

Hazard

Hazard was commonly played in the 18th Century. It is the predecessor of Craps.

Equipment:

Two die

Play:

The first player says a number from 5 to 9 and puts a stake on the table. This is called a *MAIN*. The numbers 5, 6, 7, 8, & 9 are the only possible mains. Other players may put their own bets down in addition to the original bet and the player rolling the dice may accept or reject the wager. The player then rolls two dice. If the dice total the main the player wins (“*NICKS IT*”) and collects from all players. If the main is not cast then any throw between 4 and 10 becomes the player’s *CHANCE*. The player rolls again – he now has a *MAIN* and a *CHANCE*. After the first throw the *MAIN* loses and the *CHANCE* wins.

Any roll of 2 or 3 at any time loses. This is called “*CRABS*”.

If the *MAIN* is 6 or 8, and a 12 is rolled, the player wins.

If the *MAIN* is 5, 7, or 9 and a 12 is rolled, the player loses.

If the *MAIN* is 7 and an 11 is rolled, the player wins.

If the *MAIN* is 5, 6, 8, or 9 and an 11 is rolled the player loses.

The player continues to roll until he loses or wins. The dice are then passed to the next player and new wagers are made.