



(19) **United States**

(12) **Patent Application Publication**  
**Cacas**

(10) **Pub. No.: US 2006/0181024 A1**

(43) **Pub. Date: Aug. 17, 2006**

(54) **APPARATUS AND METHOD FOR GAMING**

(57) **ABSTRACT**

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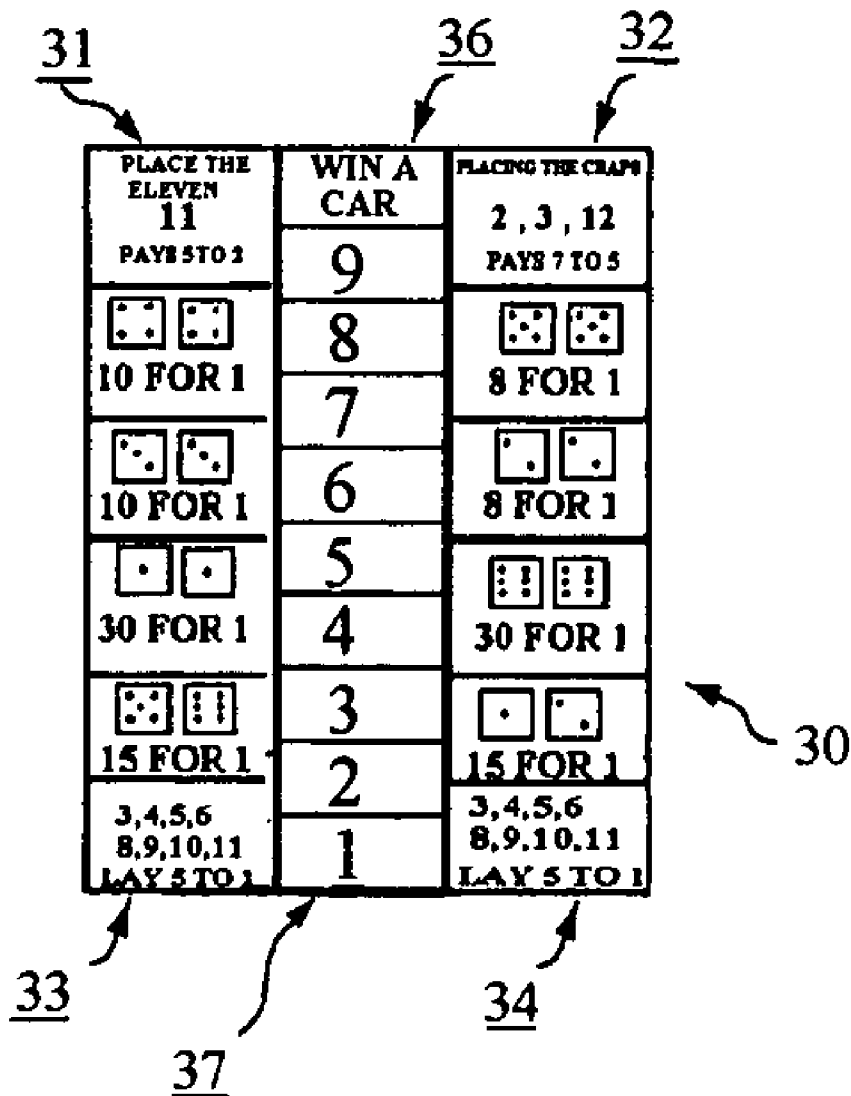
An otherwise conventional craps table comprises a segment which allows a player to wager that one or more consecutive passes will be made in the next sequence of rolls of the dice, during the play of a craps game. An otherwise conventional craps table comprises a segment, which allows a player to wager that a 3, or an 11 will be rolled before a 7 is rolled. An otherwise conventional craps table comprises a segment, which allows a player to wager on any of the doubles being rolled before a seven is rolled. An otherwise conventional craps table comprises a segment which allows a player to make a wager that if would be paid off with a car, or other jackpot type prize. The new design would also allow a player the opportunity to lay 5 to 1 so that if any number besides seven or two or twelve is rolled the player wins, with only the seven resulting in a loss. Other novel bets are illustrated and others wagers could be used in these areas.

(21) **Appl. No.: 11/055,765**

(22) **Filed: Feb. 11, 2005**

**Publication Classification**

- (51) **Int. Cl.**  
A63F 3/08 (2006.01)  
A63F 9/04 (2006.01)
- (52) **U.S. Cl.** ..... 273/274; 273/146



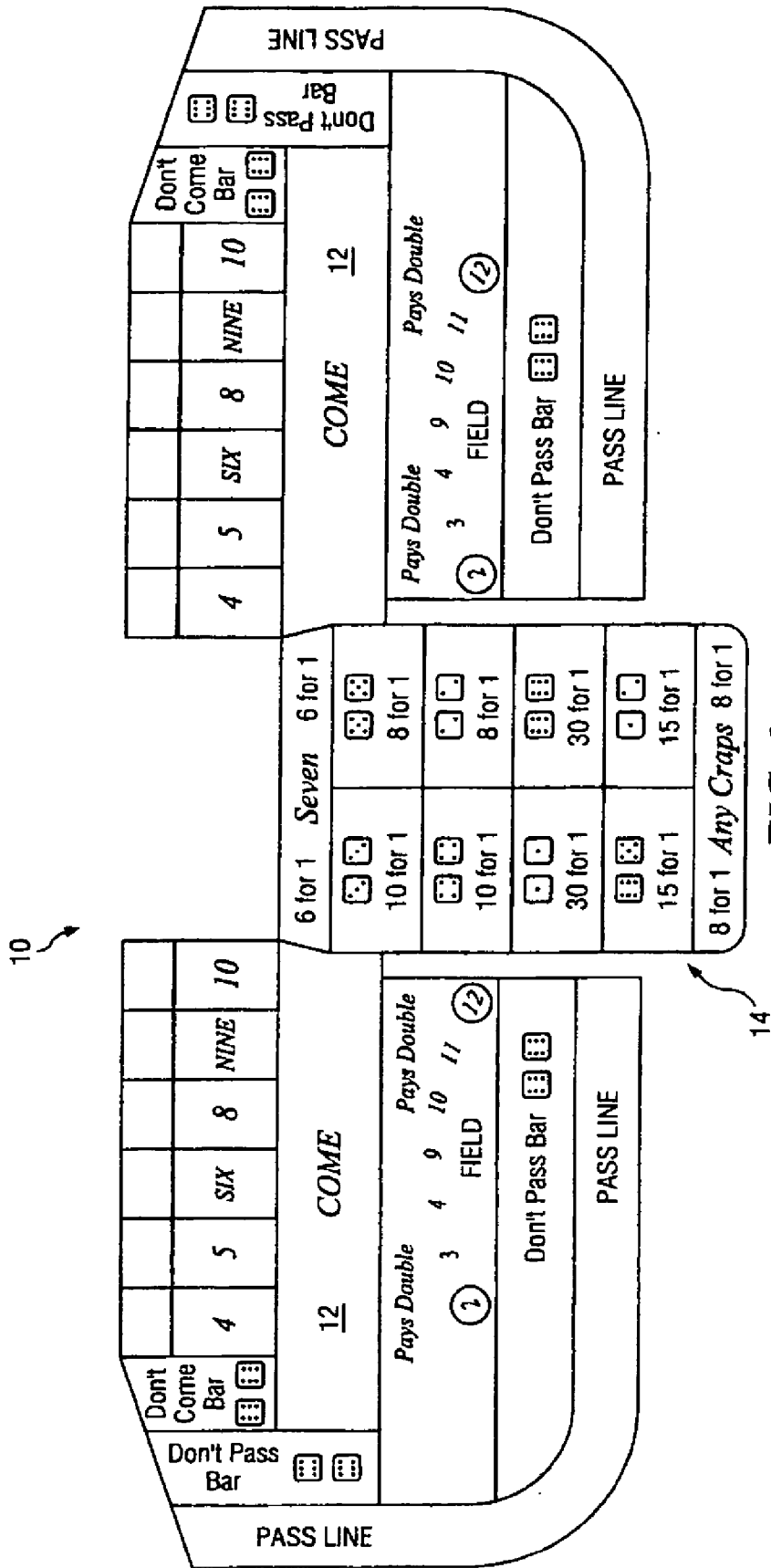


FIG. 1  
(PRIOR ART)

18 20

10x500	10 FOR 1	10x500	8 FOR 1
9x250	10 FOR 1	9x250	8 FOR 1
8x150	10 FOR 1	8x150	8 FOR 1
7x75	10 FOR 1	7x75	8 FOR 1
6x40	30 FOR 1	6x40	30 FOR 1
5x20	15 FOR 1	5x20	15 FOR 1
4x10	15 FOR 1	4x10	15 FOR 1
3x5		3x5	
2x2		2x2	
1x1		1x1	

16

FIG. 2

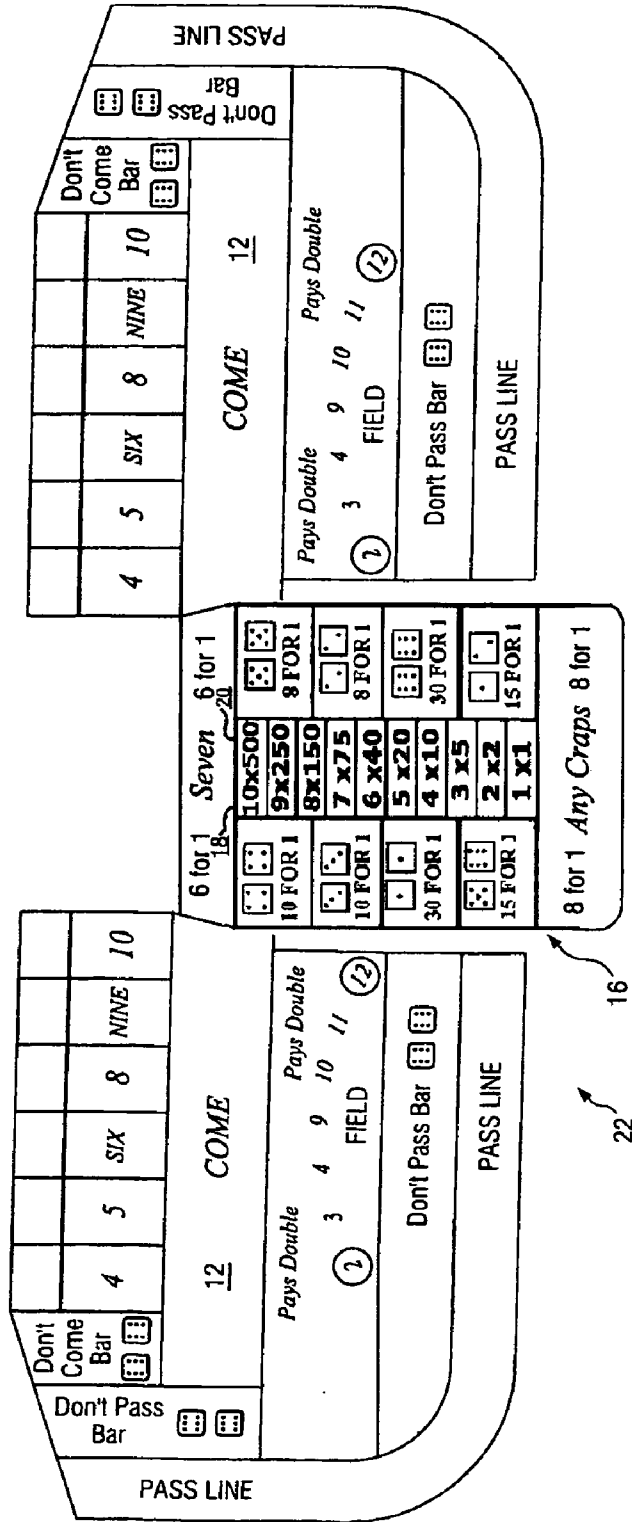
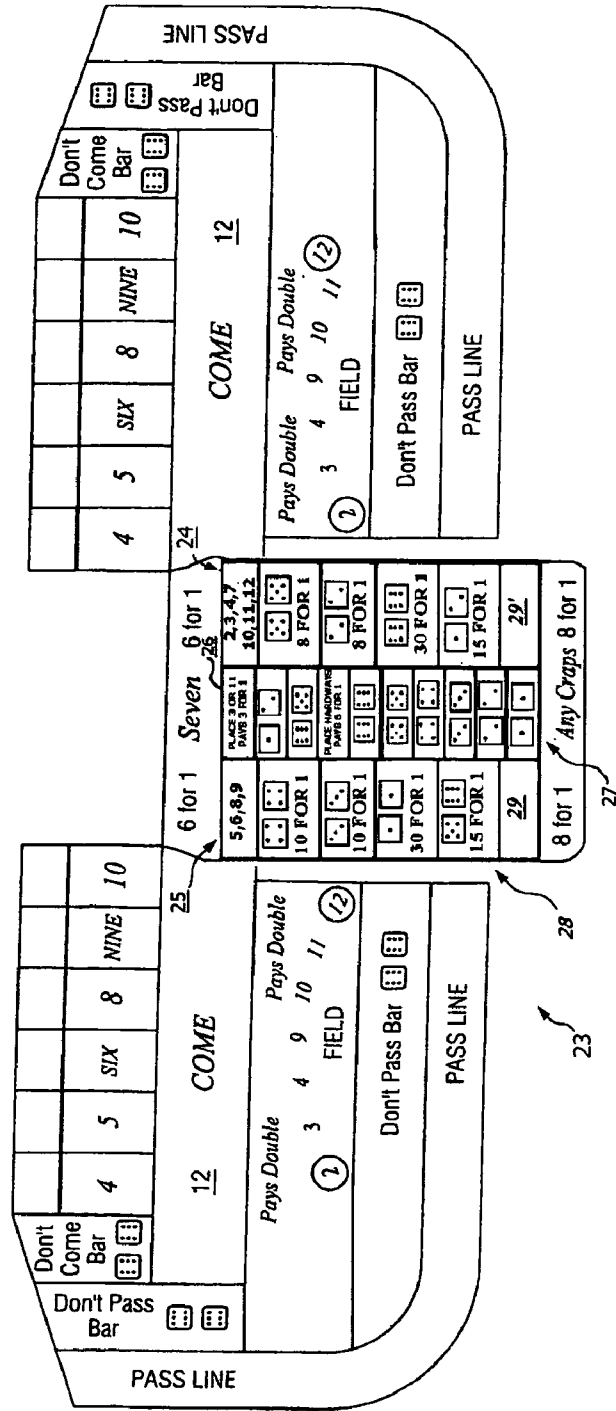
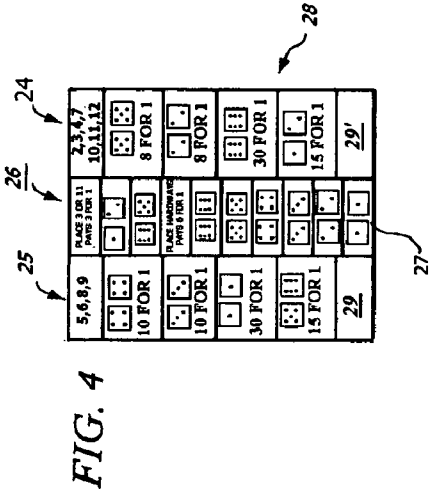
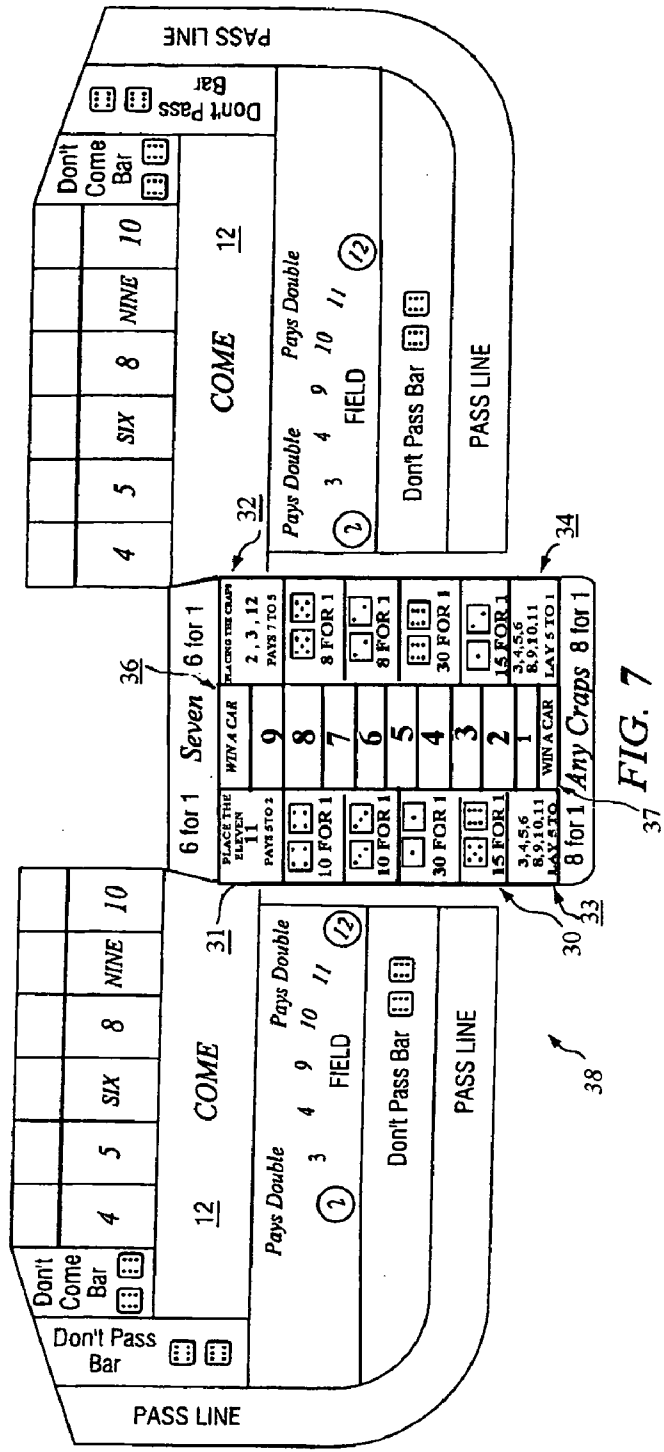


FIG. 3



**FIG. 6**

31	36	32
PLACE THE ELEVEN WIN A CAR	PLACE THE SEVEN WIN A CAR	PLACE THE CRAPS WIN A CAR
11	11	2, 3, 12
PAYS TO 2	PAYS TO 5	PAYS TO 5
10 FOR 1	8 FOR 1	8 FOR 1
10 FOR 1	8 FOR 1	8 FOR 1
30 FOR 1	30 FOR 1	30 FOR 1
15 FOR 1	15 FOR 1	3, 4, 5, 6
8, 9, 10, 11	8, 9, 10, 11	8, 9, 10, 11
LAYS TO 1	LAYS TO 1	LAYS TO 1
33	34	34



## APPARATUS AND METHOD FOR GAMING

### TECHNICAL FIELD

[0001] This invention relates generally to games of chance and more particularly to improvements in the gaming activity known as craps.

### BACKGROUND AND SUMMARY OF THE INVENTION

[0002] As is well known to those skilled in the art, the gaming activity known, as craps is a table game, that is, craps is played on a gaming table as opposed to a gaming machine. Gaming machines, which emulate the craps table game, are also known, and the present invention is equally applicable thereto.

[0003] Craps differs from other table games in that the bets or wagers, which are available to the player, are clearly delineated on the craps table. Stated conversely, the only bets that can be made in the game of craps are identified with and stated on segregated areas of the craps table. In order to make a bet, a craps player places a selected number of chips on the segment of the craps table corresponding to the selected bet, whereupon the bet is made.

[0004] Referring to **FIG. 1** of the drawings, there is shown a conventional craps table **10**. As stated above, all of the bets or wagers that are possible in the game of craps are clearly stated on the craps table **10** and are associated with a particular designated segment thereof. Thus, if a player wishes to place a "COME" bet, the player places one or more chips in one of the segments **12** of the craps table **10** at the designated time during play of the craps game.

[0005] Having particular reference to the segments **14** of the craps table **10**, this area comprises several wagering opportunities. These areas have a lot of wagers placed on them, however this area could be arranged more efficiently so to allow other wagering opportunities also. The area **14** of craps table **10** represents some wasted space, which does not earn revenue for the operator of the craps table **0**.

[0006] The present invention comprises an improvement in the game of craps, which overcomes the foregoing and other difficulties, which have long since characterized the prior art. In accordance with the invention, one or more segments of the craps table heretofore associated with the bets known as "The proposition wagers" are replaced with a different betting or wagering opportunities which are much more favorable to the game and players. The assignment of the portion of the craps table to betting opportunities more favorable to the player is ultimately advantageous to the operator of the craps table in that craps tables incorporating the present invention will attract additional players as compared with conventional craps tables not incorporating the present invention. Thus, because all bets or wagers available in the game of craps ultimately favor the house to a greater or lesser degree, operators of craps tables incorporating the present invention will ultimately realize increased revenues as opposed to operators of conventional craps tables.

### DETAILED DESCRIPTION

[0007] Referring now to the drawings, and particularly to **FIG. 2**, there is shown a craps table segments **16** incorporating the present invention. As will be appreciated by those skilled in the art, the craps table segment **16** is intended as a replacement for the segment **14** of the craps table **10** shown

in **FIG. 1** whereby additional wagering opportunities are afforded by means of the present invention.

[0008] The segment **16** contains a segment in the middle that contains two sets of numbers. On the left portion **18** has the set of numbers 1 thru 10. On the right portion **20** has the set of numbers 1, 2, 5, 10, 20, 40, 75, 150, 250, and 500. Portion **18** represents the number of consecutive passes. The portion **20** represents the multiplying number used to determine the value of a wager at that time. Example: A \$5 wager after 4 consecutive passes would have a value of  $(\$5 \times 10)$  or  $(\$50)$ +original \$5 wager returned. The multiplying number of 10 is determined by looking at the marker, which would be in the area **18** on the number 4 representing four consecutive passes.

[0009] Segment **16** is the area incorporating the present invention. By placing this wager, the dealer would place the wager so that it would allow him to identify which player the wager belongs to. If a pass is made a marker would be moved up one section to the number that represent the current number of pass that have been made, and the corresponding multiplying number would be used to determine the value of the wager. At any time before a point is established the wager can be collected for its current value. After a point is established, a win or loss for that pass would have to be determined, before the wager could be collected, with failure to make a pass resulting in the loss of the wager.

[0010] The addition of this wager does not affect the normal play of a craps game, but does make it more exciting with a payoff that exceeds all other payoffs on the table.

[0011] **FIG. 3** shows a craps table **22** incorporating the present invention. The craps table **22** is identical to the craps table **10** of **FIG. 1** except that the craps table segment **16** shown in **FIG. 2** replaces the craps table segment **14** shown in **FIG. 1**.

[0012] The use of the craps table **22** of **FIG. 3** is highly advantageous both to the player and to the operator as compared with the use of the craps table **10** of **FIG. 1**. With respect to the craps player, the use of the segment **16** and the wagering opportunities afforded by means of the present invention provides higher payout opportunities. With respect to the craps table operator, the use of the segment **16** and the wagering opportunities of the present invention attract more players to the craps table, which ultimately results in a larger return to the table operator.

[0013] Although preferred embodiments of the invention have been illustrated in the accompanying Drawings and described in the foregoing Detailed Description, it will be understood that the invention is not limited to the embodiments disclosed, but is capable of numerous rearrangements, modifications, and substitutions of parts and elements without departing from the spirit of the invention.

[0014] Referring now to **FIG. 4-26** illustrates other wagering opportunities that allow a player to wager that a 3 or an 11 will be rolled before a 7 is rolled.

[0015] **FIG. 27** illustrates wagering opportunities that allow a player to wager on any of the possible combinations of dice where the number on top is equal to the number on top of the other die. Example: a 4 being rolled with a 2 on one die and a 2 on the other die. This differs from the hardways bet, in that only a 7 results in a loss of the wager. The payoff is less, but it has a lower edge for the casino and is more advantageous for the player to wager this way. This results in more wagers and so the casino has more profit.

[0016] Referring to FIG. 4 areas 24 and 25, each area contains a set of numbers, if a player wagers in one of these areas he will win a amount equal to the amount wagered less 5%. If any one of the numbers in that area is rolled. The wager is lost if any number besides that set of numbers is rolled the wager is lost, this is called buying a bet. Either 24 or 25 an are bought for 5% of the wager if the wager is won, there is no 5% charge if the wager is lost. This is a one-roll bet. The set of numbers in 24 are 2,3,4,7,10,11, and 12. the set of numbers in area 25 are 5,6,8, and 9.

[0017] Referring to FIG. 6—area 33. FIG. 6—area 33 contains a set of numbers comprising of: [3,4, 5,6,8,9,10,11]. A wager made in this either area would win if any one of the numbers in that set is rolled before a seven, but if a seven is rolled the wager is lost. A 2 or a 12 being rolled has no effect on this wager. To make this wager a player would have to lay 5 to 1. Example: \$5 is wagered, and one of the numbers in that set is rolled. The player would win, and be paid \$1, but if a seven is rolled the wager is lost and the player would lose the \$5.

[0018] Referring to FIG. 6—area 36 Providing on the craps table an opportunity to wager for car. Other jackpot type prizes would also be acceptable. The casino could select the prize. FIG. 6—area 37 is a area used to keep track of the bet which would be determined by the casino depending on what the car or jackpot cost. Ex: To win a Chevrolet truck the casino could require a shooter to roll 5 consecutive elevens. A Porsche would require ten consecutive elevens to be rolled. The wager could vary but it would take several of any wagers to achieve the right pay off.

[0019] Although preferred embodiments of the invention and the different and novel wagers that have been suggested and have been illustrated in the accompanying Drawings and described in the foregoing Detailed Description, it will be understood that the invention is not limited to the embodiments disclosed, but is capable of numerous rearrangements, modifications, and substitutions of parts and elements without departing from the spirit of the invention. This would also apply to other felt designs besides the one in FIG. 1.

Term	Definition
	<u>Definition List 1</u>
SHOOTER (1)	THE PERSON THROWING THE DICE
	<u>Definition List 2</u>
Point	In craps a point is any of the following numbers: 4, 5, 6, 8, 9, or 10
PASS	IN CRAPS A PASS IS A WINNING ROLL. This is done by rolling a 7 or 11 on the first roll, or by rolling a point and rolling it again, before rolling a seven
	<u>Definition List 3</u>
Buy	When a bet is bought there is a 5% charge collected if the wager is won, there is no charge if the wager is lost.

BRIEF DESCRIPTION OF THE DRAWINGS

[0020] A more complete understanding of the present invention may be had by reference to the following Detailed Description when taken in connection with the accompanying Drawings, wherein:

[0021] FIG. 1 is an illustration of a prior art craps table;

[0022] FIG. 2 is an illustration of the improved craps game changes and wagering opportunities.

[0023] FIG. 3 is an illustration of a craps table incorporating the present invention.

[0024] FIG. 4 is an illustration of the improved craps game changes and wagering opportunities.

[0025] FIG. 5 is an illustration of a craps table incorporating the present invention shown in FIG. 4.

[0026] FIG. 6 is an illustration of the improved craps game changes and wagering opportunities. FIG. 6 has improvements illustrated in FIGS. 2 and 4 more wagering opportunities.

[0027] FIG. 7 is an illustration of a craps table incorporating the present invention shown in FIG. 6.

What is claimed is:

1. A method of gaming comprising the steps of:

Providing a craps table; and

Providing on the craps table an opportunity to wager that the shooter will make one or more consecutive passes.

2. A apparatus for gaming comprising the steps of:

Providing a craps tables; and

Providing on the craps table an opportunity to wager that one or more consecutive passes will be thrown.

3. A method of and apparatus for gaming that allows wagering on the number of passes that will be made by one shooter.

4. A method of and apparatus for gaming that allows wagering on the consecutive number of passes that will be rolled during the play of a craps game.

5. A method for gaming comprising the steps of:

Providing a craps table; and

Providing on the craps table an opportunity to wager on the number of consecutive passes made starting with one pass and allowing the wager to continue until it loses or the player collects the winnings.

6. A method of gaming comprises the steps of:

Providing a craps table; and

Providing on the craps table an opportunity to wager that a 2 will be rolled before a seven is rolled.

7. A method of gaming comprises the steps of:

Providing a craps table; and providing on the craps table an opportunity to wager that a 12 will be rolled before a seven is rolled.

8. A method of gaming comprises the steps of:

Providing a craps table; and

Providing on the craps table an opportunity to wager that an 8 will be rolled with double fours before a seven is rolled.

9. A method of gaming comprises the steps of:

Providing a craps table; and

Providing on the craps table an opportunity to wager that a 6 will be rolled with double threes before a seven is rolled.

10. A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager that a 4 will be rolled with double twos before a seven is rolled.

11. A method of gaming comprises the steps of:  
Providing a craps table; and providing on the craps table an opportunity to wager that a 10 will be rolled with double fives before a seven is rolled.

12. A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager that an 11 will be rolled before a 7 is rolled.

13. Providing a craps table; and A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager that a3, 4,5,6,8,9,10, or a11 will be rolled before a 7 is rolled.

14. A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager that a 5,6,8, or a 9 will be rolled on the next roll of the dice.

15. A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager that one of the fallowing numbers 2,3,4,7,10,11, or a 12 will be rolled on the next roll of the dice.

16. A method of gaming comprises the steps of:  
Providing a craps table; and  
Providing on the craps table an opportunity to wager for a car or other jackpot type prize, by making an addition wager, where a car would be the payoff if the wager were won.

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