

**CHAPTER 668a. PROPS & HOPS**

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**Authority**

The provisions of this Chapter 668a issued under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1), (2), (4) and (7) and 13A23(a), unless otherwise noted.

**Source**

The provisions of this Chapter 668a adopted August 26, 2016, effective August 27, 2016, 46 Pa.B. 5540, unless otherwise noted.

**§ 668a.1. Props & Hops table; physical characteristics.**

(a) Props & Hops shall be played at a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for a Props & Hops 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) and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Areas that depict all wagers authorized under § 668a.2 (relating to wagers).

(3) A separate circle located to the right of the dealer for the placement of the shaker.

(4) A player position diagram demonstrating the proper placement of each player's wagers.

(5) If offering the Six Eight Shake Wager, the requirements to win and the provision that player's may take down the wager at any time prior to a 7 being rolled.

(6) The payout odds, in accordance with § 668a.4 (relating to payout odds), for all permissible wagers offered by the certificate holder. If the payout odds are not on the layout, a sign identifying the payout odds shall be posted at each Props & Hops table.

(c) Each Props & Hops table must have a drop box with a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

**§ 668a.2. Wagers.**

(a) Wagers shall be made before the dice are shaken.

(b) Wagers shall be made by placing value chips or plaques on the appropriate areas of the layout. Verbal wagers accompanied by cash may not be accepted.

(c) Only players who are seated at a Props & Hops table may place a wager at the game. Once a player has placed a wager, that player shall remain seated until the completion of the round of play.

(d) The following Double Wagers are authorized in the game of Props & Hops:

(1) A Two the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 1. A Two the Hardway Bet shall win if a total of 2 is thrown on the next roll and shall lose if any other combination is thrown.

(2) A Four the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 2. A Four the Hardway Bet shall win if a total of 4 is thrown on the next roll with a 2 appearing on each die and shall lose if any other combination is thrown.

(3) A Six the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 3. A Six the Hardway Bet shall win if a total of 6 is thrown on the next roll with a 3 appearing on each die and shall lose if any other combination is thrown.

(4) An Eight the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 4. An Eight the Hardway Bet shall win if a total of 8 is thrown on the next roll with a 4 appearing on each die and shall lose if any other combination is thrown.

(5) A Ten the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 5. A Ten the Hardway Bet shall win if a total of 10 is thrown on the next roll with a 5 appearing on each die and shall lose if any other combination is thrown.

(6) A Twelve the Hardway Bet placed in a box which depicts two dice, each of which displays a value of 6. A Twelve the Hardway Bet shall win if a total of 12 is thrown on the next roll and shall lose if any other combination is thrown.

(e) The following Any Number Wagers are authorized in the game of Props & Hops:

(1) A One-Two Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 2. A One-Two Bet shall win if a total of 3 is thrown on the next roll and shall lose if any other combination is thrown.

(2) A One-Three Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 3. A One-Three Bet shall win if on the next roll a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die and shall lose if any other combination is thrown.

(3) A One-Four Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 4. A One-Four Bet shall

win if on the next roll a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(4) A One-Five Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 5. A One-Five Bet shall win if on the next roll a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(5) A One-Six Bet placed in a box which depicts two dice, one of which displays a value of 1 and the other displays a value of 6. A One-Six Bet shall win if on the next roll a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(6) A Two-Three Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 3. A Two-Three Bet shall win if on the next roll a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die and shall lose if any other combination is thrown.

(7) A Two-Four Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 4. A Two-Four Bet shall win if on the next roll a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(8) A Two-Five Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 5. A Two-Five Bet shall win if on the next roll a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(9) A Two-Six Bet placed in a box which depicts two dice, one of which displays a value of 2 and the other displays a value of 6. A Two-Six Bet shall win if on the next roll a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(10) A Three-Four Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other displays a value of 4. A Three-Four Bet shall win if on the next roll a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die and shall lose if any other combination is thrown.

(11) A Three-Five Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other displays a value of 5. A Three-Five Bet shall win if on the next roll a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(12) A Three-Six Bet placed in a box which depicts two dice, one of which displays a value of 3 and the other displays a value of 6. A Three-Six Bet shall win if on the next roll a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(13) A Four-Five Bet placed in a box which depicts two dice, one of which displays a value of 4 and the other displays a value of 5. A Four-Five Bet shall win if on the next roll a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die and shall lose if any other combination is thrown.

(14) A Four-Six Bet placed in a box which depicts two dice, one of which displays a value of 4 and the other displays a value of 6. A Four-Six Bet shall win if on the next roll a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(15) A Five-Six Bet placed in a box which depicts two dice, one of which displays a value of 5 and the other displays a value of 6. A Five-Six Bet shall win if on the next roll a total of 11 is thrown with a 5 appearing on one die and a 6 appearing on the other die and shall lose if any other combination is thrown.

(f) The following additional wagers are authorized in the game of Props & Hops:

(1) A Field Wager placed in a Field box which depicts the numbers 2, 3, 4, 9, 10, 11 and 12 with the 2 and the 12 circled. A Field Bet shall win if on the next roll the combined total of the dice equals a 2, 3, 4, 9, 10, 11 or 12 and lose if any other combination is thrown.

(2) A Hop the Top Wager in the Hop the Top box which shall win if any of the combinations of dice in the top row of the layout are rolled.

(3) A Hop the Left Wager in the Hop the Left box which shall win if any combinations of dice on the left side of the layout are rolled.

(4) A Hop the Right Wager in the Hop the Right box which shall win if any combinations of dice on the right side of the layout are rolled.

(5) A Hop the Center Wager in the Hop the Center box which shall win if any combinations of dice on the center of the layout are rolled.

(6) A 1-6 and Under Wager in the box which depicts two dice, one of which displays a value of 1 and the other displays a value of 6, and Under. This wager shall win if the 1-6 is rolled or any other combination of the two dice whose total is under 7.

(7) A 3-4 and Over Wager in the box which depicts two dice, one of which displays a value of 3 and the other displays a value of 4, and Over. This wager shall win if the 3-4 is rolled or any other combination of the two dice whose total is greater than 7.

(8) A Six Eight Shake Wager in the circles at the top of the table layout. This wager shall win if each combination of 6 (a 1-5, 2-4 and 3-3) and each combination of 8 (2-6, 3-5 and 4-4) is thrown before a 7. A player may remove this wager at any time prior to a 7 being rolled.

#### Cross References

This section cited in 58 Pa. Code § 668a.1 (relating to Props & Hops table; physical characteristics).

### § 668a.3. Dice; shaker; procedure for completion of each round of play.

(a) Props & Hops shall be played with two dice that comply with § 603a.12(b) (relating to dice; physical characteristics) and the receipt and inspection requirements in § 603a.13 (relating to dice; receipt, storage, inspection and removal from use).

(b) Props & Hops shall be played with a dice shaker, approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment), which shall be used to shake the two dice to arrive at the winning combinations. The dice shaker shall be designed and constructed to maintain the integrity of the game and must:

(1) Be capable of housing two dice that when not being shaken must be maintained in the shaker. Dice that have been placed in a dice shaker for use in gaming may not remain on a table for more than 24 hours.

(2) Be designed to prevent the dice from being seen while being shaken.

(3) Have the name or logo of the certificate holder imprinted or impressed thereon.

(c) The dice shaker shall be the responsibility of the dealer and may not be left unattended while at the table.

(d) A shaker and two dice shall be presented at the Props & Hops table for gaming. The floorperson, in the presence of the dealer, shall place the dice in the shaker. Prior to the commencement of play at the table and after each round of play, the dealer shall shake the covered shaker.

(e) After all players have placed their wagers, the dealer shall announce “no more bets.” If any players placed a Six Eight Shake Wager, beginning with the player to the dealer’s right, and continuing counterclockwise around the table, the dealer shall place the player’s wager in the first designated Six Eight Shake circle on the dealer’s right located at the top of the table layout. After all Six Eight Shake Wagers have been placed in the designated circles, the dealer shall then place a red lammer button on each two-dice combination of 6 and 8 (1-5, 2-4, 3-3, 2-6, 3-5 and 4-4).

(f) The dealer shall then offer the covered dice shaker to the player farthest to the dealer’s left. The player shall shake the covered shaker at least three times to cause a random mixture of the dice. Once the player has shaken the dice, the

player shall return the covered shaker to the layout. If the player shaking the dice removes the lid, the shaker shall be recovered and shaken again.

(g) The dealer shall then remove the lid and place the uncovered shaker in the designated circle on the table layout. The shaker shall remain uncovered in the designated area until all wagers have been settled. If the dealer uncovers the shaker and a die falls out of the shaker, the dealer shall call a “no roll.” The dice shall then be shaken again in accordance with subsection (f).

(h) The dealer shall then announce the numbers on the uppermost or skyward sides of the two dice and place a pointer marker on the corresponding area of the layout. If one die comes to rest on top of the other or if the dice do not land flat on the bottom of the shaker after being tossed, the dealer shall call a “no roll.” The dice shall be shaken again in accordance with subsection (f).

(i) After a valid roll, the dealer shall then collect all losing wagers before paying out winning wagers in accordance with § 668a.4 (relating to payout odds) provided that if any player placed a Six Eight Shake Wager and if the number rolled corresponds to one of the boxes on the table layout that contains a lammer button, the dealer shall remove the lammer button and place it in the Six Eight Shake circle on the table layout furthest to the dealer’s right. Each time one of the preselected numbers containing a lammer is rolled, the lammer will be collected and placed on the Six Eight Shake circle next to the previous lammer. If there is a wager in the Six Eight Shake circle, the lammer shall be placed on top of the wager. If all six combinations of dice are thrown and all six lammer buttons are placed on the designated Six Eight Shake circles before a 7 is thrown, the dealer shall pay each winning Six Eight Shake Wager in accordance with § 668a.4.

(j) After all losing wagers have been collected and all winning wagers have been paid, the dealer shall cover and shake the shaker.

(k) The same player who shook the dice shall continue to shake the dice during each subsequent round of play until the player shakes a 7. Once the total of the dice is a 7, the dice shaker will be passed to the next player to the left at the next round of play.

#### § 668a.4. Payout odds.

The certificate holder shall pay out winning Props & Hops wagers as follows:

<i>Wager</i>	<i>Payout Odds</i>
Double Wager	30 to 1
Any Number Wager	15 to 1
Field Wager:	
2 or 12 is rolled	2 to 1
3, 4, 9, 10 or 11 is rolled	1 to 1
Hop the Top	3 to 2

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<i>Wager</i>	<i>Payout Odds</i>
Hop the Left	2 to 1
Hop the Right	2 to 1
Hop the Center	3 to 2
1-6 and Under	1 to 1
3-4 and Over	1 to 1
Six Eight Shake	150 to 1

**Cross References**

This section cited in 58 Pa. Code § 668a.1 (relating to Props & Hops table; physical characteristics); and 58 Pa. Code § 668a.3 (relating to dice; shaker; procedure for completion of each round of play).

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