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TRAINING MANUAL

GAME OVERVIEW

Sharp Shooter is an optional side bet for craps. Players may make this bet right before the come-out roll of a new shooter.

Players win if the shooter makes at least three points* before a seven-out. The more points he makes, the higher the payouts. A sample payable is below:

Points Made	Pays
10	300 for 1
9	200 for 1
8	100 for 1
7	50 for 1
6	30 for 1
5	20 for 1
4	10 for 1
3	6 for 1

If a shooter makes 10 points, the Sharp Shooter bet pays the top award and the sequence ends.

DEALING PROCEDURES

Players must place their side bets in the marked area. Dealers will then move the bets to the appropriate betting circles.

When a player makes a point, the stickman or boxman will use a lammer to keep track of the number of passes.

Payouts are made after the shooter—assuming he has made at least three passes—sevens-out. Dealers will clear all losing bets first, then pay winners, including the Sharp Shooter.

* In the crapless craps version, there is a payable that pays for 2+ passes.



PAYTABLES

Passes	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
Hit Frequency:	6.68%	6.68%	6.68%	6.68%	6.68%	6.68%
House edge:	21.87%	21.17%	19.44%	20.78%	20.08%	21.61%