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

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(57) **ABSTRACT**

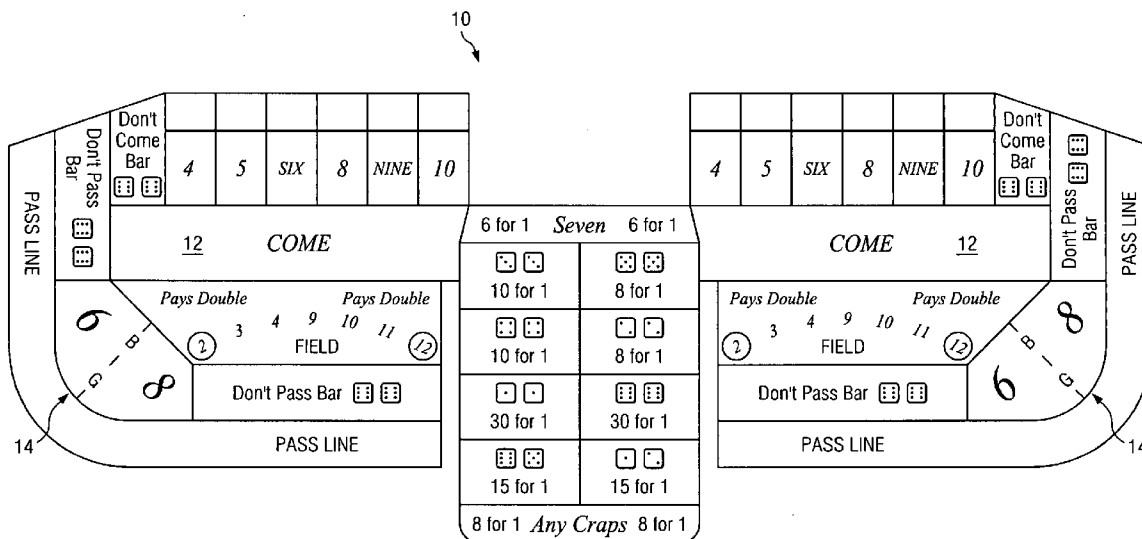
(21) **Appl. No.: 10/860,398**

An otherwise conventional craps table comprises a segment including a low portion which allows a player to wager that a 2, a 3, a 4, a 5, or a 6 will be thrown on the next roll of the dice during play of a craps game and a high portion which allows a player to wager that an 8, a 9, a 10, an 11, or a 12 will thrown on the next roll of the dice during play of a craps game.

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**Related U.S. Application Data**

(63) Continuation of application No. 10/403,275, filed on Apr. 1, 2003.



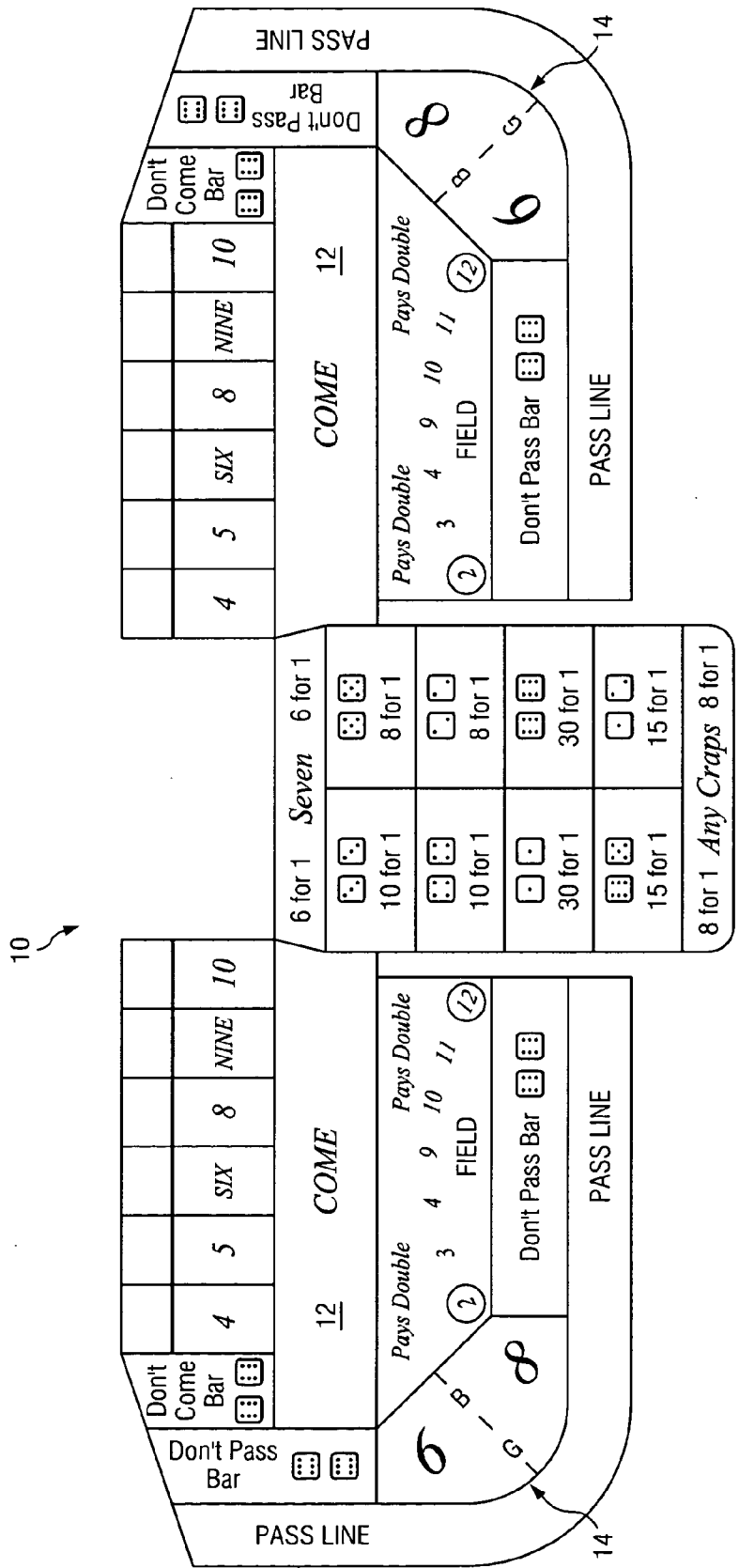
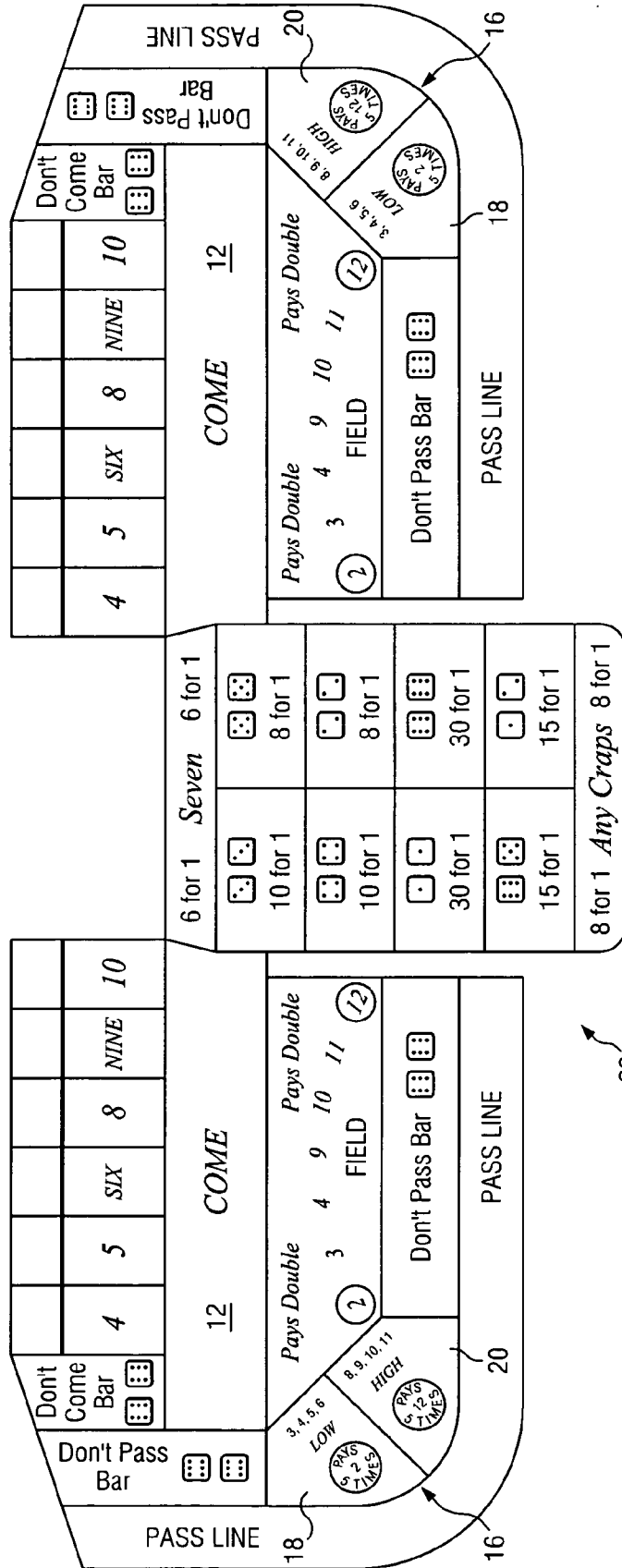
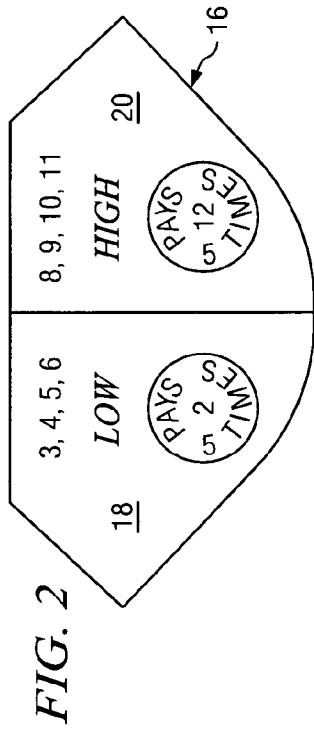


FIG. 1  
(PRIOR ART)



**FIG. 3**

## METHOD OF AND APPARATUS FOR GAMING

### CROSS-REFERENCE TO RELATED APPLICATION

[0001] This application is a continuation of application Ser. No. 10/403,275 filed Apr. 1, 2003, currently pending.

### TECHNICAL FIELD

[0002] 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

[0003] 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.

[0004] 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.

[0005] 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.

[0006] Having particular reference to the segments **14** of the craps table **10**, two of the bets which are disfavored by craps players are known as "Big 6" and "Big 8". The "Big 6" and "Big 8" bets are generally referred to in the industry as "sucker bets" because the odds of winning these bets favor the house to a much greater extent as compared to other bets or wagers which are available on the craps table **10**. Also, the payout resulting from a winning "BIG 6" or "BIG 8" is considered inadequate by most craps players.

[0007] Although a wager favoring the house might at first seem advantageous to the operator of the craps table **10**, in the long run this is not the case. Thus, although a novice there might occasionally make a "Big 6" or "Big 8" wager, the player will not do so again upon learning that the odds pertaining to such a bet so strongly favor the house. Therefore, because the areas of the craps table **10** associated with the "Big 6" and "Big 8" wagers go virtually unused, the areas **14** of the craps table **10** represent wasted space which does not earn revenue for the operator of the craps table **10**.

[0008] 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 "Big 6" and/or "Big 8" are replaced with a different betting or wagering opportunities which are much more favorable to the player. 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.

### BRIEF DESCRIPTION OF THE DRAWINGS

[0009] 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:

[0010] **FIG. 1** is an illustration of a prior art craps table;

[0011] **FIG. 2** is an illustration of novel craps wagering opportunities comprising the present invention; and

[0012] **FIG. 3** is an illustration of a craps table incorporating the present invention.

### DETAILED DESCRIPTION

[0013] Referring now to the Drawings, and particularly to **FIG. 2**, there is shown a craps table segment **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 segments **14** of the craps table **10** shown in **FIG. 1** whereby the wagering opportunities afforded by means of the present invention replace the Big 6 and Big 8 wagers of a conventional craps table.

[0014] The segment **16** includes a low portion **18** and a high portion **20**. By placing one or more chips on the low portion **18** the player wagers that a two, a three, a four, a five, or a six will be thrown on the next roll of the dice during the play of the craps game. If a two is thrown on the next roll, the player receives a payout equal to five times the original bet while retaining the original bet. If a three, a four, a five, or a six is thrown on the next roll, the player receives a payout equal to the original bet while retaining the original bet.

[0015] If a player places one or more chips on the high portion **20** of the segment **16**, the player wagers that an eight, a nine, a ten, an eleven, or a twelve will be thrown on the next roll of the dice during the play of the craps game. If a twelve is thrown on the next roll during play of the craps game, the player receives a payout equal to five times the original wager while retaining the original wager. If an eight, a nine, a ten, or an eleven is thrown on the next roll during play of the craps game, the player receives a payout equal to the original wager while retaining the original wager.

[0016] As will therefore be understood by those skilled in the art, the bets provided to the craps player by the present invention resemble, in some respects, the conventional "field" bet.

[0017] 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. 14 replaces both of the craps table segments 14 shown in FIG. 1.

[0018] The use of the craps table 22 of FIG. 3 is highly advantageous both to the player and to the table 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 both better odds and better payout opportunities. With respect to the craps table operator, the use of the segment 16 and the wagering opportunities of the present invention attracts more players to the craps table which ultimately results in a larger return to the table operator.

[0019] 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.

1. A method of gaming comprising the steps of:

providing a craps table;

providing on the craps table an opportunity to wager that a two, a three, a four, a five, or a six will be thrown on the next roll of the dice during play of a craps game; and

providing on the craps table an opportunity to wager that an eight, a nine, a ten, an eleven, or a twelve will be thrown on the next roll of the dice during the play of a craps game.

2. A method of gaming comprising the steps of:

providing a craps table; and

providing on the craps table an opportunity to wager that a two, a three, a four, a five, or a six will be thrown on the next roll of the dice during play of a craps game.

3. A method of gaming comprising the steps of:

providing a craps table; and

providing on the craps table an opportunity to wager that an eight, a nine, a ten, an eleven, or a twelve will be thrown on the next roll of the dice during the play of a craps game.

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