky Shooter wager.
- 623c.3. Bonus Craps alternate paytable option; change in wager verbiage.
- 623c.4. Hot Shooter jackpot wager.

**Authority**

The provisions of this Chapter 623c added under 4 Pa.C.S. §§ 1202(b)(30) and 13A02(1) and (2), unless otherwise noted.

**Source**

The provisions of this Chapter 623c added May 24, 2024, effective May 25, 2024, 54 Pa.B. 2923, unless otherwise noted.

**§ 623c.1. Hot Roller Craps.**

(a) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment). The layout shall:

- (1) Comply with the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics).
- (2) If the certificate holder offers Hot Roller Craps:
  - (i) No more than 16 areas designated for the placement of a Hot Roller wager. The Hot Roller wager areas must be located around the perimeter of the layout, corresponding to player positions at the table, and sequentially numbered in a clockwise direction with the area numbered 1 being located immediately to the left of the boxperson.
  - (ii) A designated area of the layout for the relocation and identification of all Hot Roller wagers placed by players. The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in subparagraph (i).
  - (iii) A designated area of the layout for the placement of marker buttons with the following:
    - (A) A number 4 showing a 1 and 3 dice and a 2 and 2 dice.
    - (B) A number 5 showing a 1 and 4 dice and a 2 and 3 dice.
    - (C) A number 6 showing a 1 and 5 dice, a 2 and 4 dice, and a 3 and 3 dice.
    - (D) A number 8 showing a 2 and 6 dice, a 3 and 5 dice, and a 4 and 4 dice.
    - (E) A number 9 showing a 3 and 6 dice and a 4 and 5 dice.
    - (F) A number 10 showing a 4 and 6 dice and a 5 and 5 dice.
  - (iv) The payout odds for the Hot Roller wager.

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(b) A Hot Roller wager may be made only prior to the come out roll and may not be reduced, increased or removed until resolved in accordance with subsection (g). A Hot Roller wager shall be made by placing value chips or plaques on the appropriate area of the layout. A verbal Hot Roller wager may not be accepted. The Hot Roller wager shall have no bearing on any other wagers made by a player.

(c) After placing a Hot Roller wager, the dealer shall place each player's wager in the corresponding designated area in front of the boxperson where the wagers shall remain until they are either collected or paid.

(d) With each throw of the dice, the dealer shall place a marker button in the area of the table layout containing the corresponding depiction of the dice which were just thrown. For example, if a shooter throws a 1 and 3, the dealer shall place the marker button in the box on the table layout that contains a 1 and 3 dice located below the number 4.

(e) Marker buttons shall be maintained by the boxperson or dealers at the Craps table and must be visually distinguishable from and have a diameter different than any authorized value chip utilized in the licensed facility.

(f) Once all dice combinations for a specific number on the layout are thrown, the dealer shall place a marker button on the corresponding number combination. For example, if a shooter throws a 1 and 3 and then throws a 2 and 2, the dealer shall place a marker button on the number 4.

(g) A Hot Roller wager shall be settled when a shooter throws a 7. A Hot Roller wager shall win if at least two different number combinations are thrown by the shooter before a 7 is thrown and shall lose if the shooter throws a 7 on the come out roll or if fewer than two different number combinations are thrown by the shooter before a 7 is thrown. For example, if a shooter throws the two ways to make a 4 (marker buttons have been placed on the 1 and 3 and the 2 and 2), the two ways to make a 5 (marker buttons have been placed on the 2 and 3 and the 4 and 1) and both ways to make a 9 (marker buttons have been placed on the 3 and 6 and the 4 and 5) and then throws a 7, all players who placed a Hot Roller wager shall be paid out for any three number combination.

(h) A winning Hot Roller wager shall be paid at the payout odds contained in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Outcome</i>	<i>Paytable A</i>	<i>Paytable B</i>
All six number combinations	200 to 1	300 to 1
Any five number combinations	50 to 1	50 to 1
Any four number combinations	20 to 1	20 to 1

<i>Outcome</i>	<i>Paytable A</i>	<i>Paytable B</i>
Any three number combinations	10 to 1	10 to 1
Any two number combinations	5 to 1	5 to 1

**§ 623c.2. Lucky Shooter wager.**

(a) If the certificate holder offers Craps on a fully automated electronic gaming table, the certificate holder may offer players the option to place a Lucky Shooter wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Lucky Shooter wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics) the electronic layout shall contain a separate area designated for the electronic placement of the Lucky Shooter wager for each player.

(c) A player may place a Lucky Shooter wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If on the come out roll the shooter throws:

(1) A 2, 3 or 12, the Lucky Shooter wager shall be lost and collected.

(2) A 7 or 11, the Lucky Shooter wager shall be paid out for the 7 or 11 as provided in subsection (e) and remain working for the next come out roll.

(3) A 4, 5, 6, 8, 9 or 10, the point shall be established for purposes of the Lucky Shooter wager. If the player rolls at least two or three of the other 5 numbers, depending on the payout table selected by the certificate holder, in any order during the next 5 rolls, the player's winning Lucky Shooter wager shall be paid in accordance with subsection (e). If any number other than one of the remaining, not already rolled numbers is rolled, the Lucky Shooter wager shall then be settled. For example:

(i) If a 9 is rolled, then a 10, 4, 6 and another 10, the player shall be paid out for 3 of the other 5 points as provided in subsection (e).

(ii) If a 9 is rolled, then a 10, 4, 6, 8, 5, then another 9 on the sixth roll, the player shall be paid out for rolling 5 of the 5 points and the established point as provided in subsection (e).

(iii) If a 6 is rolled, then a 9, then another 6, the losing Lucky Shooter wager shall be collected.

(e) The certificate holder shall pay out a winning Lucky Shooter wager at the odds in one of the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>	<i>Paytable D</i>
5 of 5 other points and established point	1000 for 1	500 for 1	1000 for 1	500 for 1
5 of 5 other points	150 for 1	100 for 1	150 for 1	100 for 1
4 of 5 other points	15 for 1	10 for 1	20 for 1	10 for 1
3 of 5 other points	5 for 1	4 for 1	5 for 1	5 for 1
2 of 5 other points	N/A	2 for 1	N/A	2 for 1
1st roll of 7 or 11	1 for 1	1 for 1	1 for 1	1 for 1

**§ 623c.3. Bonus Craps alternate payable option; change in wager verbiage.**

(a) If the certificate holder offers Craps as described in Chapter 623a (relating to Craps and Mini-Craps), specifically the Bonus Craps side wager as described in § 623a.3(a)(43) (relating to wagers), the certificate holder may, if specified in its Rules Submission under § 601a.2 (relating to table games Rules Submissions), offer players an alternate payable to the payable outlined in § 623a.5(h) (relating to payout odds) and shall change the verbiage of one of the Bonus Craps wagers.

(b) The Bonus Craps wager previously named “All or Nothing at All wager” shall be renamed to “Make ’Em All wager,” and the certificate holder shall update its layout and submit it to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), if necessary.

(c) If a Bonus Craps side wager wins, the certificate holder may use one of the two following paytables, which shall be specified in its Rules Submission under § 601a.2:

<i>Wager</i>	<i>Paytable 1</i>	<i>Paytable 2</i>
All Small	34 to 1	30 to 1
All Tall	34 to 1	30 to 1
Make ’Em All	175 to 1	150 to 1

(d) Notwithstanding the provisions in this section, the remaining rules and procedures for Bonus Craps as described in § 623a.12 (relating to additional procedures and rules for Bonus Craps) shall remain in effect.

**§ 623c.4. Hot Shooter jackpot wager.**

(a) If the certificate holder offers Craps on a fully automated electronic gaming table or a hybrid gaming table, the certificate holder may offer players the option to place a Hot Shooter jackpot wager.

(b) The layout for a Craps table shall be submitted to the Bureau of Gaming Operations for approval in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and if the certificate holder offers the Hot Shooter jackpot wager, in addition to the requirements in § 623a.2 (relating to Craps and Mini-Craps tables; physical characteristics), the electronic or hybrid layout shall contain a separate area designated for the electronic placement of the Hot Shooter jackpot wager for each player.

(c) A player may place a Hot Shooter jackpot wager by electronically placing a value chip on the designated area of the table layout prior to the shooter throwing the dice on the come out roll to establish a point.

(d) If after the come out roll the shooter:

(1) Throws the dice 7 times or less before the next 7 out, the Hot Shooter jackpot wager shall lose.

(2) Throws the dice 8 times to 15 times before the next 7 out, the Hot Shooter jackpot wager shall push.

(3) Throws the dice 16 times or more before the next 7 out, the Hot Shooter jackpot wager shall win and be paid in accordance with subsection (e).

(e) The certificate holder shall pay out a winning Hot Shooter jackpot wager at the odds in the following payout tables selected by the certificate holder in its Rules Submission filed in accordance with § 601a.2 (relating to table games Rules Submissions):

<i>Outcome</i>	<i>Paytable</i>
8 to 15 rolls	Push
16 to 23 rolls	2 to 1
24 to 31 rolls	4 to 1
32 to 39 rolls	6 to 1
40 to 44 rolls	11 to 1
45 to 49 rolls	29 to 1
50 or more rolls	99 to 1

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(419276) No. 597 Aug. 24

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