

Power **Craps** is unlike any previously published craps strategy! It does not rely on any of the shop worn strategies commonly offered by mail order or in bookstores. The system is not a theoretical system like most craps strategies. This strategy has been thoroughly tested by real players in real casinos and it really works! This system is so powerful that in two days you can quickly and easily learn how to win \$294 an hour or more!

- This manual completely describes what has been called the "most predictable system ever created." Here is just some of what you will discover in this complete guide to winning -
- How you can win \$3,000 or more every week using a simple strategy involving only one bet!
- The secret power move you can use to add at least \$100 an hour to your winnings!
- How to win large amounts starting with as little as a \$50 bankroll!
- How to double your bankroll every 6 to 7 hours and rapidly move up to playing with black \$100 chips!
- A special bonus section reveals how you can win large amounts from Internet casinos - with minimum risk!
- Discover a new lifestyle of money, leisure and the ability to travel whenever you want!
- This manual has everything you need to know to start beating the craps game consistently!

But there's even more -

By special arrangement, \$50 of valuable coupons are included free with this book. The success enjoyed by others using Power Craps can be repeated. You too can win \$154 an hour or more. Here is your complete guide to your future profits!

SILVERTHORNE

PUBLICATIONS

1. Introduction

Craps is the most exciting game offered in a [casino](#). It is also the fastest game and one of the best games for winning money. Each throw of the dice offers another chance to win money, and the payoffs are made continuously. Blackjack has many more tables devoted to it, and more players play blackjack than any other table game in the United States. However, craps is the high volume money game, especially in [Las Vegas](#) and Atlantic City. It is not unusual to find

thousands of dollars being wagered on the table at one time, all depending on the outcome of the next roll of the dice. The game is fast and offers the chance of winning huge sums of money in a short time period. The only [gambling](#) games offering such high potential payoffs are Keno, some of the slot machines offering large jackpots and lotteries. However, unlike playing lotteries, with craps the player's skill can have a huge bearing on his ability to win. Because of the amount of money which can be won or lost, craps has been the traditional game of big bettors, or whales as casinos call them, for many years.

With the advent of wealthy Asian players visiting the United States, baccarat has somewhat overtaken craps as the big money game, but for sheer volume of wagers, nothing compares with craps. If you are looking for a way to beat the game, there are many books written about [craps](#). These books generally fall into two broad categories. Most of the books you will find in bookstores are in category one in which the mechanics of the game are described with a simplistic betting strategy or two and many stories about the author's adventures playing the game. These books are very useful if you want to learn how to play the game, learn about craps etiquette or just be entertained. However, you are not likely to learn how to beat the game from these books.

The systems used by the authors tend to be very similar and are typically the same oldshopworn systems used by craps players for decades. The second category of books is usually offered at higher prices on a limited basis, as through direct mail. These books or pamphlets usually offer one system that is guaranteed to beat the game. If you ever try to return one of these "sure-fire" winners you will usually find that the system seller can't be found. Because craps is a game of chance, where most wagers offer some mathematical advantage to the house, mathematicians say the game can't be beaten. Yet, I know the game can be beaten. Unlike the "bookstore" authors, I will offer you a new, exciting and proven approach to beat the craps game.

My approach is not a "sure-fire" winner like some of the mail order systems. However, my experience has shown that it wins much more than it loses. The Power Craps approach to playing the game will give you a tested and proven strategy for playing and winning. The paucity of reliable published information on effective betting strategies for these games probably is the result of the blind acceptance of most gambling experts that in the long run no system can ever overcome a game where the [casino](#) has an advantage. The crux of this issue is how we define "long term." Any system will fail at some point if it is followed blindly to the bitter end regardless of the cost. However, if we break the "long run" into a series of many

short runs, over which we have substantial control, then I believe the premise is false. In a contest between the casino and a player using a really good system, I am convinced that the player can gain a definite edge, especially if the house edge is less than 2 percent. Characteristic of all would be reputable books on casino [gambling](#) are discussions of the so-called gambler's ruin. These discussions are used as a basis of the assertion that in the long run it is impossible to overcome a negative expectancy, meaning a game where the odds favor the house.

A puzzling aspect of all of the analyses I have seen is that any system player will continue to blindly pursue his system until he loses all of his bankroll. It is on this premise that most systems are generally dismissed as being useless. However, the proof that any system is bound to fail is based on a computerized betting simulation of possible outcomes. These simulations are unrealistic in that they can't test what skillful handing of a gaming contest will entail. Individuals have a number of options that simulations do not consider. A player may quit at the "right time."

He may adjust or change his bet selection methods to respond to changing conditions in the game he is playing. He may raise or lower his bets as circumstances indicate. He has the option of pulling off losing tables, with only modest losses. Conversely, he may go for blood during winnings sessions. He may lock up profits and limit losses. The Power [Craps](#) Strategy combines many of these "player strengths" to reduce the house edge to close to zero. Then, using specific betting strategies, the player can actually gain an advantage over the house. The result is that the player can win far higher amounts much more consistently than conventional analysis of blackjack would predict.

After you learn how to use correct strategy to play the game, you will learn to apply a set of betting rules. These rules may seem a little complicated when you first read them, but they are easy to use and highly effective. Once you have absorbed how to play and what to do under different circumstances, and practiced your skill to make sure that you can play under casino conditions, you will be ready to take on the casinos. When you learn how to play and beat the game, there will be no holding you back. You will know how to make [wagers](#) that offer a minimum edge or "vig" to the casinos and how to increase your winnings during a winning roll. You can literally use the Power Craps Strategy to get rich playing craps.

If you want to make \$1,000 a day at craps, this is the strategy for you. Once you start winning at craps, it is like coining your own money. The **casino** chips will fill your rails, and you will find that the **casino** personnel will even offer many comps to you. "Comps" are **casino** jargon for

complimentaries, and if you follow my advice and use the Power Craps Strategy correctly, you will not only beat the casinos, but you will have the bosses fawning on you offering you free meals, free rooms, show tickets and even offering to pay your airfare. If you want to learn to play [craps](#) professionally, you have come to the right place. Once you learn to apply this powerful strategy, you will have a way to consistently beat the casinos and there is nothing they can do to stop you! Skillful blackjack players always run the risk of being barred from playing. In Nevada, card counters have been treated like card cheats or criminals in the past, simply because they were applying their skill to beat a casino game.

With craps, you will never have to worry about being barred because of your skillful play. When you start to pull down huge wins, all the bosses can do is sweat and pay you off. If you are a high roller, you can take the [casino](#) for thousands of dollars in just a few minutes using the Power Craps Strategy and there's nothing the house can do about it. If you are a low roller, I will show you how you can use your winnings to vault into the high roller category in a short time period. In writing this book, I realize that the readers will be a diverse group.

Some of you will never have played the game. Others will have played the game but may not understand all of the wagers and payoffs. Regardless of your level of play, this book will teach you how to win. By the time you finish reading, you are going to know more about craps than most persons involved in the game, including casino managers, pit bosses and dealers. I know that you will put this knowledge to good use. I am always interested in hearing about your experiences using the Power Craps Strategy. My publisher is very good about forwarding letters to me, and I look forward to hearing about your casino adventures.

2. Why Play Craps?

Dice have been used as [gambling](#) devices for several thousand years. Even the language of dice reflects its influence on history. When Caesar made his decision to take his army across the Rubicon in defiance of the edicts of the Roman Senate, he chose his response from the language of the dice player: "Iacta alea est." The die is cast. Gambling with dice is pervasive. It has been found in almost every culture, from American Indians to Africans.

The Greeks and Romans used dice made of bone or ivory; others used dice made of bronze, onyx, alabaster, marble or even porcelain. Early forms of dice were called astragals by the Greeks. Usually made from the knucklebones of sheep they had only four sides. Sliding these dice down their hands and across the top of their fingers before tossing them, Greek women often used them not only for gambling but as an implement in fortune telling. During Christ's

time, the Romans played dice games. During Christ's crucifixion, the Roman guards tossed the bones playing for his clothing. Herodotus wrote that dice were used in Lydia in Asia Minor. The rulers would often encourage their people to play dice games in times of famine to take their minds off of hunger. The Romans loved to play high stakes games. Nero was an inveterate dice gambler. Caligula would be considered a degenerate gambler if he were alive today. He frequently lost large amounts of money at dice. He often resorted to seizing the property of his subjects to pay his [gambling](#) debts. That this resulted in death, enslavement or imprisonment for his unfortunate victims apparently gave Caligula little cause for concern.

Roman soldiers and rulers were not the only ones who tossed the dice. Paintings found in the buried ruins of Pompeii showed men being kicked out of taverns over some dice dispute. Dice playing was often associated with drunkenness and various forms of unlawful behavior. The Romans, in exasperation, finally banned dice games except for during December, which being the month of Saturn, was a time when all kinds of immoral behavior was expected, including dice games. The American colonists found that Indians often played dice games. The rattling and clicking noises made by dice were usually accompanied by a frenzied atmosphere.

Toms-toms announced the beginning of each gambling bout, and drums pounded incessantly all through the games which often lasted for days. A line from an old Indian song describes the fever of the games: "I will go home if I am beaten, to get more articles to wager." Once into their wagering, the Indians played a true "no limits" game. An early Jesuit explorer, Pierre Francois Xavier de Charlevoix, in describing the Hurons said: "At this game, of which these people are fondest, they sometimes lose their rest and in some measure their reason. At the game they hazard all they possess, and many do not leave till they are almost stripped quite naked and till they have lost all they have in their cabins.

Some have been known to stake their liberty for a time, which fully proves their passion for this game, for there are no men in the world more jealous of their liberty than savages." [Craps](#) is of American origin. Some time after 1800 around New Orleans, the American Blacks begin playing a version of the game, no doubt adapted from the English game Hazard, which the French sometimes called craps. The New Orleans version of craps moved up the Mississippi on the nineteenth century river boats. By about 1890, the game began appearing in the form of bank craps in some American casinos. The big [casino](#) game at this time was Faro, and craps did not become really popular until World War II after thousands of GIs learned backroom craps or street craps.

The great Chicago fire of 1891 might have been started because of a craps game. The usual story of the origin of the fire was that Mrs. O'Leary was milking her cow when the cow kicked over a lantern and started the fire. During the trial, Mrs. O'Leary stated that she was not in the barn when the fire broke out. In 1944 Louis Cohn told of the true origin of the fire. He was winning a craps game in the barn and got so excited that he kicked over the lantern. Street craps, also called private craps, backroom [craps](#) or even back alley craps, was where a lot of [gamblers](#) first cut their teeth. Street craps always favors the wrong better who bets against the shooter making his point.

The mathematics of dice, which we'll talk about a bit later, favors the wrong better in any back alley game. Most people don't know this, and most players wouldn't change their betting style if they did. There are a couple of problems with betting wrong all of the time. For one thing, a lot of players don't like it. They figure you are running some kind of scam or are a dice hustler. The second risk is that when the dice get hot and stay hot, the wrong better can find himself facing escalating losses which can wipe out hours of winnings in a few minutes. The casinos have simplified the game of craps by banking the game. It is no longer necessary to find another player to fade your bet; the house or bank fades or "banks" all the bets. This can be a real advantage for the wrong better.

He doesn't have to disguise his moves because the house doesn't really care how he bets since they figure that they hold the hammer on all players anyway. But the casinos did one thing to hurt the wrong better. They took away his mathematical advantage over right betters. With street craps, the right better (betting for the dice to pass) fights odds of about 1.4% against him. The wrong better (betting for the dice to miss) has an advantage of about 1.4% working for him. This is why the only sensible way to bet in street craps is to bet wrong. When the casinos cleaned up the game, they barred the number 12, or in some cases the number 2, as a win for the don't better on a come out roll. With this rule change, the wrong better bucks about the same odds of losing as the right better.

So in theory it doesn't make much difference which way you bet in bank craps. The [casino](#) has an edge on all bets. So why play craps? Because its origins are ancient? Because some old dice degenerate taught me how to beat the game? Naw. Not good enough. I don't think that anyone ought to play the game unless they play to win. Not for fun. Not because the game is the number one casino action game. These reasons are not good enough. The only reason to play the game is to learn how to hold the hammer over the bastard casinos. And I am not trying to talk anyone into taking up [gambling](#). I don't have to. Nearly everyone gambles. And

most do it badly. If you don't gamble, don't take it up on my account. But if you do, I want to present a little theory on why you should consider craps, and if you do pick craps, how you can learn to hammer the game. Let's assume that you don't know zip about casino **gambling** and you are thinking about the choice of games. I plan on presenting a pretty good case for choosing craps. But don't take my word for it. Consider for a minute the house edge or advantage over the player in most casino games. The following table summarizes the house advantage in certain casino games. If you look at the numbers in the table, the only number with a minus in front of it, meaning the player has an advantage over the house, is for card counting at blackjack.

Most card counting systems were developed using computer simulations and don't work very well in the real world. Casinos are well aware of card counters and do everything possible to thwart them and make their lives miserable. Most card counting systems take months to learn to use effectively, require huge bankrolls, and produce spotty, inconsistent results. If you want to learn a very effective blackjack card counting strategy that produces consistent winnings, try my book **Advantage Blackjack** (See <http://www.casinogamblersbookcase.com/AdvantageBlackjackStrategy/>).

If you want to beat the game without having to learn card counting, then I modestly suggest another of my creations Power Blackjack. Other than the advantage available to expert blackjack card counters, where do you see the best odds in the table? The best odds are in the **craps** section. When you can get numbers down to less than two percent against you, the game is beatable if you know what you are doing. And that's why I'm here. I'll show you what you need to do to beat craps. Craps has some advantages over the other casino games that don't show up in tables of house advantages.

It is the only game that lets you bet that a number won't show. Ever try that in **roulette**. Walk up to the table and tell the croupier that you want to bet a no-36 on the next roll. They'll send for the men in little white coats. But in craps, you can always bet that a number does or doesn't show. You have the ultimate flexibility in putting together a winning strategy. Before I start talking about strategies, I want to review the game with you. Read on to learn about the most fascinating game in the casino.

3. The Game

If you have ever played craps in the back room of a store, or on an old bed cover spread on the floor, you have played street craps. The shooter would establish his point, and everyone would stand around until he made his point, or sevend out. The [casino](#) version of the game is called bank craps. The casino acts as the bank, rather than players betting against each other. In addition, numerous other bets are allowed. In the casino version of craps, you can bet pass or don't pass, come or don't come, make place bets, buy and lay bets, or bet the hardways or any one of several proposition bets. You can make one roll bets like the field, or make bets which stay up until a decision occurs, like pass line [wagers](#).

You have a great variety of bets that can be made. A right bettor (one who expects the shooter to make his point) could have as many as twenty bets on the table at one time. Craps is the traditional game of high rollers. It is the fastest and most exciting casino game. It is the only casino table game where it is possible to run a \$100 stake into \$10,000 in a couple of hours. And it is the most vocal of all casino games. Walk into any casino and listen to where all the noise is coming from. It's the craps players yelling up a storm. Every throw of the dice evokes a new response of whoops and hollers. Now stroll back to the blackjack tables or the [roulette](#) wheel. There is hardly a whimper from the players. The blackjack players are using hand signs to signal the dealer. A blackjack player could play for a week and not utter a word. In craps, the players are constantly talking to the dice, the dealers and each other.

CRAPS LAYOUT

To the novice player, the game appears very intimidating. Everyone else knows what he or she is doing, or so it seems. Once, when I was showing a lady companion how to play the game, she looked down for her bet and it was gone. "What happened to my bet?" she asked. The shooter had rolled a come-out craps and her pass line bet had been whisked away by the dealer. She felt like she had hardly settled in and they already had the audacity to take her bet.

The game moves very fast for the newcomer, but after you learn the game, you will notice the times when the game is slowed down (to your irritation) much more than the times it is speeded up. The game is fast, but it only seems fast when you don't understand the bets or what the dealers and players are doing. Because of the speed of the game, and the variety of bets available, what is normally the best casino game for a player becomes a trap for many. Many people lose money at a ferocious rate at craps because they lay down too many bets and have no patience. Most casinos figure to keep about 20% of the drop at craps, that is, win 20%

of all money exchanged for chips at the craps table. The thing I like best about craps is that when you start to win, there's not a damn thing the house can do about it. In Las Vegas, blackjack card counters get thrown out for winning. Winning [craps](#) players can cause the casino bosses to break into a cold sweat, but they are not thrown out. Usually the bosses start engaging in "slow down" tactics at a table where the players are killing the house. The boxman may reprimand the shooter for his shooting style. (I've seen players chewed on for shooting too high, too low, too hard or too soft — you tell me).

When the shooter starts to make pass after pass with lots of numbers in between, the action can get serious. When the majority of players have black (\$100) or purple (\$500) chips in play, the casino can drop \$50,000 to \$100,000 in short order. I have seen individual players win over \$100,000 at the craps table. The bosses will try to slow down the game, excessively examine the dice between rolls, bring in fresh racks of chips and in general make total nuisances of themselves, but the players are allowed to keep on winning. Isn't this a great game? I recently showed a young man how to play craps in a [casino](#).

He was a died-in-the-wool blackjack aficionado, with delusions of counting down multiple decks. After an hour at the craps table I asked him what he thought. He calmly turned to me and said, "Well, I guess I'm finished with blackjack." If you have played the game before, forgive me my waxing eloquent. If you haven't played, then please take the time to try it or better yet, use my system so you will win. Most casinos will have at least one craps table, except for the [slot](#) palaces specializing in the one-armed bandit trade. Some states allow slots and blackjack, or some other combination of casino games, and exclude craps. The "real" casinos will have at least one craps table.

The big joints in Nevada and Atlantic City will have eight or more craps tables per casino. Now that the casinos in many other states have come of age, you can experience Las Vegas style craps all over the country. I have played in a number of these casinos and always enjoyed the hospitality. Of course I enjoyed winning money from them too. The area of the casino where the craps tables are grouped is called the craps pit. The casino employee in charge of this area is known as the craps pit boss. Casino craps tables may range in size from 14 to over 20 feet. They look like oversized billiard tables. In the old days some of the floating craps games and games in sawdust joints used to convert billiard tables by attaching boards to the sides of billiard tables to act as backstops for the dice.

This was also handy when the law showed. Pull the sideboards down and the boys were just having an innocent game of billiards. The number of players who can play at a [craps](#) table is limited only to the number who can squeeze in. If the table is crowded, it is considered polite to ask if you can fit in, rather than just shoving your way into the table. Some craps players have been known to shove back, and asking is usually the better policy. If the table is crowded, the nearest dealer will usually ask the players to scoot over, if you ask nicely. The tables are covered with felt which is usually colored green, but I have seen them in shades of blue, purple and even eye jarring red.

I don't recommend the red ones though, and especially not for all night sessions; they are way too hard on the eyes. The possible craps bets are marked on the felt in a pattern of betting areas called the craps layout. In the old days, these were drawn on billiard tables with chalk. Now they are all nice and printed. The table layout has three sections. The middle section, called the center, rests under the watchful eye of the person on stick. The end sections are mirror images of each other, with one dealer per end. The center bets contain the lousiest bets in the game such as the硬ways bets and a number of one-roll bets. I will tell you about these bets, but in general, you can enjoy a long and successful craps career without ever tossing a chip to the center section for a [wager](#).

The more important wagers are available on the end sections of the table. Here you will find pass line bets, which are made by over 90% of all craps players, place bets, come bets, don't pass wagers, don't come bets, field bets, the Big 6 and Big 8 wagers, and buy and lay bets. Odds bets, which are not marked on the table, are also made on the end sections of the table. There are usually four casino employees at a craps table. The person seated in the middle of the table, in front of the casino's chips, is the boxman. Today, many of these boxmen are box women, so I guess you ought to call them box people, which doesn't quite sound right. Anyway, these box people are in charge of the craps table.

They count your cash when you buy in and drop your cash into the dropbox, watch the dealers, settle disputes with players, and in general act as managers of the game. Many times a floorman, who also may be a female, will be standing behind the boxman. If you have [casino](#) credit and need a marker to buy in, the floorman will accommodate you. They will also rate you if you are trying to get a comp. A comp is a "freebie" from the casino, which can range from a buffet lunch, to RFB, which stands for Room, Food and Beverages. This means the casino pays for just about everything. Many times the floorman may be joined by the pit boss, the big honcho of the craps pit. If the game is very active, another boxman may be brought in

as well. In addition to all the bosses, there are three working stiffs who handle all of the players' wagers. The dealer in the center of the table, called the stickman, handles all of the center bets for players, calls the game and moves the dice around with a stick. The dealers on each end handle the bets for the end sections of the table. There are four dealers to a crew, and they rotate positions every twenty minutes, with one of the crew taking a break at that time. Each dealer takes turns at the stick and at each end of the table.

The dealers at each end of the table, sometimes called inside dealers oversee all bets on his or her end of the table. They make change for players and place, book and arrange player bets. They make sure that all bets are for the correct amounts and placed properly on the table. The major job of the stickman is to control the flow of the dice. A stickman will also advertise the different betting options of the game available to the players. For example, if the last shooter just sevened out, the stickman will ask the next player, "Would you like to shoot the dice?" Or, he may say, "Do you want your bets working on the comeout."

Or, "Who wants their hardways working on the come-out roll?" An active stickman can really liven up the game. The action of the game can be announced in a very enthusiastic and colorful fashion. This tends to stimulate the players to make more and bolder wagers, which is exactly what the house wants. The person on the stick will constantly extort players to make bets in the center of the table where the odds range from miserable (Hard Six or Hard Eight — 9.09% in favor of the house) to ridiculous (any of the one roll bets — house odds from 11.11% to 16.67%). The stickman often uses [craps](#) superstitions to exhort the players to make the worst bets.

One craps superstition is that if the player's point is one of the even numbers of 4, 6, 8 or 10, for which there is a corresponding hardway bet, betting the number to show the hard way will help bring out the number. In general you can ignore the betting advice of the dealers on stick. Their recommended bets are the best wagers for the house, not for you. The stickman also sets the pace of the game. He must observe both the players and the dealers so that potential bets are not missed and the inside dealers are not rushed into making mistakes. Stickmen will also help dealers with the payoffs of bets when possible.

Either the inside dealers or the stickman can book the proposition bets located in the center of the table. If the stickman gets bogged down, an inside dealer will usually pitch in so that they work together as a team. A boxman may also help the stickman. While players should be given a reasonable amount of time to make the prop bets, the game shouldn't be slowed down. If you want to [wager](#) on a proposition bet, be sure that the stickman or the nearest inside dealer

hears you and acknowledges the bet. Once the dice are in the shooter's hands, the stickman's eyes will be glued on the dice and he may not see incoming bets. Each table has its own table limits. These limits are usually shown on small plaques at each end of the table, on the side rail next to the standing dealer. Both minimum and maximum bets for the table are shown. Typical table limits are \$2 minimum, \$200 maximum (smaller casinos) or \$5 minimum, \$1,000 maximum (larger joints). Sometimes the plaques are colored to match the chip color of the minimum [wager](#) required. The color red is used for tables with \$5 minimums, while green might signify a \$25 minimum bet requirement.

Minimum wagers will vary from casino to casino and from table to table in the same joint. A \$5 minimum table may be operating next to a \$25 minimum table. Table minimums will be raised whenever more players are available such as at night or on weekends. It is always to the casino's advantage to have higher minimums set. Many players, who should be making \$2 wagers, will make \$10 or even \$25 wagers if that's what the house mandates. From a player's viewpoint, higher minimum wagers can be devastating. If the house does not offer a minimum wager within your range, then don't play the game. Many players have no idea of the relationship between the bankroll used for a craps session and the minimum wager that should be used. As a result, they get cleaned out in short order playing beyond their means. If you want to play where the maximum wagers won't restrict your style, try Binion's Horseshoe Club in downtown [Las Vegas](#).

The place caters to craps players, offering ten times odds and wall-to-wall [craps](#) tables. Your maximum wager is limited to the amount of your first wager. If you want to bet a million bucks a pop, just clear it with one of the managers, they will accommodate your action. The Horseshoe Club still follows Benny Binion, its founder's rule for maximum wages accepted, which is that your highest wager is limited to the amount you will bet for your first bet. Several years ago a player waked into the Horseshoe Club with two suitcases. One was empty and the other was filed with cash. After counting his cash, the bosses agreed to accept his wager in the amount of \$777,777. He bet on the don't pass, which is marginally better than a pass line bet. The shooter picked up the dice and rolled six as his point.

Now six is a very easy point to hit and not the best number to be wagering against as the big player was. The shooter rolled a number. Then he rolled one more. Undoubtedly the big player gave this roll his undivided attention, as he was only a roll away from doubling his money or losing it all. On the third roll a seven showed. The [casino](#) paid off the wager in cash, the same way in which it was wagered. The big player left with two suitcases full of cash, which is the

best way to leave any casino. While we are on the subject of downtown Vegas, which is the location of the Horseshoe Club, I want to mention quarter craps. Some of you eastern players who have been weaned on ten buck minimum tables may sneer, but I have had some of best action on the quarter [craps](#) tables. For twenty bucks, you can begin your craps education. Here, for five bucks, you can have several bets working for you. The games are getting harder to find, but you can still find them in down-town Vegas. Casinos use checks or chips in place of cash at the craps table. While the casino bosses prefer to call them checks, I will call them chips like 99.9% of the players do.

Chips come in \$1, \$5, \$25, \$100, \$500 and \$1,000 denominations with twenty five-cent chips thrown in for the tables that allow them. Each chip is colored differently. One-dollar chips may come in any color, or the casino may use dollar [slot](#) tokens as chips. Five-dollar chips are usually red, \$25 chips, green and \$100 chips, black. Five hundred-dollar chips are usually purple. The big \$1,000 chips come in various flavors. I'm sure you will remember the color if you are playing with them. Cash is not used at the table, so you must change your cash for chips. When you first arrive at the table, you lay your cash on the table and ask the dealer for change. Watch the table before you barge in.

Wait until the shooter has thrown the dice. It is extremely bad dice etiquette to have the dice bounce off your hand. When you are buying in, you do not hand the cash to the dealer. Instead, place it on the table when the dice are not rolling. If you want a certain number of chips of different denominations, just ask the dealer. For example, let's say you buy in for \$500. Normally the dealer will give you \$100 in red \$5 chips and \$400 in green \$25 chips. If you want some \$1 chips, just ask the dealer and he or she will accommodate you. The boxman will count your cash, drop it into a slot in the table where it falls into the dropdown, and tell the dealer the amount of chips to give you.

The dropdown is also known as the coffin, as once your cash goes in it is gone as in "buried." You will not deal in cash again while you are at the table and will only convert your chips back to cash at the [casino](#) cashier's window. After hearing the amount approved by the boxman, the inside dealer will place the chips in front of you. It is your job to pick up the chips and get them off the table. Your chips may be kept in the rail in front of you on the top of the sidewall of the table. Sometimes players throw currency on the table for a bet, for change or for odds on a come or don't come bet.

Many times the dealer doesn't know what it is for. Most dealers will ask the player what they want to do, or acknowledge the bet as in "Twenty dollars as a come bet," or "Ten dollars on the field." If the dealer is uncertain what the bet is for he will call out "No bet on the ten dollars." Most tables have two grooves for chips in the side rails. I like to use one for chips I use for tracking my bets and the other for the remainder of my chips. When I am winning I also like to separate my original buy-in from my winnings so that I can tell at a glance how far ahead I am. When you have finished playing, you must take your chips to the [casino](#) cashier to convert them to cash. The [craps](#) table only takes cash for chips, not vice versa. With your chips in the rail in front of you, you are now ready to begin playing.

I recommend that you keep one hand over your chips. Some thieves like to snatch chips from careless players and you should keep your eye on your chips. Unless you are the only player at the table, the craps game will be in progress when you arrive. The game consists of a series of mini-games. A player who rolls the dice is called the shooter. This player will roll the dice on one or more come-out rolls until a point number of 4, 5, 6, 8, 9 or 10 is rolled. After a point number is rolled, the shooter will continue to roll the dice until one of two things occurs. If a 7 is rolled before the point number, the shooter has sevend out and a new shooter will try his or her hand at making a point. If the point number is rolled before a 7, the shooter has made the point and has the opportunity to shoot again.

Many persons use the term "crapping out." There is no such thing in craps. A shooter may throw a craps number of 2, 3 or 12 but this does not affect his term as the shooter. The designated shooter may continue to hold the dice and shoot so long as he does not roll a seven after establishing a point. Then he has sevend out and must relinquish the dice to the stickman who will offer them to the next player. Each mini-game at the dice table consists of a shooter establishing a point and then rolling the dice in an attempt to repeat the point number. Of course, in bank craps, a lot of [wagers](#) can be made in between. This is part of the excitement of the game. There may be thousands of dollars riding on each roll of the dice. After a shooter fails to make his point and sevens out, the dice will be offered by the stickman to the next player.

The dice circulate around the table in a clockwise fashion, with each player, in turn, being offered a chance to roll the dice. The only requirement to shoot the dice is for the shooter to make a line bet, that is, a bet on the pass line or don't pass line. Any person who does not wish to shoot the dice may refuse when the dice are offered. There is no stigma to not shooting the dice, and many players do not shoot as a rule. Usually the players, who are betting against the

other shooters (wrong bettors in craps parlance) by making such **wagers** as don't pass and don't come bets, will refuse to shoot. A white disk, called a puck is used on the table to indicate whether a shooter is in the "coming out" phase of the game or whether he is trying to roll an established point. When the player is coming out, the disk usually is placed in the don't come betting area, with the black side marked "Off" showing. I have also seen the pucks placed in the center of the table in front of the boxman's chips between points. There is one puck at each end of the table and the inside dealer working that end of the table handles one. After a point is established, the puck will be in the come point box for the shooter's point, with the white side marked "On" showing.

There are two sides to each puck. When the white "On" side is up all odds, place and buy bets are working. When the black "Off" side is up these bets are off unless stated otherwise by the player. If some bets are working and some are off, on and off buttons are placed on top of the wagers to show the status of each bet. By observing the disk you can always tell if the shooter is trying to establish a point, or if a point has already been made. This is important as pass line and don't pass wagers are made before a point has been established, and other wagers, such as come and don't come bets are always made after the point is established. I have one more word of advice before moving into the intricacies of the game.

Keep track of your own bets. Dealers track individual bets by positioning the chips in each betting area to correspond with the position of the player at the table. By observing where the dealer places your chips, you can tell exactly which bets are yours. When the table action is heavy, it is not uncommon for a dealer to miss paying off a winning bet, or to place your winning chips in front of another player. It is your responsibility to watch your own bets and know when they win or lose so that you won't reach for another player's winnings or let another player pick up your winnings. I was playing on one of the casinos in northern New Mexico shortly after Indian gaming became legal. I was ready to finish the session and had only one bet remaining up, a \$100 wager on a don't come six.

Naturally since my bet would win only when the shooter rolled a seven, his roll continued on and on with every number hitting except my no-6. I waited and waited, not wanting to make any additional bets since I had already had a good win and was ready to leave. Finally, the shooter rolled a seven. Since he had had a good roll, the table was covered with lots of come bets with odds and place bets and my singular black chip on the no-6. When the 7 was rolled, the dealer swept all of the chips in the point boxes over to the house side of the table, appropriating these bets for the house. This was correct except for one small detail. The

shooter's seven was a winning roll for me and the dealer owed me \$200. When I pointed out the error, the dealer just stared at the mound of chips he had created when he swept all of the losing [wagers](#) into a pile.

Fortunately the boxman remembered my wager and instructed the dealer to slide two black chips my way. Whenever you win a bet, remember to pick up the chips promptly. Chips left on the table will probably be considered a wager, and if you forget to pick up your winnings, you will probably be making another wager whether you intended to or not. Many players act like the dealers are the enemy at the [craps](#) table. They're not. Most are decent people working at a thankless job where obnoxious players are the rule rather than the exception. There are a few dealers with an "attitude." When I encounter one of these people, I just change tables. Life is too short to put up with aggravating people.

But most dealers are competent, efficient and friendly if you give them half a chance. A good dealer will remind you to take odds or to make some bet that you normally make. Most dealers are rooting for you to win. A dealer's salary is very low, and dealers depend on tips or tokes to make a decent living. When you are at a table with friendly, helpful dealers, you should plan on tipping or toking them. Many players toke or tip dealers by tossing a couple of chips for the boys on the hardway bets. These are long shot bets which pay either 7 to 1 (Hard 4 and 10) or 9 to 1 (Hard 6 and 8). Most dealers appreciate a bet made on their behalf on a wager with a better chance of winning. If you are wagering on the pass line, you should make an occasional pass line wager "for the boys."

When you make a wager for the dealers, tell your dealer that the bet is for the dealers. He will tell the boxman, and if the wager wins, you will have toked the dealers. You will notice that when you make a dealer bet which wins, a dealer will place the winnings in his breast pocket. The dealer's word for a tip "toke" comes from the word "token." It is not necessary to tip the dealers as frequently if you are losing. They will understand. If you are winning, they appreciate the occasional tip. It is better to tip the dealers while you are playing rather than tipping as you prepare to leave. When the dealers know that you are not a stiff, their normally good service becomes even better.

If you are using the Power [Craps](#) Strategy you will be winning most of the time. I like to tip dealers early in the game so that they know that I am a "George" or tipping player. Believe me, dealers receiving tips will go out of their way to watch out for your interests. I have had many occasions when dealers whom I was regularly tipping have overpaid me. I have also had losing bets ignored and left up. If a dealer overpays you, you should never call attention to it. I have

felt on many occasions that the dealers were repaying me for my tipping with an unspoken agreement between us. One time a dealer was consistently overpaying me on come bets. My come bets were going "off and on" which means that I would have a new come bet in the come box replacing a come bet which had just hit. In this situation a good dealer will leave both of the come bets up and just place the winnings in a separate stack in the come betting box. This particular dealer overpaid me for a couple of bets. I made a come bet for the boys which promptly won and I gave the chips to the dealer. My next winning come bet was overpaid by a chip.

I continued to make occasional wagers for the dealers, and the dealer continued to overpay my come bets. I believe that we had formed a kind of partnership that was benefiting both of us. Whenever the boxman was watching my end of the table the dealer paid off the bets correctly. However, there were two large bettors at the other end of the table, and the boxman's attention was focused there. Even if you are not rewarded by overpaid bets, the atmosphere at the craps table will improve once you are perceived to be a tipper. What's more, all of the casino personnel will respect you as a class gambler who knows the rules and respects and appreciates the hard work the dealers perform.

HOUSE ADVANTAGE IN CERTAIN CASINO GAMES

Keno Average about 25.00%

Horse Racing 15.00% and up

Big Six 11.00% and up

Slot Machines 1.50% to 25.00%, use 8.00% as an average

Video Poker 0.00% to 15.00%

Roulette Double zero — 5.26%

Single zero (Atlantic City) — 2.63%

Single zero with

en prison rule (Europe) — 1.35%

Baccarat Player — 1.36%

Banker — 1.17%

Blackjack No strategy — 5.00% to 20.00%

Basic strategy

with multi decks — 1.50%

Card counting

theoretical advantage -2.00%

Craps Pass, Come,

Don't Pass, Don't Come — 1.40%

Odds Bets:

Single odds — 0.80%

Double odds — 0.60%

Hardway 6 or 8 9.09%

Hardway 4 or 10 11.11%

Any Craps 11.11%

Place, field,

proposition bets — 1.51% to 16.70%

4. The **Casino** Craps Layout

The layout of the craps table is printed on the felt surface of the craps table. The layout consists of boxes, spaces and other defined areas showing the various types of bets accepted by the [casino](#). Players, who typically stand around the craps table, may view their bets at any time by observing the chips, representing their wagers, placed in the appropriate betting box. While most bets allowed by the casino are shown in the printed layout, one of the most important wagers, the odds bet, is not shown on the layout.

I will show you how to make this wager a little later. Most layouts are printed with white letters and lines against a green background. Some casinos use yellow printing on green felt. The [Las Vegas](#) Hilton uses a blue felt cover for its craps tables, and I have had the displeasure of playing on eye-jarring red colored layouts in some casinos. Green is the best background

color for craps layouts. It is easy on the eyes and the lettering is easy to read. Playing with different color combinations, dreamed up by some marketing department, can be extremely fatiguing, especially the red background with white lettering combination. The Las Vegas craps layout is shown below. This is the most common [craps](#) layout in the United States and is the one you are most likely to encounter. The layout is divided into three distinct parts. The two end sections are mirror images of each other, and between them is a betting area known as the center. This section contains all of the hardway and proposition bets.

[Las Vegas](#) Craps Layout Photo with man pointing out proposition bets in center of table layout.

These wagers are managed by the stickman, who places the wagers and makes the payoffs. This center section could just as easily be called the "lousy bet section" as none of the wagers offered in this section have decent payoffs. If you customarily make many bets in the center section of the craps table, you will be giving the house a huge advantage over you. Unless you are using some of these wagers as an occasional hedge type wager, my advice is to stay away from them. The end sections of the table are controlled by a standing dealer at each end. These sections contain the wagers we will be most concerned with.

Some of the end section [wagers](#) include the pass line wager, which the majority of craps players make. This is the bet which is perfect for those who want to wager that the shooter will make his point. Other important wagers located at the end sections are the come bets and the place bets. While these types of wagers are made in different ways, they each accomplish the same thing. These wagers are on the box or point numbers of 4, 5, 6, 8, 9 or 10, printed across the row of boxes near the top of each end section. If a player wagers one or more of these numbers, either through come or place bets, he sets up a game within a game where he can win on many different numbers and not just the shooter's point.

Don't pass and don't come wagers are made in boxes much smaller than the pass line and come boxes as these wagers are not nearly as popular. Buy and lay bets are also made with the assistance of the standing dealer at an end section. Field bets dominate a large area on the bottom half of the end section. Field bets are one-roll wagers that one of the wagers printed on the layout, that is a 2, 3, 4, 6, 8, 9, 10, 11 or 12 will show on the next roll. The large irregularly shaped areas at the lower corners of the end sections are the Big 6 and Big 8 wagers.

These wagers offer decent payoffs under the rules played in Atlantic City, but are terrible wagers on most craps tables. I will have a lot more to say about this later. Some of the most important wagers in the [craps](#) game are odds bets which are also made at the end sections of the table. These are the only wagers which pay off at correct odds and offer no advantage or "vig" to the house. Naturally, there are no boxes for these wagers on the layout but they are easy to make. I'll show you exactly how to make these wagers. In England, you will find win instead of pass line wagers and don't win replacing don't pass wagers. Some foreign casinos do not allow come or don't come wagers, and if you wish to bet on the numbers, you must do so with place bets. Before we learn more about the specific [wagers](#) which can be made at craps, let's get some background on the math behind this game.

5. The Dice

The combinations possible with two six-sided dice determine all of the possible payoffs in craps. Each die is imprinted with from one to six dots so that the lowest number which can be rolled with two dice is a 2 (1-1) and the highest number, 12 (6-6). Together, a total of thirty-six combinations are possible ranging from 2 to 12. Casino dice are different from the ordinary dice sold with most games. The [casino](#) dice measure about 3/4 of an inch in diameter and are precisely made so that each side is the same size as every other side. They are made of clear transparent plastic and are usually colored red. Each die has a code number imprinted on it corresponding to a numbering scheme implemented by the casino where the dice are used. The code numbers of the five dice used at a craps table are noted by the boxman, so that no other dice resembling the official dice may be introduced into the game by dice cheats.

Dice Combinations

The combinations of numbers possible with a pair of six-sided dice are 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 for eleven numbers. Not all of these combinations are equally likely to appear. The differences in the likelihood of different combinations appearing form the basis for all payoffs and probabilities in craps. The most common number is 7. There are more ways that a 7 can be rolled than any other number. If you examine a die, you will notice that the totals of any two opposite sides always equal 7. A 7 can be made no matter what number is on one die, for a 7 can be made with either a 1 or a 6 showing on one die, which no other number can do. For instance, a 6 cannot be rolled if a 6 is showing on one die, and an 8 is not possible with a 1 showing. The key number in dice is 7. It determines most of the odds of the game because of its unique status determining winners and losers on both come-out rolls and against established points. The next most common numbers are 6 and 8. They can be rolled five

different ways. The 5 and 9 follow with four combinations possible and then the 4 and 10 with three combinations possible. The 3 and 11 can be rolled two ways while the 2 or 12 can only be rolled in one way.

The following table shows the various ways that dice can be rolled:

COMBINATIONS OF DICE

Number Combinations

Ways Number

Can be Made

2 1-1 1

3 1-2, 2-1 2

4 1-3, 3-1, 2-2 3

5 1-4, 4-1, 2-3, 3-2 4

6 1-5, 5-1, 2-4, 4-2, 3-3 5

7 1-6, 6-1, 2-5, 5-2, 3-4, 4-3 6

8 2-6, 6-2, 3-5, 5-3, 4-4 5

9 3-6, 6-3, 4-5, 5-4 4

10 4-6, 6-4, 5-5 3

11 5-6, 6-5 2

12 6-6 1

Total 36

7 is King

All point numbers are measured against the possibility of a 7 being rolled in determining the correct odds against rolling a point number before a 7 is rolled. The point numbers are 4, 5, 6, 8, 9 and 10. If any of these numbers are wagered on, either through pass line [wagers](#), come bets, buy bets or place bets, the odds are always against that number being rolled before a 7 is

rolled. In addition to the point numbers, **wagers** can be made on the numbers 2, 3, 7, 11 and 12. These numbers can only be wagered as one-roll bets. The numbers can be bet as proposition bets, located in the center of the table, or by making field bets in the field betting area located at each end of the table. With these bets, the player is wagering that the number will appear on the next roll of the dice. The table below shows the correct odds against any of these numbers being rolled on the very next roll.

PROBABILITIES OF 2, 3, 7, 11 OR 12

BEING MADE ON NEXT ROLL

Number Ways to Roll

Odds Against

on Next Roll

2 1 35-1

3 2 17-1

7 6 6-1

11 2 17-1

12 1 35-1

Odds Against the Point Numbers

The advantage the 7 has over any point number is overwhelming. The following table shows the odds against rolling any point or box number before 7 shows. These odds are determined from the previous table, where the number of ways a number can be made are compared for each number versus the six ways a 7 can be made.

ODDS OF ROLLING A 7 VERSUS POINT NUMBERS

Point

Number

Ways to Roll

Point

Number

Odds Against

Point

Number

4 3 2-1

5 4 3-2

6 5 6-5

8 5 6-5

9 4 3-2

10 3 2-1

In [craps](#), the number 7 cuts two ways. On come out rolls, right bettors, wagering pass line or come, will win if a 7 is rolled, and wrong bettors, betting don't pass or don't come, will lose if a 7 is rolled. That is the bane of wrong betting. Once a don't bet is in place, it has a devastating advantage over the house, but it must run the gauntlet of the first roll. Casino Payoffs All of the casino payoffs are at less than correct odds except for odds wagers. However, the catch to making odds [wagers](#) is that they can only be made in conjunction with a pass line, come, don't pass or don't come wager, each of which offers an advantage to the house.

The casino gains its edge by paying off wagers at less than the correct odds. It is by shortchanging winning wagers that the casino extracts its toll in the craps game. If you walked up to a craps table, lost five straight wagers and walked away cursing the casino, you could not really claim that the house advantage got you. Since you only had losing wagers, the house did not extract any mathematical advantage over you on these wagers. Let me show you how this works. Let's consider the any craps wager which is shown at the bottom of the center section and which pays off at 8 for 1. This wager is a one-roll bet that a craps number of 2, 3 or 12 will show on the next roll. Referring to the Combinations of Dice table, you will see that there are four ways that any of these numbers can be rolled.

Since the total number of combinations of numbers is 36, the chance of rolling a craps number is 4/36 or 1/9, which is the same as 8 to 1. At a glance it looks like the [casino](#) is offering true odds on this wager. However, if you win this wager, the **casino** will give you seven chips back

for each one you wagered. If you bet \$1 and win, the casino will give you \$7 back and leave your \$1 bet up. If you take your bet down, you will have \$8 in your hand in place of the \$1 you wagered. Notice, however, that you did not receive the payoff at true odds of 8 to 1, but rather, you got 7 chips back for each 1 chip wagered which is a 7 to 1 payoff. The "8 for 1" payoff shown on the craps layout is really the same as "7 to 1." There is no altruism here; the casino is not paying off the wager at true odds. In fact, the **casino** is engaging in a little deceit in that many players will think that the "for one" designation is the same as "to one," which it is not. What does paying off the wager at 7 to 1 instead of 8 to 1 gain the casino? The casino advantage over the player who makes the any [craps](#) bet is 11.11%

The House Edge

All craps wagers, except for the odds wagers, have a built-in toll or vig favoring the casino. Consider some of the other proposition bets offered in the center of the craps layout. You can wager that a 12 will be thrown on the next roll by tossing a chip toward the center section and calling out to the stickman "Twelve please." He will move your chip to the 12 where it will stay until the next roll of the dice. If a 12 shows, you will win. If it doesn't, your chip will be pushed over to the boxman where it will rejoin the chips on the house's side of the table. Assume that you are lucky and a 12 shows. Most craps tables pay this [wager](#) off at 30 for 1 (29 to 1). The correct payoff for this wager is 35 to 1. By paying you at less than true odds, the casino extracts its vig of 16.67%. If you play in England you will be paid off at 30 to 1, reducing the house edge to 13.89%. And so it continues. The house gains its advantage in craps by shortchanging the winners.

Protecting the Dice

The [casino](#) bosses constantly check the dice during the course of a game. With regulation dice in the game they are confident that they will maintain an edge over the players, but with gaffed dice the odds could very well change to player advantage. Dealers, as well as the boxman and floor supervisors, all share the responsibility for protecting the dice, however the stickman has the greatest responsibility to watch the dice. If you watch the stickman, you will notice he will keep his eyes on the dice at all times when the dice are not in the center of the table. When the dice are in the center of the table between rolls, a stickman will constantly rotate and turn the dice with his stick to insure that the spots on each side of each die add to seven. If they don't then someone has introduced gaffed dice into the game. You will notice that there is a mirror at table level opposite the person on stick. This mirror helps the stickman check the dice as any die will show both the facing side and the opposite side as reflected in

the mirror. A pit supervisor or boxman observing the game may change the dice at any time if he suspects the dice have been tampered with or phony dice introduced. I have never observed a casino supervisor changing the dice on a shooter, but it is an option available to the house. A shooter may request to have different dice at any time, although this is rare. Most shooters want to continue to use the same dice and will request "Same dice" if one of the dice rolls off the table. If the die is found, it will be returned to the stickman after the boxman has examined it. If the die cannot be found or if requesting the same die would slow down the game, the dealer will explain the problem to the shooter and ask that he select new dice.

Stickmen and supervisors are constantly on the lookout for miss-spots, loads and bad edges, shaved corners, irregular shapes and the casino's log and identification number. Loads are dice with weights inside. One of the reasons [casino](#) dice are transparent is so that a casino employee can look through them and see if they have any objects inside or if any of the spot inlays are thicker than they should be. One way to check for loaded dice is to spin the dice between your forefinger and thumb. If the die is loaded it will swing back and forth and always land in the same position.

You will commonly see the boxman examine a die thrown off the table by gently rotating or spinning it in this manner. Casino employees also observe the shapes of dice. Edges that have been shaved or beveled will influence the fall of the dice. Shapes are special rigged dice set to have certain numbers roll more often than they normally would. With shapes, four of the sides of one die are not the same size with one side larger than the others. The side with the largest surface area will have a better chance of landing face down, with the opposite side being face up.

No Dice Rolls

Ideally, both dice will land flat after a roll and the stickman will call out the number. However there are times when it is difficult to do so. The dice may be cocked, which occurs when a die lands on an object, usually a chip. A die leaning against an object will be called according to what would be its natural fall if the object was removed. If the dice happen to land on the dealer's working chips or on the top of a bet, it is "dice" and the roll is a fair roll. If the dice happen to land with one die on top of the other, it is dice and a number will be called. The inside dealer will usually remove the top die, set it on the table and call the number. Dice that cannot be read are called out "no dice" by the nearest dealer. The stickman will announce "No roll." No dice rolls occur when the dice land in the house's stacks of gaming chips in front of the seated boxman; one or more of the dice goes into the player's rail; a die is suspended

equally between two objects; one or more of the dice leave the table, or if one or both of the dice land in the tray containing the extra dice called a boat. A good stickman will quickly make the call to reduce the likelihood of player disputes. How to Shoot the Dice The correct way to throw or shoot the dice is to use one hand and lob them using an underhanded throw so that they bounce on the table and then bounce off the back wall. Dice should not be thrown over handed, nor should they be lofted high into the air. You definitely should not aim for the stickman's nose when shooting the dice.

My rule here is to never hit anyone with a stick in his hand. Its the stickman's job to make sure that both dice are rolled properly. The dice should roll down the table. The shooter should not loft the dice or try to slide them down the table. When a roll is considered fair is up to the stickman. If the roll is very weak and does not bounce off the back wall the stickman may call "No roll." Weak or erratic rolls are common from players new to the game and most [casino](#) personnel will advise the shooter on how to improve his roll, rather than embarrassing him by calling no roll. Some casinos permit setting the dice and others discourage it. Setting the dice consists of arranging the dice so that certain spots face up before shooting them. Most casinos will not object to you setting the dice so long as you do it quickly and do not delay the game. Next we will take a look at how the bets are made and paid off at craps.

6. The Bets

Pass Line Bets

Pass line bets are the most popular bets in the craps game for they involve the basic game as it has been played for thousands of years. There are two types of line bets: pass line and don't pass. Pass line bets, also called front line, or do bets are the basic bets made by right bettors, those bettors who are betting that the shooter will make his point. The bets are made by the player placing chips in the long narrow space on the [craps](#) layout marked pass line in this country, or Win Line in some games outside the United States. The house pays the wager at even money (1 to 1) and enjoys a percentage advantage of 1.414% over the wager. It is the most common bet at craps. A pass line bet is made before a come-out roll. Come-out rolls occur during three

different circumstances:

1. When a new shooter is starting.
2. After a natural (a 7 or 11) or a craps (a 2, 3 or 12) is rolled on a come-out.

3. After a shooter has made a point and is rolling the dice to establish another point.

A pass line wager wins on a come-out if a 7 or 11 is rolled, and loses if a [craps](#) number of 2, 3 or 12 appears. If any other number is rolled (a 4, 5, 6, 8, 9 or 10), that number becomes the shooter's point. If the shooter repeats the point number before a 7 is rolled, the pass line wager wins. If a 7 shows before the shooter is able to repeat the point number, the pass line wager loses. When the dealer pushes the dice to you to roll for the first time, this is your comeout roll. If you roll a 7 or 11, you have rolled a natural and have an instant win. If you bet \$5, you will win even money and the dealer will place another \$5 chip along side your wager. Be sure to pick up your winning unless you want to press or double your bet. When naturals are thrown on the come-out roll, the shooter will continue to roll the dice and the next roll will also be a come-out roll.

If a shooter rolls a craps number, the pass line [wager](#) loses, but the same shooter will roll the dice. When a 2, 3 or 12 craps number is rolled causing a loss of the pass line bet, novice shooters sometimes think that they have lost the dice and "crapped out." However, this is not true. Only rolling a 7 after a point is established will cause the shooter to have to relinquish the dice. Let's assume you roll a 7, 2 and then a 5. Since 5 is a point number, it becomes your point. You will continue to roll the dice until you either roll a 5, giving you a win on the pass line, or roll a 7, and seven out. A pass line wager involves a sort of contract with the casino. Once the bet has been made and a point has been established, you have contracted with the [casino](#) to leave that bet in position until the bet either wins when the shooter repeats the point number or loses if the shooter rolls a seven first and "sevens out."

The pass line is favored to win on a come-out roll as there are 8 combinations of dice producing a 7 or 11 which are instant winners for the bet versus only 4 combinations of craps numbers of 2, 3 or 12, which are losing numbers for a pass line bet on a come-out roll. With 8 ways of winning versus only 4 ways of losing on a come-out roll, the pass line wager is favored to win 2 to 1 over losing. However, once a point has been established, the pass line wager suffers a tremendous disadvantage. If the point is a 6 or 8 the pass line wager is at a 16.67% disadvantage to the house. With a point of 5 or 9, the disadvantage increases to 33.33% and with a 4 or 10; the pass line bet gives up 50% to the house.

Don't Pass Bets

Don't pass wagers, also called back line or don't bets are the basic bets made by wrong bettors, those bettors who are betting that a 7 will be rolled before the shooter makes his

point number. The bets are made by placing chips in the area marked Don't Pass or Don't Win in casinos using the [Las Vegas](#) style layout. In Northern Nevada casinos in Lake Tahoe and Reno, the don't pass and don't come line are combined and located just below the come line. To make a don't pass bet here, just place your wager in the combined don't pass don't come line. In a private craps game, the wager gives the player a favorable percentage of 1.414%. In bank craps, the casino bars either the two sixes or two aces on the come-out roll.

When the barred combination appears on that roll, it is a standoff; there is no action for the wrong bettor. With either the 2 or 12 win barred, the don't pass wager gives the house an edge of 1.402%. The wager pays even money, that is, 1 to 1 for a win. Don't pass wagers are much less common than pass line bets. At a typical [craps](#) table, you will see one or two wrong bettors, with the remaining players making pass line bets. A don't pass wager wins on a come-out roll if a 2 or 3 is rolled if the 12 is barred or on a 3 or 12 if the 2 is barred. If the casino bars the 3, don't play there, they are taking advantage of you.

If a 7 or 11 is rolled on a come-out, the bet loses. If any other number is rolled (4, 5, 6, 8, 9 or 10), that number becomes the shooter's point. If the shooter rolls a 7 before repeating the point number, the wager wins. If the shooter repeats the point number before a 7 is rolled, the bet loses. A don't pass wager is at its greatest disadvantage on the come-out roll. There are 8 ways in which a 7 or 11 can be rolled for a loss, and only 3 ways a 2 or 3 can be rolled for a win. Thus, on a come-out roll, the don't bettor faces 8 chances of losing versus 3 opportunities of winning. Like pass line bets, once a point is established, no numbers other than the point number or 7 can affect the [wager](#).

Unlike pass line wagers which are contract bets and must be left up after a point is established, don't pass bets are not contract bets. The player can cancel, reduce or take down the bet anytime after a point has been established. However, you should never take down a don't pass wager once it is established. When you make a don't pass wager, you face horrific odds against you on the come-out roll. Once the point is established you have the casino in a corner as your bet is heavily favored to win.

Many bettors will ask the dealers to take down their don't pass bets if the point is a 6 or 8 as these numbers are the easiest numbers to roll next to a 7. If you do, this you are making a big mistake as your no-6 or no-8 has a 6 to 5 advantage over the house for a 16.67% edge. A point of 5 or 9 gives you a 33.33% edge, while with a point of 4 or 10, your don't pass wager has a 50.00% edge over the house. The moral of this should be simple. Don't ever take an established don't pass or don't come bet down. Don't pass bets are not nearly as popular as

pass line bets even though they have slightly lower vig, short for vigorish, than the front line bets. Looking at the don't pass betting area on the [craps](#) layout you will notice that the area marked "Don't Pass Bar 12" is much smaller than the area for pass line wagers. The reason for this difference in size is easy to fathom whenever you play craps. There are hardly any players making don't pass wagers. Usually the most don't or wrong bettors you will see at a table will be one or two. I can recall one craps session at the [Las Vegas](#) Hilton in 1984. The particular system I was using called for betting only from the don't side, and I had been holding my own, neither winning nor losing for about an hour.

I was about ready to quit when several players sevend out in quick succession. I started to accumulate some decent winnings so I decided to play a little longer. I watched, as shooter after shooter would establish a point, roll one or two numbers and then seven out. I concentrated on strictly making don't pass wager and laying odds and was winning almost every wager. The dice passed completely around the table with no passes made. Normally a table this cold will drive all of the right betters — those making pass line and numbers bets — off. However, I noticed that the players, instead of leaving were switching to making don't pass [wagers](#). At this point, about half the table had switched to the dark side. The dice continued around the table.

A few disgruntled right bettors left, but amazingly most of the players just sort of shrugged their shoulders and switched to betting wrong. This was highly unusual behavior, as most players will pick one playing style or the other and would rather fight than switch. Finally, at one memorable point, every player at the table was betting wrong and actually cheering for the seven to appear. We grew quite noisy, cheering for the sevens. Most wrong bettors never cheer when they win, fearing the wrath of the 90% of the players who bet right. Our cheering started to attract attention as a noisy craps table is usually the sign of a hot table where a the shooter is having a good roll.

Here we were acting in a manner hardly any [craps](#) player had ever seen. Every player at the table would take his turn shooting with his inevitable seven out followed by hollering and high fives all around. A new player arrived, undoubtedly attracted by our noise. He bought in for five hundred bucks not even glancing at the bets on the table. The shooter sevend out accompanied by the usual yelping. He made a \$25 pass line and then surveyed the table. Every other wager at the table was on the don't pass, and several of the other players were grinning at him. He cursed us all, picked up his wager and left, shaking his head and muttering. Finally one shooter made a pass, followed by groans all around. A couple of our wrong betting group

moved their [wagers](#) over to the pass line. I counted up my chips. I have never made as much betting wrong in as long a time period as I did on that one table. I knew that this once in a lifetime period of almost an hour of nothing but seven outs was over, and I colored up my chips (had the dealer exchange my smaller denomination chips for larger ones prior to leaving the table) and cashed in.

Come Bets

Many players are confused about come bets, as the name of the wager doesn't really tell them anything about the wager. The difference between a come bet and a pass line wager is only in the timing of the bets. Pass line wagers are made on a come-out roll before a shooter has established a point. Come bets are made after a point has been established. Come bets win or lose exactly like pass line wagers. If a natural of 7 or 11 shows on the first roll of a come bet, the bet wins. If a [craps](#) number of 2, 3 or 12 is rolled on the first roll, the bet loses. If any other number appears, that becomes the point number for that come bet.

To make a come bet, just place the chips for that wager in the large come line area. Place the chips in the portion of the box nearest to you. That way the dealer will know that it is your bet. If a number affecting the come bet on its come-out roll shows, the dealer will either pay the bet off immediately, if it is a winning bet, or remove the chips for a losing wager. Let's say a 7 or 11 is rolled. The dealer will pay off the winning come wager by placing chips equal to your original wager adjacent to it. It is up to you to pick up your winnings. Most come bettors treat a winning come bet as a bonus win and immediately pick up their winnings, leaving just the chips representing the amount of the original come bet in the come line area.

If a craps number of 2, 3 or 12 is rolled when the come bet is on its come-out roll, the dealer will remove the losing wager, and you must replace it if you want to have a come bet up. Whenever a point number is rolled when the come bet is in the come line, the dealer will move the come bet to the come point-box representing the number rolled. That number becomes the come-point number for that particular come bet. Assume that the shooter's pass line number is a 4. If you choose to have another number working besides the pass line wager, you could make a come bet.

If the next roll is a 6, you'll be rooting for two numbers to show before the 7. Either the 4 or the 6 will make you money. Of course if a 7 shows before either number, you will lose both bets. Yet another possibility is that one number might hit and the other lose. With craps there are always many combinations possible when playing individual numbers which is one of the

reasons the game is so intriguing. While you can only have one pass line [wager](#) working at a time, you can, if you chose, have all six of the point numbers covered by come bets with an additional come wager waiting in the come box, for a total of seven come bets wagered at one time. Whenever a come bet wins, the dealer will move the original come wager, plus any odds bet made with the come bet, along with the winnings, back to the come box directly in front of the player. It is your job to watch your own come bets. Come bets are placed inside the front part of the point number box for its come point, at a spot roughly corresponding to your position at the table.

When you make a come bet and the dealer moves it to a come pointbox, watch where he places it and remember this position. The come bet is positioned according your position at the table. Each additional come bet you make will be placed in the same relative position in additional boxes covered by come bets. Once you know where the dealer is placing your wagers, you can look at the table at any time and tell exactly where your wagers are. I have seen many [craps](#) players who lose track of their own wagers and don't even realize when they have a winning wager.

Dealers will do everything they can to pay off your wagers correctly; however, many dealers make mistakes, and I have had my winnings grabbed more than once by another player which I instantly brought to the player's attention. However, if I had not been attentive, I might have lost the chips. You simply must stay on top of your own wagers. After you have played for awhile, keeping track of your bets will become second nature to you. Sometimes in the heat of a frenzied game your dealer may lose track of who a come bet belongs to. If the dealer points to your come bet and asks "Whose bet is this?" by all means speak up.

If you have a new come bet waiting in the come box for a number to be established, and in addition you have come bets already up on the box numbers, you may have one of your established wagers win while your new wager is waiting in the come box. In this case, the dealer will simply place your winnings from the first come bet next to your new come bet and announce that your bet is off and on. Normally a dealer would remove a winning come bet and any odds from the number box and place the wagers, plus any winnings in the come box. Any new come bets would be moved to the appropriate box number.

In this case, since you had a winning come wager coming back to you and a new one moving to the same box, he used a shortcut and simply placed your winnings next to your new come bet as the bet went off and on. If this happens while you are playing, and you don't want to make another come bet, just pick up the chips left in the come box after the bet goes off and on. Like

a pass line [wager](#), once a come bet has survived its come-out roll and has been moved to a box number, you cannot take it back or take it down. This bet is a contract bet. It must remain in place until either the box number is rolled, for a win, or a seven shows and the bet loses. Odds can be taken with come bets just like pass line wagers. The odds payoffs are exactly the same for both pass line and come bets. Because many players believe that sevens are more likely to show on come-out rolls, the house bows to this superstition and the odds taken with come bets are automatically off on come-out rolls unless that player tells the dealer that he wants his odds working on the come-out. This accommodation is provided by the house so that when a shooter rolls come-out sevens, only the come bets lose.

Don't Come Bets

Don't come bets win or lose exactly like don't pass wagers. They are to come bets as don't pass bets are to pass line wagers. A don't come bet differs from a don't pass bet only in its timing. Don't pass wagers are made before a shooter's come-out roll, while don't come bets are made after a point is established. In casinos using the Las Vegas Layout, don't come bets are made by placing chips in the area of the [craps](#) layout labeled Don't Come. For casinos using the Northern Nevada Layout, don't come bets are placed in the combined Don't Pass Don't Come Line.

A don't come wager will win on if a 2 or 3 is rolled on its come-out roll with a push on either a 12 if the 12 is barred, or a 2 if the 2 is barred. The bet will lose if a 7 or 11 is rolled on the come-out. Using either the [Las Vegas](#) or Northern Nevada layout, after a point has been established for that wager, the dealer will move a don't come bet inside the back part of the box for the point number. Let's say you have a pass line bet on the 8 and make a don't come wager which is moved to the back line point-box for the number 4. If a 7 is rolled, you will win the don't come bet on the number 4, since this bet wins if a 7 is rolled before a 4.

However, you will lose the pass line. If the shooter makes his point of 8, your don't come bet will not be affected. Only its point number of 4 or the appearance of a 7 will affect this bet. The shooter could very well make his point of 8, giving you a pass line win and then promptly roll a 7, giving you a win on the don't come bet. The bets pay even money for wins. Pass line and come bets are contract bets and must be left up once made, as these wagers enjoy a temporary advantage on come-out rolls, and the house will not allow you to make these wagers only on come-outs. Once you make the bet, you are stuck with waiting to see if the shooter can repeat the number.

Don't pass and don't come wagers are not contract bets and may be pulled or reduced after come-out rolls, as the player has the house at an overwhelming disadvantage once the bets are up. However, anyone who pulls an established don't pass or don't come [wager](#), is making the single most foolish move in craps.

Odds Bets

Odds bets are the only wagers in craps where the house has no advantage over the player. But there's a catch. The odds wagers can only be made in conjunction with pass line and come bets for right bettors or with don't pass or don't come bets for wrong bettors. Because the odds bet must be coupled with another wager, the odds bet only reduces the house advantage over a particular wager. Remember that there is no free lunch in [craps](#). With pass line and come bets, as well as don't pass and don't come bets, the odds bets are made only after a point is established. The house will define the size of the odds bets which may be made by allowing single odds, double odds, five times odds or some such multiple.

These multiples define how large the odds bets may be in relation to the original wagers. For pass line wagers, odds bets are made by placing the chips representing the wager directly behind the pass line wager. For don't pass wagers made using the [Las Vegas](#) Layout, the chips are placed next to the don't pass bet in the don't pass betting area. With come and don't come bets, as well as don't pass wagers made where the Northern Nevada Layout is used, the dealer must place the odds bet. To make an odds bet, lay your wager on the table and tell the dealer what you want, as in "Odds on my come bet on the 6, please." After you have taken or laid odds a couple of times, most dealers will know what you want when you place the chips on the table. Odds bets may be pulled down or called "off" at any time, at the player's discretion.

If the odds are taken or laid in conjunction with a come or don't come wager, you will have to have the dealer's assistance. Odds bets taken with pass line or come bets are automatically off on come-out rolls for pass line and come bets unless you instruct the dealer otherwise. Odds bets made in conjunction with don't pass or don't come wagers are laid rather than taken and are always working unless you take them down or tell the dealers that your odds bets are off. Odds bets pay in exactly the same proportion to the point number as the number's chance of being made as compared to a 7 being rolled first.

The following are the odds payoffs for odds taken on pass line or come bets:

Number Odds Payoff

4 or 10 2 to 1

5 or 9 3 to 2

6 or 8 6 to 5

These payoffs are determined mathematically by comparing the number of ways a number can be made as compared to the number of ways a 7 can be rolled. Since there are only three ways a 4 or 10 can be made, compared to six ways a 7 can be rolled, the odds of rolling a 4 or 10 before a 7 are 6 to 3, which reduces to 2 to 1. With four ways of rolling a 5 or 9, compared to six ways of rolling a 7, the odds are 6 to 4 or 3 to 2. With five ways of making a 6 or 8, the odds of rolling either of these numbers before a 7 are 6 to 5.

When single odds are taken, the wagers should conform to the following rules:

1. Odds taken on 4 or 10 are always the same or less than the pass line [wager](#). If \$5 is wagered on the pass line, with 10 as the point, the odds wager will be \$5 or less.
2. Odds taken on 5 or 9 are always for an even amount. If \$5 is wagered on the pass line, with 5 as the point, the odds wager should be for \$4 or \$6, so that the wager, which pays off at 3 to 2, may be paid off correctly.
3. Odds taken on 6 or 8 are always in increments of five units, dependent on the betting unit the player is using. In most casinos offering single odds, a \$3 pass line wager with 6 or 8 as the point may take \$5 odds. Using the same reasoning, when a [casino](#) allows five unit odds bets to be taken with a three unit wager, a \$15 pass line wager may take \$25 for odds (\$5 is the basic betting here) when 6 or 8 is the point. A \$75 pass line wager may have \$125 taken as odds with a point of 6 or 8. In general, casinos offering single odds allow players with three unit wagers to round the odds portion of the bet up to the nearest five units, when the point is 6 or 8.

For example, assume you make a \$5 pass line wager and the shooter's point is 5. If you take \$6 for odds, your total wager will be for \$11, consisting of a \$5 pass line wager, and \$6 in odds. If the shooter repeats the point number before a 7 is rolled, you will be paid \$14 in winnings, consisting of \$5 for the even money pass line bet, and \$9 on the \$6 odds wager. Of course, your original wager of \$11 will be returned, so you will receive a total of \$25 for the \$11

wager. When double odds are allowed, a player with a pass line or come bet can make an odds bet up to double the amount of the flat-bet. The points of 6 and 8 can usually take two and a half times the flat-bet. For example, a \$10 bet on the 6 can take \$25 as odds. If you are not sure how much odds you can take, you can always ask the dealer. Odds can be working, off and down. Working odds mean the bet is a bet in progress and can win or lose on the next roll. An "off" bet means the bet is not active. If you want your odds bet to be off for the next roll or two, just tell the dealer, "My odds on the come bets are off." Many players will call their come odds off and remove their pass line odds after certain [craps](#) events occur such as one of the die flying off the table.

If you want your odds bets returned, just ask the dealer "Can I have my odds down?" The term "down" tells the dealer that the player wants the bet returned to him. The dealer will physically take the bet(s) down and set the chips on the layout in front of the player. Please remember that even though odds bets are not contract bets and can be take down at any time, pass line and come bets will always work and can never be take down. The player cannot pick up these bets until they win. If they lose, the dealer will pick them up. With wrong bets, odds must be laid rather than taken. Since the 7 is more likely to be rolled than any point number, the player must lay more odds than the payoff for a winning wager.

Odds are laid as follows:

Number Odds Payoff

4 or 10 1 to 2

5 or 9 2 to 3

6 or 8 5 to 6

Odds should be laid so that the correct payoffs can be made. When single odds are laid, the wagers comply with the following rules:

1. Odds laid against a 4 or 10 can be as much as double the size of the original [wager](#). If \$5 is wagered on don't pass, odds of \$10 or some lesser even amount may be laid.
2. Odds laid against a 5 or 9 should be divisible by three. Here you will lay three units to win two. With a \$5 don't pass wager, odds of \$9, \$6 or \$3 can be laid.

3. Odds laid against a 6 or 8 should be divisible by six. Here you will lay six units to win five. With a \$5 don't pass [wager](#), odds of \$6 can be laid to win \$5. With a \$3 don't pass wager, the house will still allow you to lay \$6 odds. With a \$15 don't wager, you may lay \$30 to win \$25.

If you take odds in an amount less than the [casino](#) minimum, to pay off the bet correctly, you will not be paid the correct amount for the odds wager. A common error is for a player with a \$5 pass line bet to take odds of \$5 when the point is five or nine. Where single odds are allowed, the correct odds bet would be for \$6. You could even take odds of \$4 or even \$2 for your wager and be paid off correctly. Just remember that when the point is 5 or 9 the odds bet must be for an even dollar amount. While the right bettor has the option of taking odds and being paid more than even money on the odds bet if he wins, the wrong bettor must lay odds, putting up more money for the odds wager than he can win.

This is a major reason that many [craps](#) players do not like betting on the wrong side. The idea of betting more money than they can win is not nearly as attractive as winning more than they wager. When you lay odds, you are betting that a 7 will show before the point number. The point number can either be the shooter's point, if you have a don't pass wager, or a don't come point if you made that wager. Since the 7 is the easiest number to roll, the person laying odds will always have the better of this wager. Therefore, when you want to make an odds bet in conjunction with either a don't pass or don't come bet, you must put up more money than you win.

The proportions are shown in the previous table. Lay odds are not contract bets, and they may be taken down or called off at any time. Let's assume that you have a \$5 don't pass wager and you want to lay odds. If the shooter's point is a 6 or 8, you will lay \$6 to win \$5. With a point of 5 or 9, the lay is \$9 to win \$6. Against a point number of 4 or 10, you must lay \$10 in an attempt to win \$5. Let's try another example. Assume you are playing at a double odds table. You bet don't pass and your point becomes a 10. Your money would be brought up behind the 10 on the Northern Nevada Layout. On a Las Vegas Layout, your bet would remain in the Don't Pass line. If you have a \$10.00 bet, you could lay as much as \$40.00.

Here's how you figure this out. Since a pass line bettor can take \$20.00 odds with a \$10.00 pass line bet, which if won would pay 2 to 1 for a \$40.00 win on the odds bet, then a don't pass bettor can lay \$40.00 to win \$20.00 on the odds portion of the bet. If the point is 5 or 9 with a \$10.00 don't pass bet, you can lay \$30.00 to win \$20.00. With a point of 6 or 8 you can lay \$24.00 to win \$20.00. However, these are only the maximum amounts you can lay in a double odds game. You can always choose to lay a lesser amount or forego laying odds at all. Many

smart wrong bettors never lay odds. They reason that once a wrong bet has survived the come-out roll when it is at a terrific disadvantage, the odds swing overwhelmingly in favor of the wrong bet winning.

Why dilute a strong [wager](#) by laying odds that pay less than 1 to 1?

Assume a wrong bettor bets \$10 on don't pass and the shooter's point is 9. His don't pass wager is now favored to win by 3 to 2. If he lays against the point taking an odds wager of \$15 to win \$10, he will have wagered \$25 to win \$20, diluting his advantage from 3 to 2 to 5 to 4. On a decimal basis, he would have reduced his edge over the house from 33% to 20%.

Place Bets

Place bets are some of the most popular bets in bank [craps](#). The point numbers can be played by making pass line wagers, which give the player the opportunity to bet on one number. Come bets allow the player to wager on multiple numbers. Place bets also allow the player to bet on multiple box or point numbers. A place bet is a wager on any of the point or box numbers of 4, 5, 6, 8, 9 or 10. It can be made at any time between any rolls. A place bet can be called off (not working) or on (working) at any time. These bets are not contract bets. Unlike a come bet, a place bet can go directly to a specific number. Place bets win if the place bet number shows before a 7 and lose when a 7 is rolled. Place bets are made by setting chips on the table for the wager, usually outside of the layout, or in some casinos in the come line betting area, and telling the dealer the numbers you want to "Place."

Place numbers are located on the front and rear portions of the come point-boxes. You can tell which bets are place bets and which are come bets by observing their positions in the point boxes. Come bets are placed inside the box while place bets are grouped on the front and rear outside lines of the box. Some casinos have a separate place bet area between the front and rear portions of the point box. Players may increase, decrease or take down their place bets at any time. Place bets are automatically off on come-out rolls, unless you tell the dealer that you want the wagers working on come-outs. Once a point is established and you call a place bet "off," many casinos allow the bet to be off a maximum of three rolls before the bet must be taken down. If you have several place bets, you cannot call just one or two of them off. They are either all on or all off. If you want certain bets off, with others left working, you can ask the dealer to take down the bets you want off. Place bets are often pressed after a win. A pressed bet is usually doubled. For instance, if you win a \$12 place 6 bet and you press it, the dealer will return \$2 of the winnings to you and add \$12 of the winnings to the bet. If you want to

press it by only \$6.00, tell the dealer "Press my 6 by \$6." Place bets differ from come bets in a number of ways. They win or lose in basically the same way: the number on which you have wagered must show before a 7 is made. The differences between come and place bets are:

1. For a come bet to win, the number must be repeated. A come bet which has 6 as a point can only win if the 6 is repeated before a 7. With place bets, a 6 needs to be made only one time for the bet to win.
2. Come bets are always working, even on come-out rolls. Place bets are automatically off on come-outs unless the player stipulates otherwise.
3. The player may pull place bets at any time. Come bets, as contract bets, must stay in place until they are either won or lost.

The flexibility of place bets attracts many players. Place bets may be made and pulled after a couple of wins. With come bets, once the bet is established, the player must wait for a decision. Many times a hot shooter will make his point and then roll a 7 on a come-out roll. The place bets are safe as they are automatically off on the roll, but the come bets will all go down with the appearance of a 7. The come bettor must start all over in establishing his bets, while the place bettor will have his bets in place with the first roll after the come-out. Place bets pay off at less than true odds. The next table shows the correct odds for payoffs on the point numbers, the place bet payoffs, and the house edge on each [wager](#). Place bets should always be made in multiples of five units for bets on 4, 5, 9 or 10, and six units on **wagers** made on 6 or 8. In quarter [craps](#), where a twenty five-cent chip is the basic chip, the minimum place bets are \$1.25 (five chips) on 4, 5, 9 or 10, and \$1.50 (six chips) on 6 or 8. If you are a five dollar bettor, you will make place bets in multiples of \$5 chips, as in \$5, \$10, \$15, \$25 and so on.

PLACE BET ODDS AND PAYOFFS

Place

Number

Correct Odds versus a 7 Casino Payoff

on Place Bet

Casino

Advantage

4 or 10 2 to 1 9 to 5 6.67%

5 or 9 3 to 2 7 to 5 4.00%

6 or 8 6 to 5 7 to 6 1.51%

To make a place bet, you must tell the dealer what you want to do as the dealer handles the chips used for place bets. After you set your chips for the [wager](#) on the table, the dealer will place your wagers on the front outside border of a number's box or the back border of the box, depending on your location at the table. If you are making a place bet on the six, your bet will be placed on the outer or inner edge of the box for the number six in a position roughly equivalent to your position at the [craps](#) table.

When the dealer places your wager, you should note the position of your wager so that you can keep track of all of your place bets. Many place bettors like to cover all of the numbers as soon as a point is established. A \$5 pass line bettor might decide to place all of the numbers except for the shooter's point. When the point is 6 or 8, the player might say to the dealer "26 across" which in craps parlance tells the dealer to place every number except the shooter's point as follows:

\$5 on the 10

\$5 on the 9

\$6 on the 8

\$5 on the 5

\$5 on the 4

for a total of \$26.

Because of the high vig or house edge on the numbers 4 and 10 (the house edge is 6.67%), some players like to bet only on the inside numbers. For example, with a point of 4, the player might tell the dealer, "22 inside" and lay down \$22 in chips. The dealer would know that the player wants to play the inside box numbers as follows:

\$5 on the 5

\$6 on the 6

\$6 on the 8

\$5 on the 9

for a total of \$22.

Because all of the place bets lose if a 7 is rolled, the house rule is that place bets are off on come-out rolls. This rule enables the right bettor to win pass line wagers on comeouts without losing his place bets. Also, place bets may be taken down or called off at any time, while come bets, once made, cannot be taken down and are always working, even on come-out rolls. The house advantage over place bets is larger than on come bets. The odds against a 4 or 10 can be reduced somewhat by buying these wagers instead of placing them (more on this later). However, place bets are much more flexible than come bets. Let's summarize the main differences between place bets and come bets:

1. Place bets are automatically off on come-out rolls; whereas, come bets are always working.
2. Place bets are "complete" bets in and of themselves and no odds may be taken.
3. For a come bet to win, the number must be repeated before the shooter rolls a seven. A Place bet on the same number will be paid the first time the number is rolled.
4. The player can increase the size of his place bets, reduce their size, or call the bets off anytime he wants. Come bets are contract bets with the [casino](#), and once made, they must stay in place until they win or lose. The only option the player has with a come bet is with odds taken with a come bet. The player can take down odds at any time, or call them off for even a single roll. In addition, odds bets are automatically off on come-out rolls unless the dealer is instructed that "my odds bets work on come-outs."
5. The house advantage over place bets is greater than for come bets, especially if odds are taken with the come bets.
6. Place bets should be made in multiples of five chips on the 4, 5, 9 and 10 and multiples of 6 on the 6 and 8 in order for the payoffs to be made correctly. At nearly any [craps](#) table you will usually see several right bettors making place bets. After a point is established, many place bettors like to cover all of the box numbers or at least the inside numbers, excluding the shooter's point, which they have covered with their pass, line [wagers](#).

Many place bettors will only place the six and eight as the vig on these numbers is only 1.51%, about the same as a pass line or don't pass [wager](#). The greatest problem with place betting is that for a player covering all of the numbers, usually with a pass line wager with single or double odds and place bets covering the five remaining numbers, the shooter must win on four of his place bets before a seven shows to have a profit from the place bets. Too many times the shooter will only roll one or two numbers before sevenging out, and the place bettor will lose most of the money bet. Of all the right bettors at the craps table, the place bettor who covers all or most of the numbers with place bets is most vulnerable to a seven being rolled. If the seven is rolled on the next roll after the point is established, the place bettor will lose his pass line wager, the odds bets taken with the pass line bet and every place bet.

For a \$5 bettor taking single odds, this loss would be \$36 in one roll of the dice! I have played many times with high rollers who signed \$10,000 markers. Typically they will start betting with \$100 or even \$500 chips covering all of the numbers. On many occasions I have watched them lose all of the buy-in in less than fifteen minutes. The key to successful place betting is to limit the number of numbers placed and to be careful about when to make the place bets. The Power [Craps](#) strategy advocates placing the inside numbers of 5, 6 8 and 9 only at certain times using predetermined betting guidelines. However, most place bettors do not limit their betting.

After covering the numbers, they will press or double their wagers for any winning place bets. They must believe that a seven will never show, for when it does, it will wipe out most, if not all, of their winnings. I will show you how to play a hot roll when we discuss betting strategies. But you can be sure that covering all of the box numbers with place bets and pressing each winning bet is not the way to beat the craps game. Incidentally, call bets are not accepted by dealers on place bets or any other bets unless your cash in on the table. Old time dealers remember a scam which was used at 25¢ craps tables. A player would call out "six fifty across" just before the dice left the shooter's hand. If the dealer accepted the wager, the player calling the bet would wait for the outcome.

If a place number hit, he would hand the dealer \$650 and collect his winning wager. If the toss was a loser, he would hand \$6.50 to the dealer to cover the losing bet. This type of scam is possible at the 25¢ tables, as the minimum place bets are \$1.25 on the 4, 5, 9 and 10 and \$1.50 on the six and eight. If the bet lost, the player would simply bet the minimum amounts. Most dealers are wise to this trick and will not accept call bets unless your money is on the table.

Put Bets

Put bets can be made on any box number of 4, 5, 6, 8, 9 or 10 at any time. These bets are considered a flat-bet on the particular number. They are put in the come point-box of numbers after they are bet or on the pass line if the number is the pass line point. Put bets can take odds up to the amounts allowed for the flat-bet. Often put bets are unknowingly made by inexperienced players. If a player throws a five-dollar chip down and says "Gimme a five," the dealer very well may "put" the bet. This is especially true for off beat amounts, like \$5 bets on a 5 or 9 (a proper place bet would be for an even amount) or a \$5 bet on a 6 or 8 (place bets on the 6 or 8 should be in multiples of \$6). Odds can be added to a put bet, but often the same money placed will pay better.

Assume that a player puts a bet on a 5 and decides to take \$6 odds. If he wins the bet, he will win \$5 on the flat-bet and \$9 on the odds for a total of \$14. However, if he had placed the bet for \$10, a dollar less than the put bet with odds, he would still have won \$14. Would you rather risk \$11 to win \$14 or \$10 to win \$14? Place bets will almost always pay better than put bets with odds. There is a place for put bets. Assume that you are playing in a house that offers double odds. You made a \$5 pass line bet and the point is 6. You would like to take maximum odds on the [wager](#) which would be \$10. However, most casinos would let you "put" another \$1 on the pass line wager for a total bet of \$6. Now, you could wager \$20.00 on the odds portion of the bet. Most put bets are made by persons who don't understand how to make place bets. However, judicious use of put bets in connection with taking odds can sometimes improve your position as in the case on increasing a pass line or come wager enough to take better odds.

Buy Bets

Point numbers may also be bought. Like place bets, a buy bet is a wager on a specific number. These bets are not contract bets and may be called off or taken down at any time. The minimum buy bet is for \$20.00 plus \$1 commission. Buy bets pay off at correct odds, but you must pay the casino an amount equal to five percent of the wager in order to receive true odds. The effect of this commission paid to the [casino](#) is to give the house an edge of 4.76% over a buy bet. The normal house edge on a 4 or 10 placed is 6.67% so the buy bet is a relative bargain. Because the house vig is larger than any of the other place bets, only the 4 and 10 should ever be bought. The commission is called vigorish or "vig" for short and is the charge

the house collects for offering true odds. The vig will be returned to you if you decide to take the bet down. However, if the bet wins or loses the house will keep the vig as its fee for offering you the chance to play at true odds. The vig will be collected each time you make a buy bet. Let's say you decide to buy the 10 for \$40, giving the dealer \$42 in chips to cover the \$2 vig. Two rolls later the 10 is rolled. The dealer will place your \$80.00 winnings in front of you and ask "Do you want to keep the bet up?" If you do, just place an additional two one-dollar chips on the layout and the dealer will leave your \$40 buy-10 up, having collected an additional two bucks vig for the second wager.

Isn't this the easiest \$78.00 (\$80.00 for the wager less \$2 commission) you ever made? If your place bet on 4 or 10 is larger than twenty units on one number, or ten units each if both the 4 and 10 are placed, you should buy the numbers rather than placing them. With a \$20 wager on one or both numbers, the [casino](#) will charge you a \$1 vig for the privilege of buying the numbers. A \$20 place bet on the 10 will pay off \$36, while a buy bet on the same number will pay off \$40, less the \$1 commission, for a net \$39. So long as your combined wager on the 4 or 10 is at least twenty units (which is five bucks at twenty five-cent craps), the buy bet is a better deal than the place bet. Most casinos will let you buy a 4 or 10 for \$25 and only charge you a \$1 vig. If you must play these numbers, try to buy them for at least \$25 and take advantage of the lower house edge.

Lay Bets

The lay bet is the opposite of a buy bet, and is used by wrong bettors who are wagering that a 7 will show before the number laid against. Lay bets are paid off at correct odds, but the bettor must pay the house a commission of 5% of the projected win to get this payoff. Because odds are laid instead of taken, lay bets always pay off less than even money. These [wagers](#) are not contract bets and may be increased, decreased or taken down at any time. The bets are based on the size of the minimum payoff. The minimum payoff for a lay bet is \$20.00. To lay behind the 4 or 10, the minimum lay bet is \$40.00 plus \$1.00 vig for a total of \$41.00. The \$1 vig is computed on the possible winning of the bet.

A \$40 lay against a 4 or 10 would pay a player \$20.00 winnings plus return of the bet of \$40.00 for a total of \$60.00 less the \$1 vig. Laying no-4s or no-10s can be quite profitable at times. If you find a very cold craps table where the shooters seven out after a couple of rolls, then laying odds against either the 4 or 10 can be very profitable. To lay against the 5 or 9 you would invest \$31.00, consisting of a \$30.00 wager plus the \$1.00 vig. If a 7 shows before your number, you will win \$20.00 less the \$1 vig. To lay against a 6 or 8, give the dealer a minimum

of \$25.00, comprised of a \$24.00 bet and \$1.00 vig. A win here will pay you \$20.00 less the \$1.00 vig. Lay bets are placed in the rear of the point-boxes with buy buttons on top. A winning lay bet will be paid on the don't pass line on the [Las Vegas](#) Layout and on the don't pass/don't come line with the Northern Nevada Layout. Payoffs will then be moved in front of the player to pick up. If you want to keep a winning lay bet up, tell the dealer, "Keep me up on my no-4," and place the amount of vig on the table. Lay bets may be made at any time and normally work on come-out rolls unless called off. They are made by placing your chips on the table, along with the required commission and telling the dealer what you want to do as in "\$40 no-4," while placing \$41.00 on the table."

Big 6 and 8 Bets

Big 6 and Big 8 bets are prominently marked on the craps layout. These bets can be made at any time. Like the place bets, with these wagers you are betting that the number you bet on, either 6 or 8 or both, will repeat before a 7 shows on the dice. If it doesn't show before a 7, you lose your bet. If a 6 or 8 (whatever you bet on) is rolled before a 7, you win your bet. Players make these bets and it is not necessary for the dealer to book them. For this reason, many novices like the bets because they don't know how to place the same numbers, which entails having the dealer handle the bets. These wagers usually pay off at even money. With an even money payoff, instead of the correct odds of 6 to 5, the [wager](#) gives the house a 9.09% advantage.

In Atlantic City casinos, the bet pays off at 7 to 6, the same as placing the 6 or 8. Some players play the Big 6 and Big 8 at \$1 or \$2 minimum tables and wager less than the \$6 required to make a place bet on 6 or 8. Wagers on the Big 6 and Big 8 cannot be split between the two numbers like a split wager made at [roulette](#). In other words, if a player wants a bet on each number he must place a wager in each betting box. Players should track their own Big 6 and 8 wagers which should be easy as the bets are seldom made by most craps players. My advice is to never make these bets, except where the wagers are paid off the same as place bets. If you are short of bankroll and want to bet on the 6 and 8, you should find a twenty five-cent craps table, where the 6 and 8 can be placed for \$1.50 each.

Field Bets

Players make their own bets in the field by placing their wagers in the large rectangular shaped box at each end of the craps table. Field bets are one roll bets that one of the numbers shown in the field, 2, 3, 4, 9, 10, 11 or 12 will show on the next roll. Seven out of the possible eleven

dice numbers are in the field, which makes the [wager](#) look like a good one to many players. Field bets lose if a 5, 6, 7 or 8 shows on the next roll. While it looks like there are many more numbers paying off than losing on a field bet, there are only 16 ways for the dice to show for a winning field number compared to 20 ways which will cause the wager to lose. The field bet is paid off slightly differently in downtown [Las Vegas](#) and in Northern Nevada. In downtown Las Vegas, the casinos usually pay off a 2 at 2 to 1 and a 12 at 3 to 1. In Northern Nevada, most casinos pay triple on a 12 and double on a 2. In either case, field numbers other than 2 or 12 are paid at even money. When either the 2 or 12 is paid at 3 to 1, the house edge is 2.77%. Players are responsible for making and keeping track of their own bets.

Many players new to the craps game like to play the field bets since they can make their own wagers without involvement of a dealer. However, it is not unusual for players to sometimes forget that they have a bet in the field. These orphaned bets are called sleeper bets and if left unclaimed will be appropriated by the house and returned to the casino's side of the table. Most casinos pay 2 to 1 on either a 2 or 12, and even money on any other field number. With these payoffs, the house advantage is 5.56%. In either case, the house edge is too high for field bets to offer much interest to those who want to win at craps.

Proposition Bets

We now come to the center of the table, where bets are placed and paid off by the stickman. These are all one roll bets except for the hardways. All of the wagers pay off at high odds for the players and include wagers on specific numbers such as 2, 3, 7, 11 or 12. You can wager on single numbers, or groups of numbers such as Any [Craps](#) and the Horn Bet. Players sometimes cover two bets with one chip as long as they are next to each other on the layout. These are called split bets. Hardway bets cannot be bet this way. However, you can make a split bet on Any Craps and Eleven (called C & E), the High-Low (2 and 12).

There may be other split proposition bets depending on the casino's layout. A split bet is really two bets. Consider a \$2 C & E bet. The Any Craps bet pays 7 to 1 and the eleven pays 15 to 1. If the eleven shows on the next roll, you will be paid \$14.00 and not \$15.00. All casinos will keep your prop bets up and working after wins unless you ask to take them down. The \$14.00 payoff has been reduced by \$1.00 so that the losing \$1.00 Any Craps bet can be put back up. If you call the bet "down" you will receive \$16.00 (the \$14.00 payoff plus return of the \$2.00 C & E bet).

Hardway Bets

A Hardway Bet is a bet on one of the even numbered point numbers of 4, 6, 8 or 10 that the number will be rolled as a pair, before either a 7 or the number rolled any other way shows. For example, if you bet the Hard 6, you are wagering that a 6 will be rolled as a 3-3 (a pair) before it is rolled as a 1-5, 5-1, 4-2, 2-4, or before a 7 is rolled. Rolling a number as a pair is referred to as the "hard way." If the number is rolled any other way, it is referred to as the "easy way" or rolling the number soft. Hardway bets can be made any time and stay up until they either win or lose. They may be called off on come-out rolls. Casinos usually pay 9 to 1 (usually shown as 10 for 1, which is the same payoff) on the Hard 6 or 8, and 7 to 1 (8 for 1) for the Hard 4 or 10. With hardway wagers on 6 or 8, the house edge is 9.09%.

Hardway bets on the 4 or 10 give the house an 11.11% edge. Many times players will make a hardway bet on the shooter's point. Assume that the shooter establishes 4 as his point. Players having pass line bets will be rooting for the 4 to show. Some will toss a chip or two to the stickman and make a [wager](#) on the 4 to show hard. You might toss the stickman a nickel chip (\$5 chip) and say "\$5 Hard 4." Two rolls later the shooter rolls a 3-1, making his point, but causing your hard 4 to lose because 4 showed the easy way. The same shooter sets up a 6 as his point after the next come-out and you toss the dealer another \$5 chip saying, "I want a Hard 6." Two rolls later, the dice land 3 and 3 for a hard six. The dealer pays you \$35, leaving your \$5 wager up on the Hard 6. If you ask the stickman to take the bet down, you will receive \$40.00. Not bad for a couple of rolls work!

While regular hardway bets stay up until they either win or lose or the player takes them down or calls them off, there is another type of hardway bet you can make which is a one-roll bet. If you want to bet that a hardway number shows on the next roll, you will be paid 30 to 1 if you win. This type of bet is called a hopping hardway. These bets have such high payoffs because they can only be rolled one way. Thus they have the same payoffs as a one-roll bet on a 2 or 12. If you want to make a bet that a 6 shows the hardway on the next roll, just toss the dealer your bet and tell him, "I want a hard 6 on the hop."

Any Seven

Any Seven, also called Big Red or sometimes a Skinny Doogan, is a one roll bet which pays off at 4 to 1 (5 for 1) if a 7 shows on the next roll. Since the correct odds of a 7 being rolled are 5 to 1, this wager gives the house an edge of 16.67%. Big Red is probably the rarest of the prop

bets and it is very rarely played. If you are trying to make money off of the shooter rolling a 7, I prefer the lay bets, especially the no-4 or no-10 lay bet which gives you odds of two to one in your favor.

Any Craps

The Any [Craps](#) wager is a one-roll bet that a craps number of 2, 3 or 12 will show on the next roll. The bet is paid off at 7 to 1 (8 for 1). Since craps numbers can be rolled only four ways out of thirty-six, the true odds on rolling a craps number are 8 to 1. The lower payoff gives the [casino](#) an advantage of 11.1% Many players like to hedge a pass line or come bet by telling the stickman, "Craps check for \$____!" If you have a \$10 pass line, you might tell the stickman "\$1.00 Any Craps." If a 2, 3 or 12 showed on the next roll, you would lose your pass line bet but be paid \$7 with a \$1 bet left up for the Any Craps bet.

Betting the 2, 3, 11 or 12

These are all one-roll bets that win or lose depending on whether the number bet on appears on the next roll of the dice. The 2 or 12 can be rolled only one way, and the odds against rolling either of these numbers on the next roll are 35 to 1. The casinos usually pay these wagers at 29 to 1 (30 for 1), for a house edge of 16.67%. Some casinos pay these bets at 30 to 1, reducing the house edge to 13.89%. If a 2 and 12 are bet at the same time, the player may call out to the stickman, "High-low for \$____." The 12 is often called boxcars or midnight, while the 2 is called aces or snake eyes.

The 3 or 11 can be rolled two ways each, and the correct odds against rolling either number on the next dice roll is 17 to 1. With typical payoffs of 14 to 1 (15 for 1), the house edge is 16.67%. With a payoff of 15 to 1, the house edge falls to 11.11%. The 11 is a popular bet on come-out rolls and is often referred to as Yo as in yoleven. If you wanted to make a \$5 bet that the 11 would show on the next roll, just toss a nickel chip to the stickman and call out, "\$5 Yo, please." The house loves the action on any of these bets with the sucker-like odds in favor of the casino

Hopping Bets

Hop Bets are not usually shown on the craps layout. They are bets that a particular number or a particular dice combination will show on the next roll. Numbers with one way of showing, such as a 3-3 or a 5-5, are usually paid at 30 to 1 (correct odds are 35 to 1). [Wagers](#) on numbers which can be made two ways, such as 5-4 or 2-3 are paid at 15 to 1, where the

correct odds are 17 to 1. The hopping hardway bets all pay 30 to 1 or in some casinos, only 29 to 1, giving the house an edge of either 13.89% or 16.67%. Other combinations of bets can also be bet to show on the next roll, such as a "hopping 5-4," or a "3-1 on the hop," indicating that the player wants to [wager](#) the 9, in the form of a 5- 4 combination, or that a 4, in a 3-1 combo, will show in the next roll. These hopping bets usually pay 15 to 1 giving the house an edge of 11.11%. Some casinos only pay 14 to 1 for these wagers, increasing the house edge to 16.67%. Since I seldom make these wagers I rarely bother to check the house payoffs on them, but they will usually be paid in the same proportions as the single roll bets on a 2 or 12 for the hopping hardways and a 3 or 11 for the other hopping bets.

Horn Bets

With this wager, the 2, 3, 11 and 12 are covered with one bet. At least four chips must be used for the wager. If any of these numbers show on the next roll, the [casino](#) will pay the usual payoff for that number, and keep the three losing chips. Most casinos pay 15 to 1 for the 3 and 11 and 30 to 1 for the 2 and 12. The vigorish for the 3 and 11 bets is 11.11%; for the 2 and 12 it is 13.89%. Let's say you toss the stickman \$4 and say, "\$4 horn bet." The next roll is a 3 paying 15 to 1. However, the other three bets are lost. The stickman will pay you \$12 (\$15.00 won less \$3.00 lost) so that the horn bet will stay up for the next roll. If you really want to impress the table instead of tossing four dollar-chips down, try throwing the stickman a nickel chip and say "Horn, high eleven." This means that \$2 will be bet on the 11. If you are showing off for your girl friend, you have got to try this one.

World or Whirl Bets

You will seldom find this bet in the books on craps and I have heard it called both a world and a whirl bet, so I am not sure which is more correct. The bet is a horn bet with the fifth chip covering any seven. The theory behind the bet is that you cover every number that is not a point number. If your friend is not impressed with your "Horn, high eleven," try throwing a nickel chip to the stickman and proclaim, "\$5 world bet." Just don't watch the boxman snicker, since you have just made one of the worst bets at the craps table.

Three-Way Craps

This is another of those exotic sounding one-roll bets. Imagine a horn bet without the 1. That's what a three-way craps bet is. Like a horn bet each bet is paid as a separate wager. Some players like this bet better than the any [craps](#) bet because it pays better if a 2 or 12 is thrown. But this wager also costs more because it must be made in amounts divisible by three.

Two-Way Craps

This is another cool sounding bet. It is a fancy way of making a bet for yourself and the dealer on the any craps [wager](#). If you want to make it, just toss \$2 to the stickman and tell him "Two-way craps." The boys (dealers) will appreciate the toke.

C & E Bets

If you look back at the image of a craps table layout, you will see a bunch of connected circles with the letter C & E printed on them. The C & E stands for craps and eleven. The reason there are so many betting spots is that this bet is quite popular with players, especially on come-out rolls. It is a bet that can act as a hedge for either a front line player with chips in the pass line, or a back line bettor betting the don't pass. The bet is just what it sounds like - a bet covering any [craps](#), paying 7 to 1 and the 11, paying 15 to 1. If a 2, 3, 11 or 12 shows on the next roll, the bet wins. It is like a condensed horn bet, requiring only two units instead of four. Most stickmen will also accept nickel C & E wagers.

CRAPS BETS, PAYOFFS AND CASINO ADVANTAGE

Bet Payoff

[Casino](#)

Advantage

Pass Line 1 to 1 1.41%

Come 1 to 1 1.41%

Don't Pass 1 to 1 1.40%

Don't Come 1 to 1 1.40%

Taking Odds — Pass or Come

4 or 10 2 to 1 None

5 or 9 3 to 2 None

6 or 8 6 to 5 None

Laying Odds — Don't Pass or

Don't Come

4 or 10 1 to 2 None

5 or 9 2 to 3 None

6 or 8 5 to 6 None

Place Bets

4 or 10 9 to 5 6.67%

5 or 9 7 to 5 4.00%

Bet Payoff

Casino

Advantage

6 or 8 7 to 6 1.52%

Buy Bets

4 or 10 2 to 1 4.76%

Lay Bets

4 or 10 1 to 2 2.44%

5 or 9 2 to 3 3.23%

6 or 8 5 to 6 4.00%

Big 6 and Big 8 1 to 1

6 to 5 (Atlantic City)

9.09%

1.52%

Field

With 2 and 12 paying 2 to 1

With 2 or 12 paying 3 to 1

1 to 1 except 2 and 12

1 to 1 except 2 and 12

5.55%

2.78%

Hardways

4 or 10 7 to 1 11.11%

Bet Payoff

Casino

Advantage

6 or 8 9 to 1 9.09%

Any Craps 7 to 1 11.11%

2 or 12 30 to 1

29 to 1

13.89%

16.67%

11 or 12 15 to 1

14 to 1

11.11%

16.67%

Horn Bet

2 or 12

3 or 11

6.75 to 1

3 to 1 12.50%

7. The Casino's Point of View

The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the [casino](#) has an edge over them. There is no question that the house edge is like an insurance policy the casinos carry, insuring them that if the mob of players play long enough the casino will grind out its inevitable win percentages. However, the casinos rely on a lot more than percentages to beat most players.

Casinos are experts at creating the psychological triggers than give them a much bigger edge than the house edge. The Power [Craps](#) Strategy is a winning strategy which will help you win consistently at the craps game. But using it or any other winning strategy is still no guarantee that you will win. The casino's power and charms are formidable, and when you face the casino in a battle for its money, it will employ every resource at its disposal to relieve you of your money, hopefully in the most pleasant manner possible.

The House Edge

The house edge is the mathematical edge the casino has over most bets. This edge is gained by paying players less than the correct payoff for winning bets. There is a precise probability for each bet in a casino. If you were paid the mathematically correct payoff, in theory, the house would have no edge over you. Let's take a look at [roulette](#) to illustrate how the house edge works. The American version of the game has thirty-eight numbers on a wheel: 1 to 36, plus 0 and 00.

If you placed a bet on one of these numbers, you would be paid 35 to 1 for your winning bet. Does this sound right? Your probability or chance of winning is one in 38, which can also be expressed as 37 to 1. By only offering you 35 to 1 on a 37 to 1 risk, the casino is gaining an edge by reducing the amount it pays you for winnings. On an American wheel, the casino's edge is 5.26%. This means that on the average, you will lose \$5.26 to the [casino](#) out of every \$100.00 wagered. The house edge is the casino's ultimate weapon to insure that in the long run it will have a profit. However, it is just insurance for the casinos. The majority of most casinos' winnings are created because the players find ways to beat themselves.

The Casino Environment

Casinos go out of their way to create attractive, appealing and often unique environments. No expense is spared to create an environment filled with hospitality and enough other attractions to rapidly put you in a daze. In addition to the constant racket created by the [slot](#) machines, you will see dazzling lights, custom designed carpets, and scantily clad cocktail waitresses who will bring you free drinks just for playing a game. You will see players with piles of chips in front of them enjoying extraordinary runs of luck. On top of all this, you are presented the charming prospect of making huge amounts of money in just a few turns of the card, spins of the wheel or rolls of the dice.

When you walk through a casino, you will notice that there are usually no windows to the outside and no clocks visible. This is part of the illusion created for you. You have entered a land where time doesn't matter, within its own protected cocoon, well insulated from the realities of the outside world. Casinos want you to be undistracted by outside influences when you are risking your money. Even more, they want you to become so beguiled by the games offered that you lose your sense of time and the money you are risking. [Casino](#) checks or chips help create part of this illusion, as they do not seem as real as currency.

Casino wins don't seem quite real when they only consist of piles of chips. Losses can be shrugged off until you run out of chips. All of this is designed to trigger your compulsive nature. You may feel that in this timeless wonderland, lady luck is just waiting to bestow great sums of money on you. Many persons who travel to casinos find that they have trouble even sleeping while in a casino. They can't bear to think that they might miss out on all of the action happening on the casino floor. A few years ago, my aunt, who was nearing ninety at the time, visited [Las Vegas](#) with one of her grown children and his family.

My cousin, Jim, had made sure that his mother was nice and secure in her room about 10:00 p.m. He went downstairs to play a little longer. After a very successful blackjack session he decided to have a midnight snack in the coffee shop and thought his mother might like to join him. He debated waking her, but finally decided to call her anyway - after all this was a vacation and normal rules did not have to apply. He got no answer when he called her room. He called his own room next and spoke to his wife, Ann, asking if she had seen his mother. But Aunt Angie was nowhere to be found.

His anxious wife met him in the casino. They checked the coffee shop, thinking his mother might have decided to eat a snack. She wasn't there. They walked up and down numerous

aisles between hundreds of [slot](#) machines looking for Aunt Angie. She seemed to have pulled off a very successful disappearing act. They were getting ready to go back to their room and decide on their next course of action when Jim heard a familiar voice coming from the craps pit. "Gimme a big seven, come on baby. Great, now how about a yo-leven." They saw that Angie was rolling the bones at a crowded craps table. The players were two deep surrounding the table with bets stacked on almost every square inch of layout. Angie was on a hot roll and there was no holding her back. She almost seemed to be in a daze, calling for her favorite numbers. When the dice were passed back to her, she would swoop them up, shaking them vigorously in her right hand then releasing them in a graceful arc usually followed by screams of delight from the crowd as more bets were won.

When Angie finally sevend-out, there was spontaneous applause from the entire table, and numerous green and black chips were tossed to her from the grateful winners. Jim walked up and asked if she would like to take a little break and celebrate. She responded with, "I'll take a break, but you're not getting me back in that room. I want to stay where the action is!" Unfortunately, not all players are as lucky as Aunt Angie. For most, the siren call of the games proves to be no more than one of the many tools the casinos expertly use to relieve the uninitiated of their money.

Length of Games

While many players can't wait to play against the casino, often extending their playing sessions way beyond what they might have intended, casinos have all the time in the world. Casino games move fast. Decision follows hurried decision. Twenty-four hours a day, seven days a week, the games continue. This is another tool in the casino's arsenal of weapons. The casino has all the time in the world to play, but you don't. If you play long enough, sooner or later you are likely to engage in one of many player self destruction acts, like betting too large. A friend of mine is an inveterate [craps](#) player. He loves craps, anywhere, anytime it is played. He is fairly good at beating the casinos for short stretches, but he nearly always loses and goes home a loser.

How can that be? What happens to him is what happens to many players. They are able to get ahead at some point, but they will not stop playing. The siren call of the game is too strong. The casino bosses can afford to be patient. If they can just keep the player playing, the combination of player errors, player fatigue, foolish betting and other aspects of loss of control will cause the player to lose. Casinos know a lot about human frailty. [Gambling](#) can be a pressure cooker environment for most players with great highs followed by even greater lows.

Meanwhile, the casino games continue 24/7, but, of course, they let their craps dealers take a twentyminute break every hour. They know how taxing the game can be.

Do you? Player Compulsion

The casino atmosphere and the adrenaline rush of [gambling](#) are tough opponents for any player to overcome. Players constantly have to fight the twin compulsions of greed and despair. If you have ever flown to Las Vegas on a plane loaded with passengers all heading to the gambling Mecca of the world, you will notice that the passengers' behavior is much different on the flight arriving than it is on the one returning home. On the flight coming into Vegas, passengers are revving up for a party. Nearly everyone is boisterous, drinking, talking too loudly or even pulling out cards and playing a few blackjack hands to warm up.

As the plane nears its destination, you can almost feel the crowd enthusiasm rising until it has almost reached a fever pitch by the time the plane lands. The would-be players eagerly depart the plane, almost dashing to be the first to hear the sound of the [slot](#) machines residing in the lobby of McCarran International Airport. The return trips are always much different. What talking there is is subdued, almost like a whisper. Some passengers just close their eyes and press their heads back into the seat cushions, while others quietly pull out the airline magazines and pretend to read. Many of the passengers are almost in a state of shell shock.

They are recalling events of the past several days in crystal clarity and wondering how they could have acted they way they did. One man, who was up almost \$5,000, is returning home with a loss of \$3,000. He is still not quite sure what happened. Across the aisle is a lady sitting quietly thinking how she lost her Christmas money. She didn't mean to. Her original plan was to take the \$800, win at least \$500 and then quit. Her second day she was up almost \$400, but decided to keep on playing. After all, she was on a lucky winning streak. A couple of hours later, she was down to her last \$100 hoping to at least break even.

There may be a winner or two on the plane, but not many more. Sadly, many of the passengers could have returned home winners or small losers, even playing against games with ferocious house edges. But they didn't. I asked my friend the [craps](#) player why he wouldn't quit while he was ahead. "Hell, I can't quit them, I've got the casinos just where I want them." I then asked him why he wouldn't pull off and take a break when he was losing. "I can't stand to quit when the casino is ahead. If I lose all of my money I have to quit, but I don't like to give up and I won't." Compulsion. It may be the casino's greatest weapon against the players. Money Compared to your bankroll, the casino has all of the money in the world. And

you don't. The casino limits the maximum size of wagers it will accept from players so that it never risks too much of its bankroll on a single hand or a single roll of the dice. However, most players don't do this. When you are losing, it is easy to slip into a state of panic. You can't possibly absorb the losses you just took. You're hurt and a little bitter over what the casino has done to you. The main thought racing through your mind is how you are going to get your money back. Maybe now is the time to place a few large bets. After all, since the casino has beaten you by winning many smaller wagers, it makes sense that if you can just win a few larger bets, you can win back all of your losses and maybe even get ahead. You muster your resources and put together another five hundred dollars. But this time it will be different. Your plan is to wager \$50.00 on a hard 6 or 8 for five consecutive tries. Since the payoff for a win is 9 to 1, if you can just win a couple of times, you will recoup most of your losses. You further reason that since a 6 or 8 is almost as easy to hit as a 7, that this bet really isn't that risky, forgetting that the house edge is over nine percent.

You lay your cash on the table and ask the dealer for chips. You toss two green \$25 chips, saying, "Give me a hard 8." The shooter rolls a 5, and then an 8, 5-3, the easy way. The stickman removes your bet and asks you, "Would you like your hard 8 back up?" The game continues. You may win, which will encourage more of the same type betting. Or you may lose quickly. But one thing is for certain. You are now out of control. Your original plan has been thrown out the window. You are now playing the game the casino wants you to play. You are over betting on a long-shot proposition heavily favoring the house and your emotions are shot. The odds are very great the casino will wear you down in short order and keep your last heroic buy-in. Many players come inadequately bankrolled to play against the casino. If you bring \$500 and expect to make \$1,000, you have great odds against you.

If you bring \$1,000 and will settle for making \$200, then you have a much greater probability of success. I will have quite a bit more to add on bankroll in a few more chapters, but just remember that the casino has the bankroll to wait until you stumble, but you don't have that kind of money on your side. Generally, instead of trying to grind a win out of a casino, you will be much better off to use "hit and run" tactics, where you can put a comparatively small bankroll to good use by hitting the casino over and over for small wins. This is much like the strategy used by a mongoose fighting a cobra. The cobra will strike again and again at the mongoose.

The mongoose knows that one successful strike will cause its demise and it jumps and weaves out of the cobra's strike path until finally the weary cobra leaves an opening and the

mongoose grabs the cobra with lightening speed, overcoming a lethal adversary by using stealth and speed. The mongoose's approach is not a bad lesson for casino payers. Compulsion, the casino environment and the house edge are the big guns in the casino's arsenal and should be feared in that order. I believe that most casinos would still be profitable even without the house edge as player compulsion is the greatest single contributor to casino profits. Compulsion entails keeping tabs on yourself at all times. Having a plan will help you greatly. Most players just grab whatever amount of money that can find and play games that are most familiar to them, with no plan other than "winning." When you use the Power Craps approach, you will know exactly how much to risk in each game, how much you expect to win, your maximum acceptable loss, when to leave a table.

The value of having and following a plan is almost immeasurable. It will help you more than any other thing you might conceive of to beat the casinos. Although the house edge is the least harmful of the casino's weapons, I am assuming that you will have the good sense to avoid the bets with the highest house edge against you. At [craps](#) if you consistently wager large amounts on the one-roll proposition bets and the hardways, you will lose much more often than if you stick to lower house edge [wagers](#) such as pass line, don't pass and the inside place numbers.

8. The Player's Edge

As powerful as the casinos may seem to be, you can walk into a [casino](#) knowing that you have an edge over the house. As a successful gambler you have to be able to win more than you lose. What are the tricks you will use to gain an edge over this formidable adversary? Your edge will consist of the following actions:

1. When you are losing, you can quit.
2. When you are winning, you can walk out with the casino's money.
3. You can vary the size of your wagers.
4. You can pick where to play.
5. You can modify your strategy based on table results and conditions.
6. You can use discipline to develop a winning plan and then stick to it.

Most players never realize what an advantage these offer. The casino cannot be flexible. It must continue to offer the same games, with the same rules, without the ability to react to

changing conditions. The nimble player can weave and dodge and even choose not to play a particular game. Let's elaborate on the player's edge:

1. When you are losing, you can quit. You can always control your losses while the casino must continue to offer its games regardless of the outcomes. I have seen hot craps tables where the [casino](#) lost over a hundred thousand dollars in less than an hour. All the casinos can do is order in more chips and hope that the hot streak will end.

2. When you are winning, you can walk out with the casino's money. As a player you can always control when you stop playing. While the casino must continue offering its games twenty-four hours a day, you can jump in, grab a win and pull off. You have ultimate flexibility while the casino does not.

3. You can vary the size of your wagers. One approach a player can use is to increase the size of his wagers when he is winning and reduce them when losing. He may also choose to raise his [wagers](#) after losses so that only a win or two out of many wagers will put him ahead. A player can set up options where he doesn't have to win the majority of his bets. Using these techniques effectively goes a long ways towards minimizing the house edge and even turning it into a player edge!

4. You can pick where to play. You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are. The casinos, which pay triple on a field roll of 12, turn this wager from a weak one to one with acceptable risk.

If you are looking for certain table conditions, you can scout for the right table before you play. You have numerous options while the house must offer the game to anyone who is old enough to play, conforms to fairly lax casinos standards and has some money to begin play.

5. You can modify your strategy based on table results and conditions. Every table develops different trends at different times. Some tables favor bettors who play numbers, while others favor players who bet from the dark side, wagering on the don't pass or don't come. Most tables are choppy, favoring neither right nor wrong betters. You can adjust to the changing playing conditions as they occur. If the table is repeating numbers, you can modify your strategy to take advantage of this trend. If the table is ice cold, you can make still different moves. In short, you have the ability to bob and weave, duck and thrust, parry and counter

punch. The table can't react to anything. Every craps table is like an inanimate object that must endlessly grind out numbers, while you circle and pounce.

6. You can use discipline to develop a winning plan and then stick to it. The house has ultimate discipline. The very structure of the [casino](#) games and atmosphere exhibit a carefully planned approach designed to transfer funds from the players' pockets into the casino coffers in the shortest time possible. Of course, to a large extent this relies on most players' lack of discipline. Once you gain the discipline to set up a winning game plan and then follow it, you can effectively neutralize much of the casino's edge over the crowd of players.

I played a couple of hours of craps in a local casino last night. I played for low stakes, buying in for \$500. I used the Power [Craps](#) approach. The table varied from choppy to cold the whole time I was there. I don't believe that anyone else at the table won any money but me. The difference between the rest of the players and me was that I had a plan for the evening and I stuck to it. With a \$500 buy-in, I set \$350 as my profit goal. After less than two hours of play I checked my chips, found I was up \$361 and cashed in.

The player's edge comes from all of the points listed above, plus the ability to hide your wins from the casinos. There is really no reason that anyone other than you and your significant other should know about your casino prowess. There are people who would kill you for fifty bucks. Casinos really don't like winners. That's why a number of Las Vegas casinos still bar blackjack card counters. It may not be fair, but even with all of its advantages, if you somehow manage to win, the casino can deny you access to their games.

The book *How to Survive and Prosper as a Professional [Gambler](#)* (See Gamblers Bookcase at back of this book) offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you. The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their dealers, floor bosses and staff. If it works for them, you know that it will work for you too!

9. Betting Strategies

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million

francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo." Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck! Betting systems or betting progressions have been devised for every [gambling](#) game. Many of them had their origins in eighteenth and nineteenth century [roulette](#) played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

1. Flat: Keep bets constant, waiting for a streak of successes.
2. Negative progressions: raise bets after losses, trying to recover an eventual win.
3. Positive progressions: raise bets after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the approach, which catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your [wager](#) after a loss. By their thinking, increasing a bet after you have lost amounts to throwing good money after bad, with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true. Assume that we are going to bet pass line at craps for eight decisions. Three different players will help us in this illustration. Player A does not believe in ever changing the size of his bet. He bets flat, that is the same amount on every hand, regardless of the outcome of his preceding hand.

In our example, he will bet \$10 a hand. Player B likes to follow the system many experts recommend and he will press or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a \$10 bet, increase it to \$20 after a win, then wager \$40 if he wins again. If his bet reaches as high as \$160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting \$10. Player C has heard that increasing his bets after losses is the "surest way to win." He will start with a \$10 bet. If he loses this bet he will wager \$20. If this bet loses, he will increase his bet to \$40, then \$80, followed by \$160 if this wager also loses. His maximum wager is \$160. If he reaches this level he will continue to wager \$160 until he has a win. After any win, he will regress to a \$10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

Comparison of Bet Selection Methods

Decisions L L W L L L W

Player A

Bet 10 10 10 10 10 10 10 10

Win (loss) -10 -10 +10 -10 -10 -10 -10 +10

Net Win -10 -20 -10 -20 -30 -40 -50 -40

Player B

Bet 10 10 10 20 10 10 10 20

Win (loss) -10 -10 +10 -20 -10 -10 -10 -20

Net Win -10 -20 -10 -30 -40 -50 -60 -50

Player C

Bet 10 20 40 10 20 40 80 160

Win (loss) -10 -20 +40 -10 -20 -40 -80 +160

Net Win -10 -30 +10 -0 -20 -60 -140 +20

W= Win, L= Loss of wager

In this series of [wagers](#), Player A loses \$40, Player B loses \$50, while Player C comes out \$20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies. For a given session, flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses. In this series, we lost 75% of our wagers; therefore, we expect to have a loss. Positive progressions, like the progression used by Player B, offer more likelihood of an adverse than a favorable session, with intermittent large wins.

In this example, increasing wagers after wins caused this player to lose \$50, a greater loss than the one realized betting flat. Negative progressions, like the one used by Player C, offer a greater chance of winning any given session but have the characteristic of generating many

small wins with occasional large losses. The exact result of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations, using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering. A test was created assuming that **wagers** are made on pass line only. Each game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units. The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

1. Flat Betting: Single units are bet and the amount never varies.
2. Positive Progression: In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.
3. Negative Progression: A Martingale type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000 session computer run using each technique are presented in a table on the following page. This table shows some of the trade offs among the systems. Notice that while the average size bet for flat betting was 1 unit, it increased to 3.8 units using a positive progression, and was highest at 5.2 units for the negative progression. The average size bet was larger for negative than positive progression because runs of losing bets were longer, and therefore, required higher wagers than runs of winning bets.

In this contest, which is also analogous to blackjack, the losing streaks tended to be longer than the winning streaks. Flat betting won 38.70% of the games and lost 59.85% of them. The positive progression showed the lowest win percentage of all, winning only 9.60% of the games while losing over 90% of them. The negative progression won over 85% of the games and lost only about 15% of them. This strategy was clearly the winner in terms of the number of individual games won. The last column in the table "Equivalent Amount Won or Lost" shows how much the amounts would have been if the flat and positive betting strategies' wagers had been raised so that the averages were the same as with the negative progression.

Flat, Positive and Negative Betting Systems

Betting

System Outcomes

Percent of

Sessions

Average

Amount Won

or Lost

Equivalent

Amount

Won or

Lost

Flat (1 unit is the average size bet)

Break even 1.45%

Won 38.70% 7 37

Lost 59.85% 9 48

Positive (3.8 units is the average size bet)

Break even 0.05%

Won 9.60% 56 56

Lost 90.35% 412 412

Negative (5.2 units is the average size bet)

Break even 0.00%

Won 85.35% 359 492

Lost 14.65% 43 59

There are a number of variables which affect your ability to avoid losing your bankroll. These variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest. Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. Flat betting. We will bet \$25 regardless of previous outcomes.
2. Positive Progression. We will start with a \$10 base bet. After each win we will double our bet with a maximum wager of \$80. If we reach the \$80 betting level we will continue to wager \$80 until we lose a wager. After any losing wager we will drop back to betting \$10. The bets we would make in a winning streak would be: \$10, \$20, \$40, \$80, \$80, until we have a loss.
3. Negative Progression. Again we will use a \$10 base bet. After each loss we will double our bet, with our maximum bet to be \$80. If we reach the \$80 bet, we will continue to wager \$80 until we have a win. After any win we will drop back to betting \$10. A losing series would consist of: \$10, \$20, \$40, \$80, \$80, until we have a win.

Here's the game we will face. We will play in a coin tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows we lose the wager. The chances here are 50-50 and the house edge is 1 percent. The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets. Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of \$2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet. Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A \$500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

Computer Run Testing Different Betting Systems

Comparing the Bankroll Used and the Length of Time Played.

Chance of Not Losing Bankroll

Bankroll

Size

Number

of Games

Played

Flat

Bets

Positive

Progression

Negative

Progression

250 100 69% 66% 56%

500 100 96% 94% 83%

750 250 93% 87% 80%

1,000 500 90% 81% 76%

2,000 750 99% 98% 94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a \$250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to \$2,000. With a \$2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level. The moral of this comparison should be obvious.

Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level. In this example, by increasing our bankroll to \$2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%). All [gambling](#) strategies involve compromises. Betting flat offers the greatest likelihood of keeping your bankroll, but

the poorest chance of winning. You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games. Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat. Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. Once we increase our bankroll to a larger amount, \$2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds: A high probability of winning and a low possibility of losing our bankroll. This is something that almost no gambling experts will ever tell you. Experts invariably recommend only the first two approaches to win any gaming contest. The first approach is to gain a mathematical edge over the game. This is the strategy card counters hope to use at blackjack. At [roulette](#), wheel watchers hope to gain an edge by finding an unbalanced wheel where the ball lands in one section of the wheel a higher percentage of the time than chance would explain. With [craps](#), advantage seekers look to precision shooting to alter the casino's edge against the players.

The second approach to [gambling](#), almost universally recommended by the experts, is to use a positive betting progression. That this is the best system for capitalizing on winning streaks is the number one reason cited for using this system. Almost never mentioned by the experts is that this system has a dismal winning rate, losing about 9 out of every 10 sessions. As we have seen, the betting strategy with the greatest chance of winning is the negative progression. With an adequate bankroll, the risk of loss can be reduced to a reasonable amount. The examples and simulations used in this chapter were for games of chance, rather than a game of skill like blackjack. The examples also assumed games where the house had an edge over the player. Our examples serve to illustrate the varying characteristics of betting flat versus using either a positive or negative betting progression. In the next chapter we will take a look at different betting systems. Several of these approaches are over one hundred years old. Let's see if our not so dumb ancestors had any meaningful insights on how to beat the craps game!

10. Betting Progressions

Betting systems fall into the broad categories of betting the same after each decision, known as flat betting, raising wagers after wins, called positive progressions, and raising money after losses, named negative progressions. There are also systems which have characteristics of one or more of these types, such as the Power Craps Betting System which we will encounter in a few more chapters. Many of the classical betting systems were developed for [roulette](#) in the eighteenth and nineteenth centuries, but can be used for other games with even-money wagers such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study the efforts of our ancestors as these betting systems are the grandparents of every modern betting system.

Martingale

Martingale is one of the oldest betting systems using a negative progression. It is named after Henry Martingale, an English casino owner in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers. This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager.

Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1. One of my [gambling](#) friends once told me about an amazing system he had developed for craps. He had gone to Las Vegas on two consecutive trips and returned a winner. He was wagering only on don't pass at casino craps using a betting series starting with a \$1 bet and doubling his bet after each loss. He was certain that his risk of loss was very small and planned to continue to use the system. He was reluctant to share the system with me but he finally confessed that he was using the following betting series, increasing his wager one level following a loss: 1 2 4 8 16 32 64 128 256. He correctly pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that this was possible.

I pointed out to him that there was a very real possibility that he could lose nine decisions in a row; in fact, this would happen once about every 500 pass line - don't pass decisions. With [craps](#) decisions averaging fifty to sixty per hour, a loss of all nine wagers could happen once every eight to ten hours. I asked him to consider whether he was winning enough to sustain a loss of \$511.00 (the total amount he was risking) in order to win the sum of \$1. This must have

impressed him as I don't think he ever used this system again (or at least he didn't tell me about losing with it). The Martingale system would be just about unbeatable if you could continue to double your [wagers](#) until you finally won a bet.

Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as \$1 and a high maximum, such as \$3,000, you may wish to try using a Martingale system against the table. You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend [gambling](#) contest involving even-money wagers.

However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for \$1,024. You will now have lost \$2,047 and will be called on to bet \$2,048 in order to win the grand sum of \$1. Are you willing to risk it? If you win, you will be up exactly one buck for your efforts. However, if you lose your last wager of \$2,048, you will have lost \$4,095 in the gaming contest. While the risk of loss is low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

Mini-Martingale

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers. However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked. A five-stage Martingale progression can be used when it is used against a betting pattern which is less likely to occur than would normally be expected. Use of a five-stage Mini-Martingale is incorporated as part of the Power [Craps](#) Strategy.

Grand Martingale

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager \$256 in order to

win a net \$1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 5 15 35 75. Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse, called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will \$155, while our total risk is only the amount of our first wager, \$5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.

Labouchere

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is $1 + 2 + 3 = 6$. Like the variations of Martingale, this series is used with even-money bets. To start the series, a player will wager the sum of the two outside numbers, in this case 4 ($1 + 3 = 4$). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our player cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next wagers the sum of these two numbers, betting 5. If this wager wins the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series. The principal appeal of this system is that it appears to be a two for one proposition in that each win cancels two numbers while a loss only adds one number to the series.

However, this isn't the case, as the player is not paid two for one on winning bets. In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is

probably the most insidious of the old time [roulette](#) systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss. This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each [wager](#) is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise. In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players.

He would wait out the small losses until a large win occurred. Leigh spent months recruiting and training a team to play against the [casino](#). His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win. It is doubtful that this system could be used successfully now, as the spread between minimum and maximum wagers is not large enough in most casinos. The losses realized while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

D'Alembert

This system was invented by a French mathematician, based on the assumption of equilibrium in gaming contests. D'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip

after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones. It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit. D'Alembert can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in [roulette](#), craps or baccarat.

Contra-d'Alembert

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy we will increase our wager one level after a win and reduce it a level following a loss. The only positive aspect to the strategy is that when you hit a prolonged losing streak the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll. However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss. If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

Ascot

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of [wagers](#) while losing bets are lowered one step using the same betting series. An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8

13 20 30. The player's first [wager](#) would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2. The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

The Fibonacci System

Fibonacci was a mathematician who discovered a series of numbers where the sum of each two numbers in the series equals the number which follows. A Fibonacci series with twelve levels of bets would look like: 1 2 3 5 8 13 21 34 55 89 144 233 for a total risked of \$608. This is a very low risk system for use with even-money bets at [craps](#), roulette and baccarat. To use it, you will increase your bet one level following a loss. After any win, you drop your next wager one level. If you win two bets in a row, or win two out of three bets, you drop back to the first bet in the series.

This system was sold many years ago for \$100 a copy with instructions to use it betting don't pass in craps. This is a good system for partners to use betting opposites. With [roulette](#), for instance, one partner could bet red while the other wagered black. With craps, one would wager on pass line and the other on don't pass. With baccarat, one partner would bet banker and the other on player hands. An adaptation of this system has been used to successfully win at craps (The Silverthorne System, Silverthorne Publications. See order form in the back of this book). Incidentally, there are a number of derivations of the Fibonacci series of numbers, including ratios of the numbers, which are regularly used in trading stocks and commodity future contracts. This is indeed a versatile and powerful sequence of numbers.

The Parlay

A parlay or paroli is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting \$10 on an even-money bet and win \$10, you parlay the wager by leaving \$20 up for the next decision. If this bet wins, you will have won \$30 while only risking \$10. Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the probability of winning two bets in a row on even-money wagers is less than one in four. For

this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first [wager](#) in the series. If this bet won, you would parlay it and next wager \$4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you will start the betting series over. If the series is lost, you may either start the series over or leave the table. Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in [gambling](#). To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

Oscar's Grind

If you want to use a system with very little risk of loss, here's the one you want. Oscar has a target of winning one unit at the end of any successful betting series. That's it. One unit. Here are the rules:

1. Increase your bet by one unit after every win; provided that winning the wager won't result in a series gain larger than one unit.
2. Never change the size of your bet following a loss. Assume that your betting unit is \$5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of \$30. You continue to bet \$5 since you never change the size of your wager following losses. You bet \$5 again and win. Now, with one win and six losses, you are down a net \$25. Following the win, you raise your bet one unit and wager \$10. This wager also wins. You have reduced your net loss to \$15. You raise your next wager one more unit to \$15 and win. You are now even. Your final wager will revert to \$5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit. Your last bet of \$5 wins. You now have a net win of \$5, having lost six bets and won four. Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If you run into this situation, you will be forced to stop the series at some point and accept a loss, rather than risking larger and larger amounts of money.

Positive Betting Progressions in Blackjack

Charles Einstein who originated the Hi-Opt 1 card counting system wrote a book titled Blackjack Betting in 1981. In it he advocated a betting system based on the rhythm of blackjack wins and losses. He recommended increasing wagers following losses and decreasing wagers after wins, somewhat similar to the Ascot system described earlier. Traditional card counting experts and mathematicians who have studied the blackjack game reacted negatively to Einstein's progressive betting system. In general, the advocates of card counting are unwilling to even consider that any betting progression can come close to equaling the results achieved through card counting. Their minds are closed on the subject that anything other than card counting can be used to win at blackjack.

Dahl's Blackjack System

Donald Dahl in Progressive Blackjack (Citadel Press Group, 1993) presented a positive betting progression for use at blackjack. The progression for tables with \$5 minimum bets is: 5 5 7 7 10 10 15 15 25 25 35 35 50 50. To use this progression, always start with the lowest bet and move up one level after each win. After any loss, you will start the progression over. Dahl suggests that you skip a level after receiving a blackjack. For instance, if you were at the level three bet of \$25 and won with a blackjack, you would skip the next \$25 bet and wager \$35 on the next hand. He recommends skipping two levels after winning splits and doubles unless the jump would cause you to risk more money than the amount received on the previous wager. If this is the case, then jump just one level on the next bet. Dahl's book is interesting, but his system is weak in several ways. No automatic stopping points are suggested and he doesn't have any suggestions for sessions when multiple losses occur.

Patrick's System

John Patrick, a professional [gambler](#) turned writer, presented another positive betting system for blackjack, which can also be used for [craps](#). In his John Patrick's Blackjack (Carol Publishing Group, 1995) he describes his system. He uses a system with both progressive and regressive attributes. With his system, you will start with a wager at least twice as large as the table minimum so that you have room to reduce the size of your bet after wins. After your first win, your next wager will be one-half the size of the first winning wager. For instance, if your base bet is \$10 and you win, you will [wager](#) \$5 next. After any net loss you will revert to the original starting bet. However, if you can manage to win the second bet in a series, you will return to the two-unit bet and increase the amount wagered after any additional win. A series of six

wins at a \$10 minimum table would look like: 20 10 20 30 40 50 for a total of \$170 won. Patrick suggests a way to limit losses by quitting if you lose the first four hands in a shoe or deck. To come or not to come? That is at least one question receiving more than its share of comment by [craps](#) players. In the next chapter we shall take another look at come betting versus place betting and pick the approach we will use for Power Craps.

11. The Power Craps Bets

Most craps players are losers. The [casino](#) hold rate for the average craps table is about 20%. This means that the casino wins 20% of all of the money converted from cash to chips at a craps table. If you buy in for \$300, then the casino figures to win about 20% of that or \$60. Most players manage to commit two major errors when they play craps. They overstay and they overplay. Overstaying is very common. Most players will not quit when they are ahead. Only when the casino has beaten them down to nothing will they consider quitting. A couple of nights ago I played a short session at a nearby casino, using the Power Craps method. Because I knew that I could only play for an hour or so, I used a smaller buy-in and mostly played for fun. However, even though I was not trying to make a killing, I adhered to the Power Craps strategy and won \$521 in 65 minutes.

The table was fairly typical. A new shooter would get the dice. The pass line bettors dutifully made their pass line bets, followed up with taking odds. Most of the players either made come bets with odds or placed several numbers. Many times the players would make hardways bets or toss the stickman chips for one of the one-roll prop bets in the center of the table. The table pattern was fairly consistent. Not one player made over two consecutive passes in the time I was there. The right bettors using their betting strategies were killed. Interestingly, I didn't see one player (except for me) make any bets on the don't pass.

I didn't see any players (once again excluding myself) make any attempt to adjust to the table conditions. The players might as well have been mindlessly plunking coins into a tight [slot](#) with few payoffs. Yet the majority of the players continued to play in the same manner even though they were losing with almost every shooter. The other players seemed to be stuck in a pattern of betting they had learned at one time and were unable or unwilling to change. Beating the craps game is not as difficult as it would seem if you had just dropped in and your only experience with the game was watching your fellow players. Most of them not only over stayed at the table, losing much more than they should have, but they consistently over bet.

A Typical Craps System

I want to show you how the typical [craps](#) player plays. I used to play like this until I caught on that I was making many more bets than I needed to make. Many players will make a front line bet and then hedge the bet by tossing a chip to the stickman and making an "any craps" bet. The theory here is that if a craps number of 2, 3 or 12 is rolled, the any craps bet will pay off to help offset the loss of the pass line [wager](#). After a point is established, most players like to have some additional numbers working for them. If the shooter's point is 6, most players can't stand to wait to see if the shooter can repeat a 6 before rolling a 7. What about the numbers 4, 5, 8, 9, and 10? There are several ways to play the other box numbers. The two most common ways are come bets and place bets. Let's assume that Player A likes to make place bets. He has a \$10 pass line bet, backed up with \$50 odds. Now he throws \$32 in chips on the table and tells the dealer "Thirty-two inside." This informs the dealer that Player A wants place bets of \$10 on the 5, \$12 on the 6 and \$10 on the 9.

Now the player has five wagers on the table. He may throw the stickman a nickel chip and ask for a hard eight giving him a total of six wagers down. On a typical roll, the shooter will roll two to four times before rolling a seven. With six wagers, Player A is almost certain to lose the majority of them, and more importantly, not win enough on his winning bets to offset his losses. Many players like to press their place bets as they hit. Pressing a bet means increasing the bet, usually after a win. If Player A's place bet on the six hits, the dealer will normally slide \$14 in winnings to the player. However, our player believes that every shooter might just be the one to hold the dice for an hour, so he tells the dealer, "Press my six." With this instruction, the dealer only gives \$2 of the \$14 in winnings to the player and adds \$12 of the winnings to the six, increasing the bet to \$24. When players play like this, the shooter can roll several of the player's numbers and the player will still show a loss when he sevens-out.

You should never forget that every shooter eventually sevens out and most of them do it fairly quickly. An alternative way of "playing the numbers" is to make come bets and then take odds. Here, the player's bet will go to a point number box as each number is rolled. Most players who favor come bets over place bets will make at least three come bets and take odds. Assuming that they also have a pass line wager with odds and make three come bets with odds, they will have eight bets on the table at one time. The variety of player systems is endless. Some players will make come bets and then place either the 6 or 8 if a come bet does not cover those numbers. Other variations include buying the 4 and 10, or placing the outside numbers of 4, 5, 9 and 10. As a minimum, most players will make a pass line bet, take odds and

at least play a couple of numbers. Even this strategy is wrong the way most players do it. I'll tell you exactly why shortly.

Pass Line Plus Come Bet Method

When I first learned to play craps, I quickly discovered that the method endorsed by many [gambling](#) experts was to play pass line, take full odds and then make two come bets with odds. This method is sometimes called the Ponzer method, and you will see it used at almost every craps table. The appeal of the method is obvious. If the shooter should start rolling numbers and making his points, your wagers will entitle you to share in substantial profits as he rolls number after number. There is only one problem with this method.

It loses most of the time! After generously contributing many thousands of dollars to help beautify the city of Las Vegas with new water falls, moving sidewalks, monorails and volcanoes, I caught on. This method does not produce anything resembling consistent profits. In essence, it stinks. The problem with the Pass line-Come Bet, plus the Odds Method is that it does not win often enough to be a reliable profit maker. If you want to gamble, you can try this method of play. If you want to learn how to consistently beat the casinos, then stay with me a little longer. I promise you the Power [Craps](#) strategy will deliver in spades.

What About Odds Bets?

Most players like to make a pass line bet and then back it up with odds. Casinos have encouraged this betting pattern by increasing the amount of money they allow for the odds portion of the bet. The last casino I played in offered five times odds, meaning that I could take odds up to five times the amount of my pass line, come, don't pass or don't come [wager](#). Some casinos offer ten times odds, and for a long time the Horseshoe Club in downtown Vegas offered one hundred times odds even at a dollar minimum craps table. The last time I played at one of the these tables, there were several players making \$1 pass line wagers and then taking \$100 in odds once the point was established.

This is a strategy that most gambling experts would recommend because the house edge is reduced to just a few hundredths of one-percent against the players taking 100 times odds. This is fine in theory, but in practice, taking high odds in conjunction with pass line and come bets only works on luke warm to hot tables. A typical table alternates between cold to choppy with maybe one warm period lasting five minutes out of every hour. If you catch the warm period, taking high odds will pay off handsomely. If you are like most players and end up spending most of your time playing against cold to choppy playing conditions, taking high odds will

deliver your head on a platter to the [casino](#) just as surely as if you had stepped right up to the executioner. Even though nearly every [gambling](#) expert recommends odds bets, they are not necessary to win, and because of the additional money risked offer a very poor money management strategy. At this point, think of money management as preventing the house from taking your money by being as tight fisted as possible. In other words, if you don't need to take odds to win, then why expose more of your bankroll to the house. The biggest problem I have with taking odds in conjunction with a pass line or come bet is that you are risking more money when the house has a decisive edge against you. Once a pass line or come point has been established, the player's wager is at a substantial disadvantage. Even the players' favorite point numbers of 6 and 8 give a 16.67% edge to the house. With the 5 or 9, the house's edge increases to 33.33%.

With a 4 or 10, you will be bucking a house edge of 50.00% If you have a pass line wager with a point of 10, the casino has a 2 to 1 chance of beating you. Let's assume your pass line wager is \$10. If the casino where you are playing offers five-times odds, you can add an odds bet from \$10 up to \$50. If the shooter makes his point of 10 before rolling a 7, you will win 2 to 1 on your odds bet. The higher payoff is the major attraction of taking odds. But please note this - Even though you have a chance of winning a greater amount by taking odds, the house edge against you is not affected in the least. You can take one times odds, ten times odds or even a hundred times odds, and the house still holds a hammer giving them two ways of beating you for every one way you can win.

Laying odds are also lousy bets, but for different reasons. You can lay odds with a don't pass or don't come bet, once its point number is established. Assume that you wager \$10 on don't pass and the shooter's point becomes 10. You now have the casino exactly where you want it. You survived the horrendous odds against you on the come-out roll and now your [wager](#) is favored to win with 2 to 1 odds in your favor. The best thing is that the casino is stuck with paying you even-money on a bet you are heavily favored to win. The same is true for any wrong bet. Once the bet is established, the odds swing overwhelmingly in favor of the player. Now comes the odds bet. With your \$10 don't pass, you can lay single odds of \$20 to win an additional \$10.

Once the odds bet is laid, you now have wagered a total of \$30 which can win a total of \$20 (\$10 for the don't pass wager plus \$10 for the odds bet). But wait a minute. You had an even-money bet which would pay you \$10 on a \$10 wager before you laid odds. Why would you want to dilute the payoff from 1 to 1, with no odds bet, to 2 to 3 after taking odds. The answer is you

don't want to lay odds. Whether you take odds or lay odds you are risking more money than you normally should, unless you are clairvoyant and know which way the table is going to run. If you know that the table is going to be consistently hot or cold then, by all means, take or lay odds. However, please remember to send me a copy of your method, because no one, to my knowledge, has ever developed any method of determining which way the dice will run. Examined in this light, taking odds becomes just another long-shot [wager](#) that you are not likely to win. Laying odds just dilutes a bet you are heavily favored to win, exposing money to a loss that you don't need to do. For our purposes, we will drop the odds bet from our repertoire of wagers.

The Power of Line Bets

Most players make pass line bets exclusively. Less than 10% of all players will focus on making don't pass wagers. Most players pick one camp or the other and then stick with it regardless of what trends occur at their table. If they are losing, they feel much like the song lyrics, "East is east and west is west and the wrong road I have chose." I am going to suggest a different course. Line Bets should be the cornerstone or anchor of any craps system. They have a lot going for them. They are easy to make, easy to understand and offer house odds of only 1.4%, better than almost any bet you can find in the casino.

Only player and banker bets in baccarat offer slightly lower odds on what is basically a bet with an even-money payoff and close to a 50-50 chance of winning. Other than the baccarat bets, pass line and don't pass wagers are the closest thing you will find to a coin tossing contest using a fair coin. There is no reason to add the odds bet to a line bet. Either the pass line or the don't pass has inherent strengths that are only reduced when an odds bet is added. My studies have shown that you will win more money, more consistently by making line betting the major component of your system. The biggest decision you have to make with line bets is whether to be a pass line bettor, a don't pass bettor or to use some system which allows you to switch back and forth between the two.

I have been intrigued with the concept of following patterns in the craps game to determine whether to wager on the pass line or the don't pass. The next chapter will coverbet selection in some detail and the options you have will surprise you. Playing the Numbers Like most craps players, I believe that playing some numbers offers a real chance to make additional money with each shooter and to keep the game as interesting as possible. There are two basic approaches to playing the numbers: come betting and place betting. Place bets are some of the most popular bets in bank [craps](#). The point numbers can be played by making pass line

[wagers](#), which give the player the opportunity to bet on one number. Come bets allow the player to wager on multiple numbers. Place bets also allow the player to bet on multiple box or point numbers. Place bets are made by setting chips on the table for the wager, usually in the come betting area, and telling the dealer the numbers you want to "Place." Place bets differ from come bets in a number of ways. They win or lose in basically the same way: the number on which you have wagered must show before a 7 is made. The differences between come and place bets are:

1. For a come bet to win the number must be repeated. A come bet which has 6 as a point can only win if the 6 is repeated before a 7. With place bets, a 6 needs to be made only one time for the bet to win.
2. Come bets are always working, even on come out rolls. Place bets are automatically off on come outs unless the player stipulates otherwise.
3. The player may pull place bets at any time. Come bets must stay in place until they are either won or lost.

The flexibility of place bets attracts many players. Place bets may be made and pulled after a couple of wins. With come bets, once the bet is established, the player must wait for a decision. Many times a hot shooter will make his point and then roll a 7 on a come-out roll. The place bets are safe as they are automatically off on the roll, but the come bets will all go down with the appearance of a 7. The come bettor must start all over in establishing his bets, while the place bettor will have his bets in place with the first roll after the come out. Many place bettors like to cover all of the numbers as soon as a point is established.

A \$5 pass line bettor might decide to place all of the numbers except for the shooter's point. When the point is 6 or 8, the player might say to the dealer "26 across" which in [craps](#) parlance tells the dealer to place every number except the shooter's point as follows: \$5 on the 10, \$5 on the 9, \$6 on the 8, \$5 on the 5, and \$5 on the 4 for a total of \$26. Because of the high vig or house edge on the numbers 4 and 10 (the house edge is 6.67%), some players like to bet only on the inside numbers. For example, with a point of 4, the player might tell the dealer, "22 inside" and lay down \$22 in chips.

The dealer would know that the player wants to play the inside box numbers as follows: \$5 on the 5, \$6 on the 6, \$6 on the 8, \$5 on the 9, for a total of \$22. Because all of the place bets lose if a 7 is rolled, the house rule is that place bets are off on come out rolls. This rule enables the right bettor to win pass line wagers on come outs without losing his place bets. Also, place bets

may be taken down or called off at any time, while come bets, once made, cannot be taken down and are always working, even on come out rolls. The house advantage over place bets is larger than on come bets. The odds against a 4 or 10 can be reduced somewhat by buying these wagers instead of placing them (more on this later). However, place bets are much more flexible than come bets. Let's summarize the main differences between place bets and come bets:

1. Place bets are automatically off on come out rolls; whereas, come bets are always working.
2. Place bets are "complete" bets in and of themselves and no odds may be taken.
3. For a come bet to win, the number must be repeated before the shooter rolls a seven. A Place bet on the same number will be paid the first time the number is rolled.
4. The player can increase the size of his place bets, reduce their size, or call the bets off anytime he wants. Come bets are contract bets with the [casino](#), and once made, they must stay in place until they win or lose. The only option the player has with a come bet is with odds taken with a come bet. The player can take down odds at any time, or call them off for even a single roll. In addition, odds bets are automatically off on come out rolls unless the dealer is instructed that "my odds bets work on come outs."
5. The house advantage over place bets is greater than for come bets, especially if odds are taken with the come bets.
6. Place bets should be made in multiples of five chips on the 4, 5, 9 and 10 and multiples of 6 on the 6 and 8 in order for the payoffs to be made correctly.

At nearly any craps table you will usually see several right bettors making place bets. After a point is established, many place bettors like to cover all of the box numbers or at least the inside numbers, excluding the shooter's point which they have covered with their pass line wagers. The smartest place bettors will only place the inside number of 5, 6, 8 and 9. When we make place bets using the Power Craps strategy, we will only place the inside numbers of 5, 6, 8 and 9. The greatest problem with place betting is that for a player covering all of the numbers, usually with a pass line [wager](#) with single or double odds and place bets covering the five remaining numbers, the shooter must win on four of his place bets before a seven shows, to have a profit from the place bets.

Too many times the shooter will only roll one or two numbers before sevenging out, and the place bettor will lose most of the money bet. Of all the right bettors at the [craps](#) table, the

place bettor, who covers all or most of the numbers with place bets, is most vulnerable to a seven being rolled. If the seven is rolled on the next roll after the point is established, the place bettor will lose his pass line [wager](#), the odds bets taken with the pass line bet, and every place bet. For a \$5 bettor taking single odds, this loss would be \$36 in one roll of the dice! I have played many times with high rollers who signed \$10,000 markers. Typically they will start betting with \$100 or even \$500 chips covering all of the numbers. On many occasions I have watched them lose all of the buy-in in less than fifteen minutes. The key to successful place betting is to limit the number of numbers placed and to be careful about when to make the place bets. The Advantage [Craps](#) strategy advocates placing the inside numbers only at certain times using predetermined betting guidelines.

However, most place bettors do not limit their betting. After covering the numbers, they will press or double their wagers for any winning place bets. They must believe that a seven will never show, for when it does it will wipe out most, if not all of their winnings. I will show you how to play a hot roll when we discuss betting strategies. But you can be sure that covering all of the box numbers with place bets and pressing each winning bet is not the way to beat the craps game. Are you ready to get going? In this chapter, I have given you some pretty stronghints where we are heading. In the next chapter we will take a look at pattern betting which will help us chose whether to bet on the front line or on the back line.

12. Pattern Betting

While it is true that dice have no memory, can't think or feel, and have no sense of time or space, table results often produce patterns that appear to be consistent or predictable. With even-money bets such as pass line and don't pass at craps, any of the outside bets for [roulette](#) and the banker and player bets for baccarat, innumerable patterns routinely appear. Can we make any money trying to use these patterns for predictive purposes or are we just deluding ourselves?

Patterns and Probabilities

Many [gambling](#) systems are based on observing the outcome of casino wagers and then either betting with the trend or betting for the trend to end. Assume that you and I are sitting at a roulette table and we observe that the wheel has landed on a red number for the last three spins. If we are of the school of thought that this signals that another red number is due, we will probably bet for red to repeat. However, we may believe that any event occurring in a casino game is of limited duration and decide to wager that a black number shows, ending the

streak of red numbers. Neither of these systems has any statistical validity, as the occurrences of red or black numbers on a roulette wheel are what statisticians call independent events.

In general, two or more events are said to be independent of each other if the occurrence of one in no way affects the probability of the occurrence of any of the others. To give another illustration, let's determine the probability of drawing two kings in succession from a deck of 52 ordinary playing cards, without the first card being replaced before the second is drawn. Since there are four kings, the probability of getting a king on the first draw is $4/52$. Given that the first card drawn is a king, the probability of getting a king on the second draw is $3/51$, reflecting that we only have three kings left out of 51 cards. In this case, the probability of drawing the second king is dependent on the outcome of the first draw. We could calculate the probability of getting two kings in a row as $4/52 \times 3/51 = 1/221$. If we had replaced the first card before the second was drawn, the probability of getting a king on the second draw would have been $4/52$ (the same as getting a king on the first draw).

We could then compute the probability of getting two kings in a row under these circumstances as $4/52 \times 4/52 = 1/169$. Since the probability of getting a king on the second draw is now $4/52$ regardless of what happened on the first draw, these draws are independent. Generally speaking, two or more events are independent if the occurrence of one in no way affects the probability of the occurrence of any of the others. If two events are independent, the probability that they will both occur is the product of their respective probabilities. With a balanced coin, the probability of getting heads is $1/2$ and the probability of getting two heads in two flips is $1/2 \times 1/2 = 1/4$. The probability of getting four heads in a row is $1/2 \times 1/2 \times 1/2 \times 1/2 = 1/16$. Returning to our example of three red numbers in a row, if we assume that the probability of spinning a red or black number is $1/2$, then the probability of the next spin being another red is $1/2$.

Likewise, the probability of the next spin being a black number is also $1/2$. Because the result of each spin is independent of each other spin, we find that the previous spins have no affect on the outcome of the next spin. If we examine this problem from a difference angle, and ask what the probability is of getting four red numbers in a row, we find that it is $1/16$, the same probability of flipping four heads in a row with a coin. If we ask what the probability is of spinning at least one black number in four spins, we find that probability is $15/16$. With the [casino](#) games of [craps](#), [roulette](#) and baccarat, we are dealing with independent events, where the outcome of a previous decision does not affect the following decision. With blackjack, we are dealing with dependent events, for as we saw when drawing kings out of a deck, if we

don't replace the drawn cards after each draw, the probability of the next draw will change. This is the reason that blackjack is considered a game of skill while the other [casino](#) games are considered games of chance. With skill, we can alter our strategy as the probabilities change in a blackjack deal, while with the games of chance, we should probably keep the same strategy throughout a game. (Technically, baccarat is also a game of skill as the probabilities change as cards are dealt, but because of the mechanics used for playing the game, it can for all practical purposes be treated as a game of chance, which we have done).

The Hunt for Pattern Recognition

Several years ago I was involved in a project using a computer program known as a neural network. Studying patterns which occur with even-money bets in several casino table games, I became fascinated with patterns occurring in these games and began to zero in on identifying and betting patterns of decisions. In examining patterns, the program looked at and tested many different patterns, but zeroed in on just a few of the most important types of patterns that can be identified by observing the outcomes of just a few decisions. As a result of using the neural net, several very powerful strategies were developed for winning at [roulette](#), craps and baccarat. These strategies are just as powerful now as they were then, and if you would like to learn more about them, The Neural Strategy is listed in the [Gambling](#) Bookcase section at the back of this book. Four major attributes of all patterns were examined:

1. The types of patterns.
2. The lengths of patterns
3. The frequency of the patterns.
4. Identifying patterns.

These are examined in greater detail below:

Types of Patterns

We all know that no matter how unlikely an event may be, there are times when it will occur. The program examined all patterns of decisions and identified repeating patterns of decisions, alternating patterns of decisions, and such unusual patterns as paired doublets as the most common patterns that we humans would recognize as a pattern. If we were recording decisions in a craps game, with a "p" representing a pass line decision and a "d" representing a don't pass decision, we could represent these patterns as follows:

REPEATING PATTERN p p p p p p

ALTERNATING PATTERN p d p d p d

PAIRED DOUBLETS pp dd pp dd

Incidentally, these patterns were also identified as the most common types of patterns occurring which will affect a player's wagering strategy.

The Lengths of Patterns

Having zeroed in on the patterns that it found significant, the program next explored the length or duration of each pattern. This is important, because if each of the identified patterns was of extremely short duration, then it would be of little use in attempting to "bet the pattern" and gain an advantage in the game. Analysis showed that for a significant amount of the time, an identified pattern would be of five to seven decisions in duration, with the exception of Paired Doublets. The computer "threw up its electronic hands" on this pattern and refused to find any optimal length for this pattern.

The Frequency of the patterns.

If patterns occur very infrequently, then they are of little use in attempting to overcome the house advantage. On the other hand, if the identified patterns occur fairly frequently, then gearing our betting to a recognized pattern can be an enormous benefit. In checking for pattern frequency, the neural network concluded the following:

- 1) A great deal of reliance can be placed on a Repeating Pattern or an Alternating Pattern in the games of [Roulette](#) and Baccarat. Only a moderate level of reliability was found for these patterns with craps.
- 2) The Paired Doublet Pattern could be treated the same as a Repeating Pattern for all of the [casino](#) games. In other words, if the Paired Pattern is recognized, then we may treat it the same way as the Repeating one.
- 3) The reliability of betting these patterns is highest in roulette, followed by baccarat, with [craps](#) coming in last.

Identifying Patterns

It is one thing for a computer program to tell us that it has found patterns; it is quite another to translate this information into a practical and useable form. If, for example, the software is

identifying patterns using hindsight, then this information has little applicability in casinos, as anyone can beat these casinos if "hindsight betting" was allowed. We asked the system to give us a reliable way of identifying these patterns so that this information would be of real use in a [casino](#) setting. After much hemming and hawing (our neural net had a mind of its own and didn't want to be limited in the number of decisions it was allowed to observe before pronouncing that a pattern was in progress), our system decided that only two decisions need be observed for a pattern to be identified on a slightly higher than random basis.

Using Patterns to Select Bets

The ability to recognize and exploit patterns gives us a powerful edge in attempting to beat these casino games. Does this mean that the laws of probability have been repealed? Of course not. What has occurred is that we have identified a situation wherein certain patterns, once they begin, are slightly more likely to continue for a limited number of decisions than pure randomness would indicate. We will use an extreme example to illustrate this. We know that by using an unbiased pair of dice the number of pass and don't pass decisions in a [craps](#) game will approach fifty percent each if we have a large enough number of decisions. By "large", we mean hundreds of thousands or even millions of decisions.

Does this mean that the pass and don't pass decisions have to be distributed evenly? It doesn't. In the course of reviewing our million or so dice decisions, we will find all kinds of unusual patterns, such as pass line decisions repeating 10, 11 or even 12 times consecutively. This is to be expected. What will surprise us is that certain patterns of dice decisions will appear at a higher rate than we would expect to find on a random basis. Suppose that we have ten dice decisions where the Pass Line (p) occurs 50% of the time, and the Don't Pass (d) also occurs exactly 50% of the time. A purely random pattern might look like this:

p d p p d p d d p d

A less than random pattern would look like this:

p p p p p d d d d d

In each of these examples, there are five pass and don't pass decisions. What our research has shown us is that when a non random pattern such as the strings of consecutive passes and don't passes in the second pattern above occurs, there is a slightly greater chance that the series will continue for up to seven decisions than pure randomness would indicate. This does not refute the laws of probability. What it does show is that certain patterns of casino

decisions, such as a repeating pattern, have slightly greater durability than we would expect if such a pattern was purely random. Quite frankly, we really don't have an explanation for this. But we have confirmed that it can be exploited most profitably in the casino games of [roulette](#), craps and baccarat. If this sounds a little strange to you, consider the results of a seasonality study of the stock market, conducted by The Institute of Econometric Research. Their study

spanned 64 years of market data and showed that the first trading day of the week (except for holidays, always a Monday) was the loser of the week. In contrast, the last trading day of the week produced the most dramatic profit. If you had owned stocks only on the first trading day of the week for a 64-year period, you would have lost more than 99% of your investment. If you had invested \$10,000 in 1927, by 1990 it would be worth a mere \$50. In contrast, if you invested only on the last trading day of the week, then your \$10,000 investment made in 1927 would have mushroomed to \$2.77 million by 1990. We offer no explanation for this phenomenon either. For our purposes we really don't care why there are certain aberrations in patterns of **casino** decisions, or why this pattern of daily seasonality occurred in the stock market. This is not a theoretical exercise. Our purpose is to find and exploit any phenomena which will give us an additional edge in making more money.

Randomized Pattern Selection

The Neural Strategy, which I mentioned earlier, goes much beyond the introduction to patterns I presented here. Using simple ways to identify patterns, a very powerful betting strategy was developed for the games of [craps](#), roulette and baccarat. I have not found a more consistent way of selecting line bets at craps until now. About a year ago I became fascinated with developing a way to artificially create patterns which resembled random patterns for craps decisions. Having played craps for over twenty years, I knew that craps decisions are choppier and less likely to follow trends than either roulette or baccarat decisions. Craps seems to be the kind of game that zigs when you zag. If you bet pass line, the shooter sevens out. If you switch to betting don't pass, the next shooter throws three pass line naturals on the come-out, clobbering three don't pass bets in a row.

I believe that the dual nature of the number 7 accounts for much of the choppiness of the game. Come-out 7 wins for pass line bets but is the nemesis of these wagers after a point is established. The reverse is true for don't pass bettors. Come-out 7s kill the wrong bettors, yet become their best friend once a point is set. Craps really is two games combined as one. One set of rules applies on come-out rolls, while a different set is used once a point is established. Because of the dual nature of sevens, craps decisions tend to bounce all over the place. For

me, trying to guess which way to bet on the next come-out very seldom works. I have tried the qualified shooter approach. Here, you do not bet pass line until a shooter "qualifies" himself by making a point. This approach is mentioned in numerous books. I have tried it and in my humble opinion it does not work any better than tossing a coin.

Just about any pattern-following method works better than only playing one side. Thus, any died-in-the-wool pass line bettor will be money ahead to adopt a different betting strategy, such as betting the same as the previous decision, or alternating his bets between pass line and don't pass. I have tried just about every bet selection method ever devised. I gradually became convinced that the best selection method would be one that ignored who the shooter was, violated every dice superstition, and simply selected the appropriate line bet by using a fixed, yet somewhat random, pattern that changed after every dice decision. What I came up with will astound and delight you. It is presented in the next chapter where the Power [Craps](#) Line Betting Strategy is presented. Forget everything you ever thought you knew about craps and be prepared to learn a method that is superior to anything you have ever tried.

13. The Line Betting Strategy

One of the soundest ways to play craps is to follow the KISS (Keep It Simple Stupid) and to make only one bet at a time. The best single bets to make at craps are the pass line and don't pass bets, the so-called line bets. Most players will make at least one line bet - usually on the pass line. Then they will make all kinds of crazy crapper bets - come bets with outrageous amounts of odds, prop bets, hardways and then they even hedge these bets with any craps [wagers](#) and sometimes even throw a nickel on Big Red, the one-roll bet that wins if a 7 shows. Many experts present elaborate systems entailing complex betting strategies using multiple bets, which will win only if the table temperature is right. Almost any strategy will win if it is played only at the right place at the right time.

If you can somehow pick your shooter or wager only after a shooter has performed some feat, such as making a number of passes or rolling a certain number of rolls without a seven showing, then you are supposed to spring into action with your system. The problem with nearly every system is that they assume that somehow, in the heat of battle, you are supposed to calmly assess the table and decide either which strategy to use, or how to use your main strategy. I have tried just about every one of these strategies. And, without fail, they are all losers. One of the worst features of most craps strategies is that they require you to constantly make judgmental decisions in a fast moving and often emotionally draining game. My experience with these systems has been so bad that in the majority of cases I don't believe the

authors have ever really used them in a [casino](#) These theoretical systems are presented as winning strategies with no proof whatsoever other than the author's word that he had a winning trip or two using the strategy. I want to lead you in a different direction. I will show you how you can defeat the casinos consistently making only one line bet at a time. What's more, I will show you a proven way, backed by hundreds of real [craps](#) sessions, that you can select where you place your bet and the amount you will wager with a very high level of success. The Power Craps Line Betting Strategy (called "Line Betting Strategy") uses a powerful way to select your wager with a proven strategy for deciding how much to wager.

Randomized Bets

Everyone who plays craps uses some type of bet selection method. Most players don't call their betting patterns that, but anytime you see a player consistently bet pass line or don't pass, they are using a bet selection method. The simplest bet selection strategy for line bets is to always bet either pass line or don't pass. Most players always bet the pass line and most players consistently lose. Sticking with don't pass bets only doesn't improve your chance of winning by much. The best bet selection methods allow the player to use some predetermined method to determine whether to bet pass line or don't pass. There are many ways to select your pass line [wagers](#). Some of the most common mechanical methods of bet selection are:

- a. Bet the same as the previous line decision.
- b. Bet the same as the second preceding line decision
- c. Bet the opposite of the previous line decision
- d. Bet the opposite of the second preceding line decision.
- e. Alternate between betting the same and betting the opposite of the preceding decision.
- f. Use a trend following strategy.

All of these methods attempt to give the player a strategy superior to always betting the same way, or just guessing how to bet. In addition to the mechanical methods of bet selection, there are many qualitative or judgmental ways to determine how to bet:

- a. Always wait until a shooter has made at least one point before betting pass line.
- b. Bet pass line only unless the shooter rolls a come-out seven.
- c. Always bet with lucky lady shooters.

- d. Case a table before playing and only bet with shooters who have previously made points.
- e. Watch a shooter's style. If he or she sets the dice, then bet pass line. I could go on and on. In general, the mechanical methods are better than the judgmental selection methods and some of the trend following methods introduced in The Neural Strategy are very powerful and produce consistent winnings.

This past year I have discovered a method of selecting line bets that is very effective. It is a low stress way of deciding how to [wager](#). It doesn't require any judgement. You don't have to follow trends to use it. You will never have to case a table again. It is easy to use and involves no guesswork. I call this method of bet selection randomizing bets. It consists of a series of ten predetermined betting patterns you will use to select every line bet you make at [craps](#). These bets are presented in Table 13-1 following.

Table 13-1

Line Betting Patterns

Betting Series Number Line Betting Pattern

1 P P d P d

2 d d P d P

3 d d d P P

4 P P P d d

5 P d P P d

6 d P d d P

7 P P d P d

8 d d P P d

9 P P d d d

10 d d P d d

P = Pass Line, d = Don't Pass

Using this method of selecting your next bet is easy. When you start a game, you will begin betting using the series 1 betting pattern. You will stay in this series until you win a bet. In series 1, you will first bet P or pass line. If your [wager](#) wins, you move to series 2 next and wager the first bet in this series on the next come-out roll. If the first bet in series 1 loses, you will continue to follow the betting pattern in this series until you have a win. With any win, you move to the next series and start with the first bet in the series. Any game consists of either winning one bet in each of the ten betting series or losing all of the bets in a betting series. In the first case, you will have a winning game, in the second case, a losing game. You will always use this bet selection method for the Power [Craps](#) Line Betting Strategy. It is simple and, when coupled with using a betting progression, very powerful. Using a Betting Progression Betting progressions are predetermined betting strategies that entail either raising the size of a wager after a losing wager, or increasing the wager after a win.

One of most powerful betting strategies for creating predictable winnings is using a shortened Martingale series. Martingale betting consists of doubling the size of your wager after a losing bet and continuing to double the size of your bet until you have a win. Any win will be equal to the amount of your first bet. For example, if you use the series 5 10 20 40 80, then a win of any level will give you a net win of 5 units. While most authors poke fun at the Martingale progression, usually making it the point of derision and using it as an example of the gambler's fallacy, a shortened Martingale can be a very effective way of winning, so long as it is used only when the bets have a high probability of winning. Before you throw down this book in disgust, thinking "Not another Martingale system," please stay with me. I promised you a proven way that consistently makes money and I won't disappoint you! A five level Martingale series coupled with using the Line Betting Patterns shown in the previous table produces extraordinary results.

The table following shows different betting series which can be used along with the absolute minimum you must use as your game bankroll, called the Required Buy-in, and a higher amount I suggest you use called the Suggested Buy-in. Required buy-ins are your floor when you use this betting strategy. You simply must buy in for this amount in order to be able to play the betting progression. The required buy-ins are computed by totaling all of the bets in each betting progression. Suggested buy-ins are slightly higher and are designed to give you a comfort zone, so that even if you lose a betting series, you will not lose all of your session money. Required amounts are your minimum buy-ins. The suggested amounts are the amounts I recommend.

Table 13-2

Different Buy-in Amounts and

The Betting Progressions Used

Suggested

Buy-in

Required

Buy-in Betting Progression

\$50 \$31 1 2 4 8 16

100 62 2 4 8 16 32

300 155 5 10 20 40 80

500 310 10 20 40 80 160

1,000 620 20 40 80 160 320

1,200 775 25 50 100 200 400

2,500 1,550 50 100 200 400 800

4,000 2,325 75 150 300 600 1,200

5,000 3,100 100 200 400 800 1,600

6,000 3,875 125 250 500 1,000 2,000

The range of betting series presented is from a \$1 minimum bet table, requiring a \$50 suggested buy-in, all the way up to a progression using \$125 as its base bet, which has a \$6,000 suggested buy-in. The beauty of this strategy is that you can start out small and move up to higher levels using your winnings to finance the move up.

A Game Using the Line Betting Strategy

The Line Betting Strategy is strikingly simple. We will start a game by using the bets in the first series of bets, shown in Table 13-1. The amount you will wager will be determined by the wager required in that particular Betting Progression as shown in Table 13-2. Assume we

decide to use the betting progression 10 20 40 80 160. These bets total \$310, the amount to the required buy-in. We decide to use the suggested buy-in of \$500. One game will consist of making wagers at each Line Betting Pattern (Table 13-

1) until we win a **wager**. After any win, we start our Betting Progression over and move on to the next Line Betting Pattern. Using the 10 20 40 80 160 progression will give us a net win anytime we win any of the wagers in the progression. Since we apply a single Betting Progression to each Line Betting Pattern, we know that when we win a wager in any Line Betting Pattern, we will win \$10. We will use ten Line Betting Patterns in a game, and since a win at each level is worth \$10, we deduce that winning all ten Line Betting Patterns will give us a game win of \$100. The easiest way to learn the Line Betting Strategy is to see it in action. Table 13- 3 recaps all of the decisions required to complete a single game using a \$500 buy-in and the 10 20 40 80 160 betting progression. Starting with the Line Bet Series #1 (P P d P d), we wagered \$10 and won our first wager.

Following the table from left to right, our first row recaps what happened with our first wager. The first column is for reference and shows the level of the Line Betting Strategy. The second column "Bet Series" shows the bet selection method we used. The third column "# of Bets to Win" recounts the number of wagers we had to make to win that betting series. On our first attempt, we won with only one wager Column 4 "Rolls per Bet Series" shows the number of dice rolls needed to produce a win at that level. It took us 4 rolls to win the first series. Column 5 "Bet & Amount" shows how we wagered and the amount bet. Row one shows we bet \$10 on P (pass line). Column 6 "Dice Rolls" records the actual dice rolls. By following the rolls we can see exactly what happened. In our first series, the shooter's point was 8. He next rolled a 6, 9 and then an 8, making his point and giving us a pass line win. The last column "Cum Amount Won" shows the cumulative amount won after completing each level of bets Let's follow some of the action shown in the table, to make sure that you are totally comfortable with this strategy. Table 13-3 One Game Using the 10 20 40 80 160 Line Betting Progression

Bet Series # of

Bets

to Win

Rolls

per

Bet

Series Bet & Amount Dice Rolls

Cum

Amount

Won

1 P P d P d 1 4 P-10 8 6 9 8 Win \$10

2 d d P d P 1 6 d-10 9 3 8 8 7

Win

\$20

3 d d d P P 3

7

d-10

d-20

d-40

6 6 Loss

11 Loss

9 8 10 7 Win \$30

4 P P P d d 1 1 P-10 11 Win \$40

5 P d P P d 2

19

P-10

d-20

5 6 8 8 6 3 9

6 8 8 7 Loss

10 2 8 4 6 8 9

7 Win

\$50

6 d P d d P 2 11 d-10

P-20

10 6 8 10

Loss

8 4 6 12 3 10

8 Win

\$60

7 P P d P d 5 26 P-10

P-20

d-40

P-80

d-160

5 6 9 8 10 4 7

Loss

6 10 5 2 8 9 9

8 10 7 Loss

7 Loss

3 Loss

8 10 9 6 6 5 7

Win

\$70

8 d d P P d 3 12 d-10

d-20

P-40

8 5 10 3 3 8

Loss

9 6 6 6 9 Loss

7 Win

\$80

9 P P d d 1 2 P-10 9 9 Win \$90

10 d d P d d 2 9 d-10

d-20

10 9 5 6 9 10

Loss

5 11 7 Win

\$100

Total 21 97 \$100

In row 2, we used a betting pattern of d d P d P. We wagered \$10 on the d (don't pass) and won our first wager in the series. The shooter established a point of 9 and then rolled five times, ending with a 7, which gave us a win. Our cumulative winnings increased to \$20 after winning the second level of bets. For level 3, it required a total of 3 bets to win. We began by betting \$10 on the don't pass (d-10). The shooter established a point of 6, which he promptly rolled, giving us a loss. Next, we wagered \$20 on the back line (d-20) and the shooter rolled a come-out 11, giving us a loss. Finally, we bet \$40 on the don't pass (d-40). The shooter rolled 9 for a point, then rolled 8, 10 and 7, eventually sevening out, and giving us a win of \$40. Our net

win at this pattern level was \$10. You can follow the pattern of bets and outcomes at each level for the remainder of the game. This particular game took a total of 21 bets to win and required 97 dice rolls. This game was played at a fairly fast table and took 43 minutes. A Series of Games Played Using the Line Betting Strategy We just followed some of the action in one game. Now lets see how a series of games worked out. Table 13-4 shows the results of thirty games I played over a period of a week. Each game consisted of either winning one bet in all ten levels of line bets, or losing all of the bets in the five bet betting progression, at which time the game was over. There were two different levels of betting progressions used as follows:

Bankroll Suggested Buy-in Betting Progression

A \$ 500 10 20 40 80 160

B 1,000 20 40 80 160 320

We played the games as follows:

- a. There were always ten betting levels per game, unless we lost a 5-unit betting progression and terminated a game.
- b. There were ten games per session.
- c. There were a total of three sessions to complete the series of thirty games.
- d. At the beginning of each session of ten games, we usually started with Bankroll B.
- e. After any loss of a game, we would increase our wagers to Bankroll B.
- f. If we lost a game using a "B" bankroll (which we didn't in this series), we would play one more game at the B level before reverting to an "A" level bankroll.

Table 13-4

Casino Games Played with Line Strategy

Game #

Betting

Series

of Bets

in Game

of Rolls

in Game

Amount

Won

Cumulative

Winnings

1 A 18 64 +100 +100

2 B 19 78 -460 - 360

3 B 18 56 +200 - 160

4 A 21 60 +100 - 60

5 A 24 79 +100 + 40

6 A 16 56 +100 +140

7 A 14 44 -270 - 130

8 B 15 57 +200 + 70

9 A 19 103 +100 +170

10 A 16 48 +100 +270

11 B 15 53 +200 +470

12 A 17 47 +100 +570

13 A 27 144 +100 +670

14 A 16 56 +100 +770

15 A 16 54 +100 +870

16 A 14 55 +100 +970

17 A 14 43 +100 +1,070

18 A 23 71 +100 +1,170

19 A 22 90 +100 +1,270

20 A 21 71 +100 +1,370

21 B 15 49 +100 +1,470

22 A 6 13 -300 +1,170

23 B 22 81 +200 +1,370

24 A 22 121 +100 +1,470

25 A 24 82 +100 +1,570

26 A 13 44 -270 +1,300

27 B 23 93 +200 +1,500

28* B 13 68 +120 +1,620

29 A 22 61 +100 +1,720

30 B 15 52 +200 +1,920

Total 540 1,993 \$1,920

*Stopped game after betting series 6.

I started the series with an A level bankroll for game 1. Normally I will start each series of ten games with the larger B bankroll, to give me a potentially larger win at the beginning. However, when I was starting this series of games, I had not played in over a week and I wanted to start with a smaller buy-in until I warmed up. I won the first game and increased my next buy in to B level betting progression. Oops. I lost the game, dropping \$460. This put me in the hole by a cumulative net loss of \$360 after 2 games. For game 3 I again used a B level bankroll since I always increase my buy-in after a loss. This is the exact opposite of the advice usually given by [gambling](#) writers, but consider the source.

This is a winning system and the typical gambling system is worthless. Actually there is some strong logic behind increasing the size of your buy-in following a losing game. Since you are far more likely to win a game than lose one, increasing the level of your bets following a losing game is a powerful way to help offset the effects of a loss. Since I lost game 2, I again played at

the B level and won \$200 in game 3. For game 4 I dropped my buy-in back to A level and won another \$100. I continued to win every game until losing game 7. Following this loss, I bumped my buy-in up to B level for game 8, won the game and dropped my buy-in back down to A level for game 9. With Game 11, I started a new series of ten games with the higher B level buy-in. I customarily began each new series of ten games by using the B level betting progression. After completing the next ten games, I again used the higher level B bankroll for the first of my last series of ten games, beginning with game 21.

This series of 30 games required 540 bets and 1,993 rolls of the dice. I won a total of \$1,920. My greatest level of loss occurred in game 2, when I was down \$360. My peak winnings were when I stopped this series of games.

Analysis of Games Played

Table 13-5 summarizes the results of the series of games shown in Table 13-4. I won 26 out of 30 games for a win rate of 86.67%. I lost 4 games with a losing percent of just 13.33%. I played 21 out of 30 games with the smaller "A" level bankroll and just 9 games at the higher level "B" bankroll.

Table 13-5

Analysis of Games Played as Shown in Table 13-4

Number of games played 30

Games won 26

Games lost 4

Games won percentage 86.67%

Games lost percentage 13.33%

Number of Series A games played 21

Number of Series B games played 9

Total number of bets 540

Average number of bets per game 18

Total number of rolls 1,993

Average rolls per game 66

Average amount won per game

played

\$64

Average win per dice roll \$0.97

This contest took a total of 1,993 rolls with an average of 66 rolls per game. My winnings averaged \$64 per game, including losing as well as winning games. With an average win of \$64 per game, this worked out to net winnings of almost a dollar a dice roll, at \$0.97 per dice roll. I chose this one series of games to compute this analysis, but I did not hand pick this series. The Line Betting Strategy consistently wins game after game, session after session, series after series.

How Much Can You Make Using this Strategy?

Now for the \$1,000,000 question. How much can you make using this strategy?

Like so many things in this modern world, the answer doesn't depend on just one or two variables. How much you win is dependent on your level of betting and how fast the game is played. You can control the level of betting by your level of play. Everything being equal, you will win 10 times more in the same playing time with a \$500 buy-in as compared to a \$50 buy-in. If you buy in for \$5,000, your winning rate will be ten times higher than with a \$500 buy-in and one hundred times higher than if you used a \$50 buy-in. While you can control the size of your [wagers](#), you have less influence over the speed of the game. While the skill of the dealers can influence a [craps](#) game's speed somewhat, the greatest determinate of the speed of the game is the number of players and the amount and variety of bets on the table. A game with twenty players at a table will be slower than a game with ten players or five players.

However, if ten players only make line bets (one bet per player) then the game may be faster than a game with five players, making line bets with odds, come bets, place bets and proposition bets. In general, unless you just like to hang out in the casinos, you want to play where table conditions promote fast games. If you limit your play to times other than evenings and weekends, you will find fewer players per table and therefore faster games. I nearly always play in the middle of the week and avoid weekends. If you have the luxury of playing in the morning during the middle of the week, you will find the fastest games of all. However,

you may find that you are the only player at some of these games and you may feel quite uncomfortable being the only player there. Table 13-6 calculates your possible hourly earnings using the statistics from the thirty game series of games. If you use a \$500 buy-in, your winnings rate can range from \$29.10 an hour at a very slow 30 rolls per hour table, to \$194.00 at a speedy table with 200 rolls per hour. For an average, figure the table rate at 100 rolls per hour, for a win rate of \$97.00 an hour. Increase your buy-in to \$1,000 and you can expect to average about \$194.00 an hour at an average [craps](#) table.

With a \$2,500 buy-in, look for \$485.00 an hour at a table turning 100 rolls per hour. If you want to win even more, the table shows how a \$5,000 buy-in can get you up to almost \$1,000 an hour, and a \$6,000 buy-in nets you a cool \$1,212 an hour at a 100 roll per hour table.

Table 13-6

Possible Hourly Winnings for Each Level of Play

Using Line Betting System

Craps

Rolls

Per Hour

\$500

Buy-in*

\$1,000

Buy-in

\$2,500

Buy-in

\$5,000

Buy-in

\$6,000

Buy-in

30 \$ 29.10 \$58.20 \$145.50 \$291.10 \$363.75

50 \$ 48.50 97.00 242.50 485.00 606.25

100 97.00 194.00 485.00 970.00 1,212.50

200 194.00 388.00 970.00 1,940.00 2,425.00

* For suggested buy-in amounts used, see Table 13-2.

If you want to occasionally play [craps](#) with a very low risk of ever losing your bankroll, then the Line Betting Strategy is your cup of tea. The only negative to this betting strategy is that at times it can become a little boring, especially if the shooter starts hitting box numbers and you have to sit on the sideline watching the players making come and place bets clean up. In the next chapter I will show a winning strategy for playing the numbers. It is not like any place or come betting strategy you have seen before. I know you will like it.

14. The Basic Place Betting Strategy

Do you wish you knew a [wager](#) at craps where you were always favored to win? There are many such wagers in craps. For example, anytime you make a lay bet you are favored to win. Slap \$41 in chips on the table and tell the dealer you want to lay against the 4. He will place \$40 in chips at the back of the point box for the number 4 with a lay button on top. The extra \$1 goes to the casino as its vig or commission for accepting this wager. Once your bet is up, you are favored 2 to 1 to win the wager. If a shooter rolls a 7 before rolling a 4, you win the lay bet. The dealer will slide \$60 in chips towards you, representing the return of your \$40 bet plus \$20 in winnings. However, putting up slightly more than double the amount you will win does not appeal to many players, although this bet can be sound if used at a cold table or as a hedge bet.

A big drawback to lay bets is that they can win only one time per shooter and they offer no chance of participating in a shooter's hot roll. Instead of laying against the 4 (or the 10 for that matter since they pay off the same), why not place the 5, 6, 8 and 9 and then pull the bets whenever any number hits? The odds of rolling a 7 is 6 in 36 or 1/6 (16.67%). The odds of rolling a 5, 6, 8 or 9 is 5 + 6 + 6 + 5 or 22/36 which equals 61.12%. Comparing the odds of rolling one of these inside place numbers versus the odds of rolling a 7, we find that the place bets are 3.67 times more likely to win than they are to lose. Many players play the inside numbers, and most of them lose because most players leave the place bets up after winning, or even press (double) the winning bets after each win. Table 14-1 compares the amount won

by placing the 5, 6, 8 and 9 for a total of \$22. Each win is worth \$7. If we pull our bets after one win, will we have netted \$7 as shown in row 1. However, if we leave the place bets up after our first win and lose without another win, we will lose a net \$15 on this shooter. If we manage two wins before losing our place bets, our net loss is \$8. With three wins will still end up losing \$1. Only after winning four times before losing the place bets, does our win of \$8 exceed the \$7 win we make by pulling down the place bets after only one hit.

Table 14-1 Comparison of Place Bet Winnings

Pulling Bets After One Win Versus Leaving Bets up

Strategy

Amount

Bet

Amount

Won

Net

Win

Pull bet after one win \$22 \$7 \$ 7

Leave Place Bets Up After Win:

1 Win Before Losing Place Bets \$22 \$7 -15

2 Wins Before Losing Place Bets \$22 \$14 - 8

3 Wins Before Losing Place Bets \$22 \$21 - 1

4 Wins Before Losing Place Bets \$22 \$28 + 8

While pulling the place bets down is a simple strategy, testing this option versus leaving the place bets up has shown that it is a superior way to play the numbers. So, the first part of this strategy is very simple. After a shooter establishes a point, you will place the inside numbers and then pull all of the bets down after getting only one win. You will win an average of 3.67 times for every loss you suffer. Let's add one more dimension to this system. If you always placed the inside numbers for the same amounts, then this system will tend to lose more often

than not. Instead of betting the same amounts each time, you will increase the size of the **wagers** after a loss and reduce the size of the wagers following a win. Table 14-2 shows a progression ranging from placing \$22 inside to \$44, then \$88 and finally \$176. The rules for using this betting progression are:

1. After any loss, wait until the new shooter has established a point then place the inside numbers of 5, 6, 8 and 9 for one win.
2. Pull all of the wagers after one win except for when you encounter the circumstances described in rule 4.
3. If you quickly lose two betting series in a row, wait until the shooter has rolled one of the inside numbers of 5, 6, 8 or 9 before placing the series the third time.
4. If a win occurs within the first two rolls at the first or second level progressions, you may leave the bets up for one more win, but no longer than three dice rolls. If the second win does not occur within three dice rolls, take the bets down.
5. When betting at a level higher than the first betting level, always pull your bets after one win. After the next point is established, you will always drop your bets one level, e.g. from \$88 inside to \$44 inside, or from \$44 inside to \$22 inside.
6. Betting levels are increased one level following the loss of all place bets and reduced one level following a win, subject to the preceding rules.

Table 14-2

Basic Betting Series

Level 1 2 3 4

5 or 9 \$5 \$10 \$20 \$40

6 or 8 \$6 \$12 \$24 \$48

Total Bets \$22 \$44 \$88 \$176

Let's assume that you decide to try the Basic Place Betting Strategy with the betting progressions shown in Table 14-2. You buy in for \$400 and wait until a point is established. Once the shooter has a point number, you will place \$22 on the table and instruct the dealer, "22 inside." As soon as one of these numbers is rolled, the dealer will place your winnings of \$7

in front of you. Pick up your winnings and tell the dealer, "Take my place bets down, please." The dealer will return your \$22 wagered. Rule 4 allows for a variation in this procedure. If your win occurs within the first two rolls after the point has been established, and you are betting at the first or second levels in the progression, you will leave your bets up for a maximum of three rolls, for one additional win, or until they are lost. If three rolls occur without the second win, pull the bets down. Let's assume that you have just placed the inside numbers. On the next roll, the shooter rolls a 5, giving you a \$7 win. Instead of pulling the numbers, you leave them up, anticipating that you will get one more win. The next roll is a 3, followed by a 6. With the appearance of the 6, you have your second win and you will take all of the place bets down.

If this betting scheme always won, we wouldn't need to use a progression. Unfortunately, you will have losses even though you are favored to win. Again, let's assume that you have placed the inside numbers for \$22. On the next roll a 7 shows. The dealer will take all of the chips you wagered on the place bets. You will wait for a new shooter to set up his point and then you will place the inside numbers for \$44. At this level, you will place the 5 and 9 for \$10 each, and the 6 and 8 for \$12 each. We'll assume that the shooter rolls a 10, 2 and then a 6. The dealer will place your winning of \$14 in front of you and you will tell him to take your place bets down. At the second level of bets, you have the option of leaving the wagers up for a second win if the first win occurs during the shooter's first two rolls.

Assuming that it takes the shooter four rolls to hit an inside number, you will take your wagers down after the win. Then, you will wait for a new come-out roll and regress to using the \$22 level of place bets. However, your second level of bets don't always win. The shooter may roll a 7 before any of the inside numbers hit. Now you have lost your second level of bets and rule 3 comes into play. After the next point is set up, following the loss of your level two bets, you will be prepared to raise your place bets one more level to \$88 inside. At this level you will place the 5 and 9 for \$20 each, and the 6 and 8 for \$24 each. Before you make your bets, you will wait until one of the inside numbers shows. This is to prevent the rapid loss of three levels of betting progressions should this shooter also seven out very quickly.

The shooter rolls a 4 followed by a 9. Since the 9 is an inside number, you will set \$88 in chips on the table and tell the dealer "\$88 inside" after the 9 is rolled. Once again, you will be looking for one win, then you will pull all of your bets. We will assume that the shooter rolls a 9, giving you a win, before sevening out. You will wait for the new shooter to set up a point then regress your bets one level and place \$44 inside. After one hit, you will pull the bets and

wait for a new come-out. If these bets should lose, you will increase your [wagers](#) to \$88 inside after the next point is set up. The examples I have given are for a player starting with \$22 inside. This is the series you will want to use when you first start using this system. However, it can only be used at \$5 minimum bet tables. If you are playing at a \$10 or \$25 minimum wager table, you will have to use a different series of place betting progressions to meet the table minimums. You will also want to increase the size of your wagers as you gain more experience with the strategy and you decide to increase your hourly-winning rate. Table 14-3 shows different betting series as well as the required and suggested buy-ins you will need. The required amounts are the absolute minimums you need in order to play the progressions. The suggested amounts are my recommended amounts so that you will have some cushion in the event you lose a betting series. Table 14-4 gives a play by play recap of one game played using this place betting strategy.

Table 14-3

Basic Place Betting System

Required and Suggested Buy-in Amounts

Base Bets

5-9 6-8

Amounts for

Betting Levels

Required

Buy-in

Suggested

Buy-in

\$5 \$6 22 44 88 176 \$330 \$400

\$10 \$12 44 88 176 352 660 800

\$20 \$24 88 176 352 704 1,320 1,600

\$25 \$30 106 212 424 848 1,590 2,000

The left-hand column in Table 14-4 shows the round of play. The second column "Bets" shows the betting level and amount. For example, "1-\$22" shows that I used the first level of bets and placed \$22 inside. The third column "Rolls to Event" shows the number of rolls until I either pulled the bets down or lost the bets. Column four "Cumulative Rolls" shows a running tabulation of all dice rolls in the game. The fifth column "Event(s)" recounts the outcome of each round of play. W means a win, L means a loss, and the notation "W-2" means we have had two wins before pulling our bets down. The final column "Cumulative Amount Won" gives a running total of our winloss position after each event. Let's follow the eleven rounds of play shown in Table 14-4. In our first round of play, the shooter established his point, and we placed \$22 on the inside numbers of 5, 6, 8 and 9. In three rolls the shooter rolled an inside number. We pulled our bets, leaving us with a \$7 cumulative win. In round 2 we again placed \$22 inside. After 8 rolls, the shooter sevened out, causing us to lose all of our place bets. With the loss of \$22, our cumulative win became a net loss of \$15.

Table14-4

One Game Played with the Basic Place Betting System

Bets Rolls to Event

Cumulative

Rolls Event(s)

Cumulative

Amount Won

1 1-\$22 3 3 W + 7

2 1-\$22 8 11 L - 15

3 2-\$44 3 14 W-2 + 13

4 1-\$22 6 20 W + 20

5 1-\$22 7 27 W + 27

6 1-\$22 7 34 W + 34

7 1-\$22 3 37 W + 41

8 1-\$22 4 41 W + 48

9 1-\$22 3 44 L + 26

10 2-\$44 3 47 W-2 + 54

11 1-\$22 8 55 W + 61

For round 3, we raised our inside bets to \$44 and we hit a quick win. Following Rule 4, we left our bets up for a second win, which we hit. This process took only 3 dice rolls.

Following the win at the \$44 level, we reverted to placing \$22 inside for round 4. We had one win and pulled our bets. Round 5 again produced only a single win, bringing our cumulative winnings up to \$27. For rounds 6, 7 and 8 we played \$22 inside and were rewarded with one win per round with no losses. We lost \$22 on round 9, dropping our winnings down to \$26. Following this loss, we increased our [wagers](#) to \$44 inside for round 10 and promptly got two back-to-back wins of \$14 each, bringing our cumulative total to \$54. For our final round of play, we reduced our bets back to \$22 inside, got one win and pulled our bets. This sequence of events took 55 rolls and produced a net win of \$61. This illustration gives you a good idea of how the bets flow in a typical game.

Table 14-5 shows the results of thirty consecutive games using this same strategy. Table 14-5 is set up as follows. Column one shows the game number. Column two shows the total number of dice rolls in each game. Column three recaps the amount won or lost in each individual contest, while the right-hand column gives a running tally of our winnings after each game. For each game we used a starting bankroll of \$400 with the betting levels of \$22, \$44, \$88 and \$176. Each game was played for ten to twelve events as shown in the previous table. The exception to this rule occurred when we lost the top betting series of \$176. The game was terminated immediately following a loss. While losses are infrequent, they can be devastating to the performance of this betting system. My loss of \$245 during game 6 wiped out all of my winnings for the previous five games. Another loss in game 14 dropped the cumulative winnings from +88 to -14. The series finished with a good run and I ended up winning \$737 over a period of 1,956 dice rolls.

Table 14-5

[Casino](#) Games Played with

Basic Place Betting Strategy

Game #

of Dice Rolls

in Game

Amount Won

Per Game

Cumulative

Amount Won

1 61 + 45 + 45

2 75 + 74 +119

3 24 + 35 +154

4 67 + 50 +204

5 37 + 34 +238

6 78 -245 - 7

7 111 - 18 - 25

8 67 - 1 - 26

9 66 - 13 - 39

10 55 + 14 - 25

11 77 + 40 + 15

12 96 + 49 + 64

13 61 + 24 + 88

14 27 -102 - 14

15 104 + 22 + 8

16 19 + 27 + 35

17 99 + 94 +129

18 37 + 38 +167

19 56 + 70 +237

20 48 + 80 +317

21 56 +100 +417

22 96 - 323 + 94

23 55 + 61 +155

24 94 + 26 +181

25 82 +101 +282

26 67 +146 +428

27 32 + 54 +482

28 99 + 41 +523

29 46 + 78 +601

30 64 +132 +733

Total 1,956 \$737

Analysis of Games Played

Table 14-6 summarizes the results of these thirty games played using only the basic place betting strategy. I won 24 out of 30 games for a win rate of 80.00%. With 6 losses, my loss rate was 20.00%. This series of games required 1,956 rolls with an average of 65.2 rolls per game. My winnings averaged \$24.57 per game played, with an average win per dice roll of \$0.38. Please note that while I used this one series of consecutive games to illustrate how this strategy performs, the games were not handpicked and are considered representative of results achieved in long-term play. Table 14-6 Analysis of Games Played as Shown in Table 14-5

Number of games played 30 Games won 24

Games lost 6

Games won percentage 80.00%

Games lost percentage 20.00%

Amount won \$737.00

Total number of rolls 1,956

Average rolls per game 65.2

Average amount won per game

played

\$24.57

Average win per dice roll \$0.38

How Much Can You Make Using this Strategy?

How much you can win using the Basic Place Betting Strategy depends on your level of betting, how long you play at a time and the speed of the games. You can control your level of betting. When you first start to use this system, you should confine your [wagers](#) to the 22-44-88-176 betting series, with a \$400 suggested bankroll per game. How much you win at this level also depends on the speed of the game. A slow table might produce only 30 rolls per hour and your winnings will average only \$11.40 an hour. A normal table will have about 100 decisions an hour, giving you the chance to win \$38.00 an hour. At a very fast table, you can do better, but don't count on finding a fast table very often.

The variables over which you have a great deal of control over are the amount of buy in, or game bankroll you use, and how long you play per day. If you use a \$2,000 game bankroll you should average winning about \$190.00 an hour at a 100 rolls per hour table. If you play three hours a day, your winnings should average about \$570 a day. Please note that there are significant drawdowns in your cumulative winnings using this system. When you use the Basic Place Betting Strategy, your net winnings for any given time period will vary considerably from the averages presented here. The longer you play the system, the closer your results should be to mine. Table 14-7 shows the different hourly earnings possible dependent upon your level of play, exemplified by the amount of your game bankroll or buy in, and the table speed.

Table 14-7

Possible Hourly Winnings for Each Level of Play Using Basic Place Betting System

Craps

Rolls

Per Hour

\$400

Buy-in*

\$800

Buy-in

\$1,600

Buy-in

\$2,000

Buy-in

30 \$11.40 22.80 \$45.60 \$57.00

50 19.00 38.00 76.00 96.00

100 38.00 76.00 152.00 190.00

200 76.00 162.00 304.00 380.00

* Suggested buy-in amounts see Table 14-3.

The Basic Place Betting System's hourly winning rate is a bit slow for my taste. After developing this betting system and testing it for some time, I began to look for ways to increase the hourly win rate without incurring more risk. The results are presented in the next chapter. I know that the higher win rates possible with the more aggressive place betting strategy will get your blood flowing.

15. The Aggressive Place Betting Strategy

The Basic Place Betting Strategy is a consistent performer, but it suffers from two drawbacks. It's hourly win rate is fairly low and it doesn't really offer any way to participate in hot rolls.

With the Basic Place Betting Strategy, you use strictly a "hit and run" approach to place betting. This puts you ahead of 95% of the place bettors who never pull their bets down, but it still leaves you sitting out the occasional hot roll. Fortunately, the tradeoffs between the conservative approach and a more aggressive approach to place betting can be resolved in such a way that allows you to become more aggressive in your place betting and even participate in hot rolls, while retaining the all important aspect of pulling your bets down regularly, rather than waiting for a seven to take them down. The major difference between the basic approach to place betting and aggressive place betting is that with the aggressive approach, bets can be left up for more than one hit per line decision. The same betting series are used for the Aggressive Place Betting Strategy and the basic strategy. Table 15-1 shows the required and suggested buy-in amounts to use the aggressive approach.

Here are the rules used with aggressive place betting:

1. After any loss, wait until the new shooter has established a point, then place the inside number of 5, 6 8 and 9 for more than one hit, dependent upon the level of betting.

Table 15-1

Aggressive Place Betting System

Required and Suggested Buy-in Amounts

Base Bets

5-9 6-8

Amounts for

Betting Levels

Required

Buy-in

Suggested

Buy-in

\$5 \$6 22 44 88 176 \$330 \$400

\$10 \$12 44 88 176 352 660 800

\$20 \$24 88 176 352 704 1,320 1,600

\$25 \$30 106 212 424 848 1,590 2,000

2. A new game is always started at the level 1 bets. The bets are left up for two wins, then pulled down. This strategy is used for bets at levels 1, 2 and 3.

3. Bets at level 4 are only left up for one win, then taken down.

4. Bets at level 1 may be left up longer than two hits. If there are two back-to-back wins at level 1, the bets may be left up for a third or even a fourth win. After two wins have been obtained and the place bets left up, any time there are two rolls without a win, pull all bets down. If a win occurs within two rolls, following the original back-to-back win, leave the bets up.

5. While multiple wins can be obtained at level 1, levels 2 and 3 are restricted to only two hits before dropping down one level. However, at level 4 only one win is required. After one level 4 win, you will drop back to level 3 wagers for the next line decision.

6. If you quickly lose two betting series in a row, wait until the shooter has rolled one of the inside numbers of 5, 6, 8 or 9 before placing the series the third time.

7. Betting levels are increased one level following the loss of all place bets and reduced one level following the appropriate number of wins. Betting levels are reduced one level after a win at level 4. They are also reduced after two wins at levels 2 or 3.

Level 1 bets may participate in long rolls so long as the numbers continue to win frequently. The major differences between the basic and aggressive approaches to place betting are in how long the bets may be left up and the provision which allows level one bets to be left up longer during hot rolls. Table 15-2 shows one game played using the Aggressive Place Betting System. The left-hand column shows the round of play. The second column "Bets" shows the betting level and the amount wagered.

For example, "1-\$22" shows that I used the first level of bets and placed \$22 inside. The third column "Rolls to Event" shows the number of rolls until I either pulled the bets down or lost the wagers. Column four "Cumulative Rolls" gives a running tabulation of all dice rolls in the game. The fifth column "Event(s)" recounts the outcome of each round of play. W means a win, L means a loss and the notation "W-2" means we had two wins before pulling our bets down. The final column "Cumulative Amount Won" gives a running total of our winloss

position after each event. We'll go through a blow by blow description of this game. For round 1 the shooter sevened out in two rolls, leaving us down \$22. For round 2, we placed \$44 inside and managed two wins before pulling our bets down. With two wins of \$14 each, we pulled back in the black, with a \$6 cumulative win. On round 3, we reduced our bets to \$22 and won \$7 before the shooter sevened out. Our cumulative position was now at a \$9 loss. For round 4, we upped our bets to \$44 and were rewarded with two wins of \$14 each, bringing our cumulative winnings up to \$19. We dropped back to placing \$22 inside for round 5 and had three quick wins and a loss leaving us \$18 ahead. Following this loss, we bounced back up to \$44 inside for round 6 and popped two consecutive \$14 wins bringing us to \$46 ahead at the end of the round of play.

Table 15-2

One Game Played With the Aggressive Place Betting System

Bets

Rolls to

Event

Cumulative

Rolls Event(s)

Cumulative

Amount Won

1 1- \$22 2 2 L - 22

2 2- \$44 5 7 W-2 + 6

3 1- \$22 9 16 W-1

L - 9

4 2- \$44 3 19 W-2 + 19

5 1- \$22 9 28 W-3

L + 18

6 2- \$44 7 35 W-2 + 46

7 1- \$22 3 38 W-1 + 53

8 1- \$22 3 41 L + 31

9 2- \$44 4 45 W-2 + 59

10 1- \$22 10 55 W-1

L + 44

11 2- \$44 3 58 W-1 + 58

12 2- \$44 2 60 W-1 + 72

13 1- \$22 2 62 W-1 + 79

14 1- \$22 6 68 W-2 + 93

Each row represents one Line Decision. This was done because we make more than one [wager](#) per Line Decision. Round 7 gave one win before the shooter made his point. For round 8, we continued with our \$22 inside bets and lost the series. For round 9, we placed \$44 inside and had two back-to-back wins, leaving us \$59 ahead. For round 10, we dropped back to \$22 inside and had one win, followed by a loss, leaving us up \$44. For round 11 we placed \$44 and won one bet before the shooter made his point. On round 12, we continued with \$44 up to gain our second win. Our first win of \$14 happened on the first roll following the come-out roll and we pulled our bets down. This left us \$72 ahead. For round 13, we dropped back to \$22 wagered and had one hit before the shooter made his point.

We finished the game with two wins of \$7 each, bringing us up to a net win of \$93 for 68 rolls of play. Table 15-2 gives you a good feel for how the bets flow back and forth in a single contest against the [casino](#). Table 15-3 recaps the results of thirty consecutive games using the Aggressive Place Betting Strategy. Table 15-3 is set up as follows. Column one shows the game number. Column two shows the total number of dice rolls in each game. Column three recaps the amount won or lost in each individual contest, while the right-hand column gives a running tally of our winnings after each game. For each game we used a starting bankroll of \$400 with the betting levels of \$22, \$44, \$88 and \$176. Each game was played for ten to fourteen events as exemplified by the sample game shown in the previous table. The exception to this rule occurred when we lost the top betting series of \$176. The game was terminated immediately

following a loss. This series took 2,142 decisions to complete and resulted in a net win of \$1,931.

Table 15-3

Casino Games Played with

Aggressive Place Betting Strategy

Game #

of Dice Rolls

in Game

Amount Won

Per Game

Cumulative

Amount Won

1 101 -0- -0-

2 73 + 69 + 69

3 84 +248 + 317

4 107 -290 + 27

5 43 + 82 + 109

6 65 -422 - 313

7 72 - 72 - 385

8 126 +255 - 130

9 84 +157 + 27

10 77 +230 + 257

11 69 + 95 + 352

12 46 + 94 + 446

13 63 + 77 + 523

14 67 +103 + 626

15 86 - 94 + 532

16 60 + 40 + 572

17 65 +143 + 715

18 36 + 55 + 770

19 62 +165 + 935

20 67 +151 +1,086

21 74 +210 +1,296

22 70 + 74 +1,370

23 42 + 73 +1,443

24 31 - 180 +1,263

25 76 +188 +1,451

26 119 +326 +1,777

27 68 +138 +1,915

28 67 + 46 +1.961

29 71 - 71 +1,890

30 71 + 41 +1,931

Total 2,142 \$1,931

Analysis of Games Played

The results of this series of 30 games is summarized in Table 15-4. I won 24 out of 30 games for an 80.00% win rate. With 6 losses, the loss rate averaged 20.00%. It took 2,142 dice rolls to complete this series of games with an average of 71.4 rolls per game. With total winnings of \$1,931, and average amount won per game was \$64.37 and the average amount won per roll was \$0.90. Please remember that I did not use handpicked games for this illustration. These

games were played in a real [casino](#) in the exact order in which they were presented. These results are fairly typical of what you can expect when you use the Aggressive Place Betting Strategy.

Table 15-4

Analysis of Games Played as Shown in Table 15-3

Number of games played 30

Games won 24

Games lost 6

Games won percentage 80.00%

Games lost percentage 20.00%

Amount won \$1,931

Total number of rolls 2,142

Average rolls per game 71.4

Average amount won per game played \$64.37

Average win per dice roll \$0.90

How Much Can You Make Using this Strategy?

This strategy is much more powerful than the Basic Place Betting System. Our average win per dice roll jumped from \$0.38 using the basic strategy to a whooping \$0.90 with the aggressive one. This is a 136.85% increase in performance with no appreciable increase in risk. Table 15-5 shows how much you can expect to make with this strategy at different levels of betting at varying table speeds. Using our basic 22-44-88-176 series with a \$400 game bankroll, you will average \$90.00 an hour at a table with 100 [craps](#) rolls per hour. If you increase you buy-in to \$800, you will double your winnings to a fantastic \$180.00 an hour. If you decide to buy in for \$2,000 and play at a table with average playing conditions of 100 rolls per hour, you wil win \$450.00 an hour.

Table 15-5

Possible Hourly Winnings for Each Level of Play

Using Aggressive Place Betting System

Craps

Rolls

Per Hour

\$400

Buy-in*

\$800

Buy-in

\$1,600

Buy-in

\$2,000

Buy-in

30 \$27.00 \$54.00 \$108.00 \$135.00

50 \$45.00 90.00 180.00 225.00

100 90.00 180.00 360.00 450.00

200 180.00 360.00 720.00 900.00

* For suggested buy-in amounts used, see Table 15-1

There is no question in my mind that the aggressive system is far superior to the basic place betting system. With the aggressive system, the hourly win rates soar to very respectable levels. For example, if you choose to play just three hours a day, with a \$2,000 game bankroll, your winnings will average about \$1,350 a day. If you played five days a week for 25 weeks a year, you could make \$168,750 doing nothing but following the Aggressive Place Betting Strategy. If you have been wondering where the presentations of the line betting and place betting strategies are leading, I am about to show you. In the next chapter we will put together the Line Betting and Aggressive Place Betting Strategies. Casinos beware. These combined strategies produce unprecedented wins.

16. The Power Craps Strategy

The Power [Craps](#) Strategy consists of playing the Line Betting Strategy, described in Chapter 13, and the Aggressive Place Betting Strategy introduced in the last chapter. While it may seem difficult to conceptualize, it is not difficult to play. I use a small "cheat sheet" to which I periodically refer to keep track of the line bets. The place bets are easy to track as all I have to do is remember how many hits to take at each level and keep track of the betting level required. The rules used for betting are identical to the rules for the individual line betting and aggressive place betting strategies. However, the amounts used for the game bankrolls change somewhat. Table 16-1 shows how different line betting progressions can be utilized when combined with different levels of place betting, with the amounts required for each betting system. These amounts are needed to play the two systems simultaneously.

The first row shows a line betting progression consisting of the bets 5-10-20-40- 80 and requiring a buy-in of \$300, while the place betting progression needs a \$400 buyin. If you decide to play using these two betting levels, you will need to buy in for \$700 per game. I like playing using the combination of systems shown on the second row. Here you will use a line betting progression of 10-20-40-80-160, with a \$500 suggested bankroll, and the basic 22-44-88-176 place betting series with a suggested bankroll of \$400. Even though the combined suggested buy in is \$900, I usually buy in for an even \$1,000 when I play at this level.

Table 16-1

Different Buy-in Amounts and

Betting Progressions Used

Line Bets

Progressions

Line Bets

Suggested

Buy-in

Place Bets

Progression

Place Bets

Suggested

Buy-in

Combined

Suggested

Buy-in

5-10-20-40-80 300 22-44-88-

400 700*

10-20-40-80-160

500 22-44-88-176

400 900*

10-20-40-80-160

500 44-88-176-352

800 1,300

20-40-80-160-320

1,000 44-88-176-352

800 1,800

20-40-80-160-320

1,000 88-176-352-704

1,600 2,600

25-50-100-200-400

1,200 44-88-176-352

800 2,000*

25-50-100-200-400

1,200 88-176-352-704

1,600 2,800 50-100-200-400-800

2,500 88-176-352-704

1,600 4,100*

50-100-200-400-800

2,500 110-220-440-880

2,000 4,500

100-200-400-800-1,600

5,000 110-220-

440-880

2,000 7,000

* Recommended levels of play

Some other favorite levels of play of mine are the ones with \$2,000 and \$2,500 suggested game bankrolls or buy-ins. My final favorite is playing at the \$4,100 suggested buy-in level. At this level, I usually round the suggested buy in down and just buy in for \$4,000. Let's walk through a partial game using the 10-20-40-80-160 line betting strategy while simultaneously employing a 22-44-88-176 aggressive place betting strategy. Table 16-2 shows a partial game played at these levels. Column 1 shows the number of the line bet decision. Column 2 shows the line betting series used, with the bet made underlined. The third column, "Line Bet Made" recaps the actual line bet made. "P-10" indicates a pass line wager of \$10, while "d-40" represents a don't pass bet of \$40.

Table 16-2

Partial Game Using the Power Craps Strategy

Line Bets - 10-20-40-80-160

Place Bets - 22-44-88-176

Line Bet

Series

Line

Bet

Made

Place

Bets

Made

Cum

Rolls

Out-come

Line

Bet

Out-come

Place

Bet

Cum

Amount

Won

1 P P d P d P-10 22 2 -10 -22 - 32

2 P P d P d P-20 - 3 +20 - 12

3 d d P d P d-10 - 4 -10 - 22

4 d d P d P d-20 - 5 -20 - 42

5 d d P d P P-40 - 6 +40 - 2

6 d d d P P d-10 - 7 +10 + 8

7 P P P d d P-10 - 8 +10 +18

8 P d P P d P-10 44 13 -10 +28 (2) +26

9 P d P P d d-20 22

17 +20

+7

-22 +41

10

d P d d P d-10 - 18 -10 +31

11

d P d d P P-20 44 22 -20 -44 -19

12

d P d d P d-40 88 25

31

+40 +28

- 88 -39

13

P P d P d P-10 176

88

44

32

35

46

47 -10

+56 (1)

+56 (2)

+14 (1)

-44 +33

14

P P d P d P-20 88 50 -20 +56 +69

15

P P d P d d-40 - 51 -40 +29

16

P P d P d P-80 - 52 -80 - 51

17

P P d P d d-160 22 54 +160 -22 +87

18

- 22 58 +14(2) +101

203

The fourth column "Place Bets Made" shows the place betting level used. Column 5, "Cum Rolls" tracks the cumulative number of rolls in the game. Column 6, "Outcome Line Bet," shows the results of each line betting decision. A notation of "-10" indicates that the line bets lost \$10 on the decision. A notation of "+40" indicates that a \$40 line bet won. The column labeled "Outcome Place Bet" shows the results of each round of place bets. The notation "+28(2)" shows that two place bets totaling \$28 were won. The last column, "Cum Amount Won" shows a running total of the cumulative amount won after each event affecting a [wager](#). The game begins in round 1 with a line bet of \$10 on the pass line and place bets of \$22 inside. The shooter sevens out, causing the loss of all bets with a cumulative loss of - 32. For the next

round, we wager the next line bet in the series of P-20 which wins on a come-out roll. With a come-out win there are no place bets working. Having won the first betting series for line bets, on round 3 we wager don't pass for \$10 and win on a come-out roll. Wins and losses on come-out rolls continue through round 7. At this point we win another line bet, bringing our cumulative win up to \$18. In round 8, a point is established. Our line bet is \$10 on the pass line. We wager \$44 inside, following the loss of \$22 inside in round 1. We win two bets of \$14 each (shown as "+28(2)" in the table), but lose the line bet. In round 9, we raise our line bet to \$20, wagering \$20 don't pass and place \$22 inside.

We win one place bet for \$7, but lose \$22 when the shooter sevens out. However, the line bet of \$20 on the don't pass wins. Our cumulative net stands at +41. Round 10 gives us a loss of \$10 for the line bet on the come-out roll. For round 11, we increase our line bet to \$20, wagering \$20 on the pass line. Following our loss of \$22 inside, we wager \$44 inside. The shooter sevens out, causing a loss of all bets and dropping our cumulative win to a loss of -19. In round 12, we wager \$40 don't pass and place \$88 inside. We win \$28 on the place bets before the shooter sevens out. This give us a loss of \$88 on the place bets, but a win of \$40 on the don't pass. Our cumulative loss drops to -39. For round 13 we come back with a vengeance. We start our line bets over with \$10 on the pass, but jump our place bets to \$176 inside. We win one place bet for \$56 and drop them back to \$88 inside. We win two more place bets, worth \$28 each, for a total of \$56, shown as "+56(2)."

With this win, we drop our place bets back to \$44 inside and win one time for \$14 before the shooter sevens out, giving us a loss of \$44 inside. Our pass wager of \$10 also loses. Our cumulative net is now +33 For round 14, we bet P-20 and \$88 place inside. We win two place bets for +56 but lose the pass line bet as the shooter sevens out. In round 15, our line bet is d-40 which loses to a come-out natural. On round 16, we bet P-80 and lose to a come-out craps. For round 17, we increase our line bet to \$160 on the don't pass and wager \$22 on the place bets. The shooter sevens out, giving us a win of \$160 on the don't pass with a loss of \$22 on the place bets. Our cumulative position is now +87. On our last decision, we forgo making a line bet, placing \$22 inside for two wins worth \$14. This brings our net winnings up to \$101 for this series of bets. The bets made in round 13 deserve additional comment. We entered this round having lost \$88 inside and risking the highest place bet betting level of \$176. We promptly won a place bet, bringing \$56 back to our side of the table. Instead of pulling all of our bets, we pulled our bets back to \$88 and got two more quick wins of \$28 each. At this point we could have pulled all the place bets down, but instead we kept them up, dropping them back to \$44. We got one more win and then lost \$44. Our procedure here violated the

standard rules, which require that the place bets be pulled after two wins, or in the case of the highest level bets, after one win. I have found that if a win happens very quickly (we won \$56 on the first roll after wagering \$176 inside) that it sometimes pays to continue to place bets, but to reduce the amount wagered. That's exactly what we did here. After the one win at the \$176 place betting level, we dropped the bets back to \$88 inside. We had another prompt win at this level and decided to leave these bets up for one more win. With another rapid win, we dropped our bets down to \$44. Since a tree doesn't grow to heaven and [craps](#) rolls don't last forever, we needed to be thinking about pulling all of our place bets at this level. We won one more place bet, worth \$14 and then lost \$44 to the number 7. We also pulled some fancy "end of game" type of moves in rounds 14 to 18.

Let's follow what happened here. Following the loss of \$44 inside in round 13, we placed \$88 inside for round 14 and won two times, bagging an additional \$56. Here, we followed standard procedure and pulled the place bets down after two wins. We knew that we wanted to wrap this series of bets up, and in the interest of conservatism, we locked up our win. We were also keeping an eye on our net winnings and knew that this win added nicely to our cumulative position. We didn't want to risk more on this shooter. Unfortunately, while the place bets turned out nicely, we dropped another \$20 on the line bets. Rounds 15 and 16 produced rapid come-out losses for the line [wagers](#). By round 17, we had a do or die decision for the line bets with \$160 risked. We dropped our place bets down to \$22 inside, even though we should have dropped them down to \$44, since our last winning place bet was at the \$88 level.

Why did we drop all the way back to \$22 inside? We opted to be conservative because we were trying to complete this series of bets with a decent win. While we were hoping to win the \$160 line bet, we were certain that we didn't want to risk losing \$44 inside and prolonging the place betting game. So we only risked \$22 on the place bets. In round 17 we won the big line bet of \$160 but lost the \$22 place bets. For the last round, we opted to wager only \$22 inside and to skip making any line bets. This is strictly end of game play and entails limiting your risk so that you can quit the game with a nice win intact. By this measure, our end of game moves worked beautifully. This game illustrates how we can use the basic set of rules and modify them occasionally to fit changing circumstances. In round 13 we left our place bets up longer than we normally would, since we were facing one of those periods when our numbers were hitting very rapidly. Here we assumed a little more risk in order to take advantage of rapid profits. Near the end of the game, we veered in the opposite direction, reducing the size of our place bets more quickly than normally called for in order to reduce our risk. To better view

how each strategy performed during this game, we can extract the bets and decisions made for the line betting and place betting systems and examine how each performed.

Table 16-3

Partial Game Using Power Craps Strategy

Line Bets Only

Line

Decision

Line Bet

Made

Cum

Rolls

Outcome

Line Bet

Cumulative

Winnings

Series

Completed

1 P-10 2 -10 -10

2 P-20 3 +20 +10 1 \$10 Won

3 d-10 4 -10 -0-

4 d-20 5 -20 -20

5 P-40 6 +40 +20 2 \$20 Won

6 d-10 7 +10 +30 3 \$30 Won

7 P-10 8 +10 +40 4 \$40 Won

8 P-10 13 -10 +30

9 d-20 17 +20 +50 5 \$50 Won

10 d-10 18 -10 +40

11 P-20 22 -20 +20

12 d-40 25 +40 +60 6 \$60 Won

13 P-10 46 -10 +50

14 P-20 50 -20 +30

15 d-40 51 -40 -10

16 P-80 52 -80 -90

17 d-160 54 +160 +70 7 \$70 Won

Table 16-3 shows just the line bets made during the partial game shown in Table 16- 2. Until decision 15, our largest line bet had been \$40. After losing \$40 in decision 16, we wagered \$80 and lost and finally wagered the highest bet in the series. In this case we won the \$160 wager, successfully locking up a profit of \$70 for this series of 17 line bet decisions. When you are playing the line betting system, it is critical that you are always willing to make the highest wagers in the series. After losing \$80 in decision 16, you might have been tempted to forgo making the largest bet in the series. This is a common error players make when first learning the system. You have become accustomed to wagering \$10, \$20 and even \$40 at a time, but when the wagers grow to larger amounts, such as \$80 and \$160, you tend to choke. Don't.

Completing the wagers in the betting series is an integral part of making this system work. You must adjust your thinking to be able to handle the pressure of occasionally being called on to make larger wagers. One of the reasons I suggest larger buy-ins than are necessary is so that you will be able to make these larger bets occasionally and still have chips left in your chip rack! Becoming acclimated to making larger wagers is especially important before you increase the size of your game bankrolls. For instance, if you decide to use the line betting series 50-100-200-400-800, with a \$2,500 buy-in, you must be prepared to occasionally wager \$400 and even \$800. If you find yourself hesitant to wager these amounts, then you should reduce the size of the betting series you are using until you are comfortable with wagering the larger amounts. Table 16-4 breaks out the place bets made during the game shown in Table 16-2. The

first thing you will notice is that no place bets were made during many of the line decisions. Place bets are only made after points have been established, and no place bets were up or working during decisions made on come-out rolls. Even when we decide to leave our place bets up, they are never working on come-out rolls. In viewing the place bets separately from the line bets, you will also observe that we did not have a profit from the place bets until decision 13. When the amount won from place bets is a negative amount, many times it takes the place bets longer to recover than it does the line bets. In this game, we kept the place bets up one decision longer than we did the line bets in order to increase the profits from this system. It is not uncommon to make place bets two or even three decisions longer than the line bets, as the place betting system is most profitable when the betting series is at the first level. The way I play the complete Power [Craps](#) Strategy is to always terminate a game if the line bets lose. However, if the place bets lose, I may continue the game with the line bets only. How you decide to play is a matter of your own taste and how well you feel at the time a loss occurs.

Table 16-4

Partial Game Using Power Craps Strategy

Place Bets Only

Line

Decision

Place Bets

Made

Cumulative

Rolls

Outcome

Place Bets

Cumulative

Winnings

1 22 2 - 22 - 22

8 44 13 +28 +6

9 22 17 + 7

- 22 - 9

11 44 22 +14

- 44 - 39

12 88 25 +28

- 88 - 99

13 176 32 +56 - 43

13 88 35 +56 +13

13 44 46 +14

- 44 - 17

14 88 50 +56 +39

17 22 54 - 22 +17

18 22 58 +14 +31

If you are still at your mental and physical peak, you very well may decide to complete a game using only line bets after losing the place bets. Table 16-5 shows the results of 30 games played using the Power [Craps](#) Strategy. For this series our rule was to quit a game as soon as we lost either the line betting or place betting strategies. Table 16-5 is set up as follows. Column one "Game #/Line Bet Series Used" shows the number of the game and the betting series used for line betting. The betting progressions used for the Line Betting Strategy were:

Bet Series: Buy-in Used Betting Progression

A \$ 500 10 20 40 80 160

B \$1,000 20 40 80 160 320

212

Table 16-5

Casino Games Played Using

The Power Craps Strategy

Game #/

Line Bet

Series Used

of Dice

Rolls in

Game

Place Bet

Winnings

Line Bet

Winnings

Amount

Won per

Game

Cumulative

Amount Won

1-B 101 - +200 +200 +200

2-A 75 + 69 +100 +169 +369

3-A 84 +248 +100 +348 +717

4-A 107 - 290 +100 - 190 +527

5-A 43 + 82 +100 +182 +709

6-A 65 - 422 +100 - 322 +387

7-A 72 - 72 - 250 - 322 + 65

8-B 126 +225 - 500 - 275 - 210

9-B 84 +157 + 200 +357 +147

10-A 77 +230 - 280 - 50 + 97

11-B 69 + 95 + 200 + 295 +392

12-A 46 + 94 + 100 + 194 +586

13-A 63 + 77 + 100 + 177 +763

14-A 67 +103 - 240 - 137 +626

15-B 88 - 94 + 200 + 106 +732

16-A 60 + 40 + 100 + 140 +872

17-A 65 +143 + 100 + 243 +1,115

18-A 36 + 55 + 100 + 155 +1,270

19-A 62 +165 + 100 + 265 +1,535

20-A 67 + 151 + 100 + 251 +1,786

21-B 74 + 210 + 200 + 410 +2,196

22-A 70 + 74 + 100 + 174 +2,370

23-A 42 + 73 + 100 + 173 +2,543

24-A 31 - 180 - 310 - 490 +2,053

25-B 76 + 188 + 200 + 388 +2,441

26-A 119 + 326 - 270 + 56 +2,497

27-B 68 + 138 + 200 + 338 +2,835

28-A 67 + 46 + 100 + 146 +2,981

29-A 71 - 71 + 100 + 29 +3,010

30-A 71 + 41 + 100 + 141 +3,151

Totals 2,146 \$1,901 \$1,250 \$3,151

Column two shows the number of dice rolls required to complete each game. Column three shows the net win or loss from the Aggressive Place Betting Strategy. Column four recaps winnings from the Line Betting Strategy. Column five, "Amount won per Game" shows the total amount won for each game. The final column tracks the cumulative winnings for all of the games. To simply matters, a \$1,000 table bankroll was used for all games, regardless of whether we were playing using A or B level betting series. The rules for determining which line betting series to use were: a. The B betting was used to start each series of 10 games. Thus games 1, 11 and 21 used B level betting series.

b. A level betting series was used at all other times, except following a loss of the Line Betting Strategy. The B level was used for game 8, following a loss in game 7, and games 9, 15, 25 and 27. This series of games took 2,146 decisions to complete and gave us a net win of \$3,151. Place betting contributed \$1,901 of the winnings, turning in a strong performance for this strategy. Line betting winnings were only \$1,250, a weaker than average performance for line betting. However, part of the benefit of combining the two strategies into the Power [Craps](#) Strategy is that the two strategies tend to compliment each other, so that a weak performance by either one may very well be offset by a stronger performance by the other. Such was the case in the thirty games which were played and recapped in Table 16-5. I believe that you can follow the games shown in the table without much comment from me.

Games 7 and 8 were particularly difficult for the Line Betting Strategy as they entailed back-to-back losses. This is a fairly rare occurrence and was the major contributor to the substandard performance of the Line Betting Strategy in this particular series of games. However, I have not hand picked or otherwise manipulated the games I am presenting here. These are recaps of real games played in casinos, presented in the same order in which they occurred. If I only showed you winning games, you might either doubt the veracity of my examples, or believe the system is impervious to losses, which it is not. By hanging out my dirty laundry, you can gain a much better appreciation of how the system performs under the types of conditions you will find in casinos. Analysis of Games Played Table 16-6 presents an analysis of the thirty games played using the Power [Craps](#) Strategy. Winning 23 out of 30 games produced a win rate of 76.67%. With 7 losing games, the loss rate was 23.33%. The Line Betting Strategy's games consisted of 22 games played with the lower "A" level betting series, which produces wins of \$100 when a game is completed. Just eight games were played at the higher level B

series, which generates \$200 wins for each winning game. The Line Betting System contributed \$1,250 to the winnings, while Aggressive Place Betting added \$1,901, bringing the total winnings up to \$3,151. It took 2,146 dice rolls to complete thirty games. The length of the games is largely controlled by the length of time it takes to win ten bets with the Line Betting Strategy. This is why the number of dice decisions needed to complete 30 games consistently averages around 2,000 to 2,150 decisions. This means that the length of time needed to complete one, ten or even 30 games is consistent with the number of dice decisions. As a rule of thumb, you can expect to take about 70 dice rolls to wrap up a game. The average number of dice rolls in this series of games was 71.53 rolls per game, with an average win of \$105.03 per game. The Line Betting Strategy produced winnings of \$0.58 per dice roll, while the Place Betting Strategy contributed \$0.89 per dice roll. The amount won by the Line Betting Strategy is usually a little higher than this (by way of comparison, look at the Line Betting Strategy's statistics in Table 13-5). However, overall I am satisfied that the thirty games presented here give a realistic representation of what you can expect when you implement the system.

Table 16-6

Analysis of Games Played as Shown in Table 16-5

Number of games played 30

Games won 23

Games lost 7

Games won percentage 76.67%

Games lost percentage 23.33%

Number of Series A games played 22

Number of Series B games played 8

Line Bet System Winnings \$1,250

Place Bet System Winnings \$1,901

Total Winnings \$3,151

Total number of rolls 2,146

Average number of rolls per game 71.53

Average amount won per game played \$105.03

Average Line Bet System win

per dice roll

\$0.58

Average Place Bet System win

per dice roll

\$0.89

Average win per dice roll \$1.47

The average winnings for this series of games was \$1.47 per dice roll. This is not bad pay and can really add up if you are willing to spend a few hours at the dice tables fairly frequently.

How Much Can You Make Using this Strategy?

If you are able to buy in for \$1,000 a game and play just like I did, you will average around \$1.47 per dice roll. Table 16-7 computes just how much this can mean to you in hourly earnings. If you play at a typical dice table, running 100 decisions per hour, you will make about \$147.00 per hour. Even at a crowded and slow table, you should make \$73.50 to \$100.00 an hour. If you want to play [craps](#) for a weekend and play five hours a day, you should be able to win a net \$1,000 to \$1,500 or even more using this strategy and buying in for \$1,000 a game. Would you like more (and who wouldn't)? Increase your buy-in to \$2,000 a game, and, at 100 decisions per hour, you will win \$323.00 an hour on the average. With a \$4,000 table bankroll, your hourly winnings will soar to \$646.00 an hour. Finally, moving up to a \$7,000 buy-in you can average winning over \$1,000 an hour! The neat thing about this is that you can do this without much overhead. In fact, if you play your cards right, the casinos will pick up all of your expenses so that your winnings will be pure profit!

Table 16-7

Possible Hourly Winnings for Each Level of Play

Craps

Rolls per

Hand

\$1,000

Buy-in

\$1,800

Buy-in

\$2,000

Buy-in

\$4,000

Buy-in

\$7,000

Buy-in

30 \$44.10 \$88.20 \$95.90 \$ 193.80 \$ 307.50

50 73.50 147.00 161.50 323.00 512.50

100 147.00 294.00 323.00 646.00 1,025.00

200 294.00 588.00 646.00 1,292.00 2,050.00

Winning Rates by Progression

Another way to massage the information contained in Table 16-6 is to consider how much each betting system contributed to winnings. Table 16-8 breaks down the winnings per dice roll by the size of the betting progressions used and the amount of table bankroll needed to manage this level of betting. For instance, to replicate the results shown in the series of thirty games, your buy-ins can range from \$900 to \$1,200 with winnings per dice roll varying from \$1.47 to \$2.92. With a \$2,000 buy-in, you can expect to the Line Betting Strategy to win \$1.45 per dice roll with the Aggressive Place Betting Strategy contributing another \$1.78 per roll. If you want to win a whooping \$10.25 per dice roll, then you will want to use a \$7,000 table bankroll and become a black chip player.

Table 16-8

Winnings Rate by Progression

Amount Won

per Dice Roll

Buy-in Line Bet Progression Place Bet Progression Line

Bets

Place

Bets Total

900 10-20-40-80-160 22-44-88-176 \$0.58 \$0.89 \$1.47

1,200 20-40-80-160-320 44-88-176-352 1.14 1.78 2.92

2,000 25-50-100-200-400 44-88-176-352 1.45 1.78 3.23

4,000 50-100-200-400-800 88-176-352-704 2.90 3.56 6.46

7,000 100-200-400-800-1,600 110-220-440-880 5.80 4.45 10.25

Summary of Place Bets Used

For your reference, Table 16-9 shows the place bets which match each betting progression. Using an \$88 progression, for instance, you will be placing \$20 each on the 5 and 9 with \$24 each on the 6 and 8. With \$110 inside, you will place the 5 and 9 for \$25 each and the 6 and 8 for \$30. If you move up to the \$880 inside place betting level, the 5 and 9 will be placed for \$200 each, while the 6 and 8 will have \$240 in chips on each number.

Table 16-9

Bets in Each Place Betting Progression

Total Bets in

Progression

Amount Bet on

Numbers 5 or 9

Amount Bet on

Numbers 6 or 8

\$22 5 6

44 10 12

88 20 24

176 40 48

352 80 96

704 160 192

110 25 30

220 50 60

440 100 120

880 200 240

I have shown you the exact moves you will make to bet the craps game. There is no doubt that the Power [Craps](#) Strategy is a winning strategy. However, knowing how to use the strategy is only part of the battle you must face and win to become a consistent winner. You must handle the financial control side of [casino](#) play as well as learning some skilful moves that will help you overcome the tremendous advantages enjoyed by the casinos. I'll show you how to manage your money and emotions in the next couple of chapters.

17. Your Bankroll

Your bankroll is the amount of money you bring with you for gambling. Without it, you can't even start the game. If you lose your bankroll, the game is over. The object of gambling should be to increase your bankroll. I define increase as to leave the area where you have been [gambling](#) with more money than you came with when you began the gambling excursion. If your major objective is to leave with more money than you started, then a corollary objective must be to not lose all of your money. In between these two objectives of not losing everything and leaving a winner, I have developed a number of rules to help me achieve my two major objectives. First, let's consider the "not losing" side of the equation. It is actually easier to not lose at gambling than to win. This one is easy. In order not to lose at gambling,

you don't gamble at all. If you have \$100 and want to keep it, just don't gamble to begin with. This approach sort of defeats the purpose of trying to learn how to win at [craps](#). It is more than a little cynical to state that if you don't want to lose at craps, then don't play. However, there are a number of precautions we can take to never lose our bankrolls and still be in the game. Perhaps the first thing to do is to decide that it is important to you to never lose every single cent on you in any single gambling contest. I don't know how you reach this conclusion, but if you decide to agree with me that it is important not to lose all of your bankroll in any single [gambling](#) excursion, then it is easier to learn to apply some rules I am going to show you to prevent this from ever occurring. First, I have to convince you that losing all of your gambling bankroll in a single session, or even during one [casino](#) excursion, is a bad idea. Perhaps the main reason that losing all of your bankroll is a bad idea is that it feels bad. Or rather, you feel bad. It is simply bad psychology to lose all of your money in a gambling contest. I know all the statements that you can make to rationalize that it is all right to lose a sum of money brought exclusively for gambling. "It's OK to lose because it's my gambling money."

"I don't plan to win anyway."

"What the heck, it's only money."

Notwithstanding these statements, trust me for a moment that losing all of your gambling money is a bad idea. Maybe I can convince you if I tell you that not losing is the first step to becoming a winner. Let me give you an example. You have just come off a table with a hot roll with an additional \$2,700. Are you a winner? Answering this question depends on a number of factors, not the least of which is "how much have you lost before winning?" If you have only lost \$500 prior to this win, then you are definitely a winner. If you have lost \$6,000 prior to this session, you are still in the hole. This is a simplistic example, but it will serve to make a point. When you are gambling, controlling your money is the key to winning. Of course knowledge of the game is important. Strategy is important. Self-discipline is important. But the way I look at it, if you are knowledgeable and use planned strategies and employ self-discipline, then it is impossible not to control the amount of money used for gambling. Controlling your bankroll for long-term play means bringing a large enough bankroll to outlast the inevitable lengthy losing periods. The most important thing you can do with your gambling bankroll is to divide it up into smaller bankrolls. Each of these smaller bankrolls will be used for one session, which is typically played during a set period of time, or even at a single table. The idea behind this is to give you several opportunities to develop some winnings without being overexposed to losses

during any single session. It is also part of our strategy for controlling losses and preserving our bankrolls. Using smaller bankrolls also will allow you to accept losses. If you are playing with \$300 at a table and have lost half of it, it is not too difficult to walk away with a \$150 loss. But what if you are playing with \$3,000 at a time? You will be less likely to walk away with a \$1,500 loss even though we are talking about the same concept. Game bankrolls (I use the terms "game bankrolls" and buy-ins interchangeably) do more than allow you to accept smaller losses. They also become an important part of your plan to take some of the casino's money and run. By splitting your [gambling](#) bankroll into smaller game bankrolls, you will have several shots at the casino's bankroll with limited risk on each try.

Meanwhile, you will never give the [casino](#) a single shot at winning all of your bankroll. Using game bankrolls helps control the emotional aspect of gambling. When you lose a portion of a smaller bankroll, it is fairly easy to take a break, change tables or even stop for the day. After all, winning at gambling is all about controlling emotions. Game bankrolls can act like guides and tell us when to take a break from a losing session, or on a happier note, when to take our winnings and run. Game bankrolls can be any size within certain limits. Our objective in setting the size of your buy-in is to have a large enough bankroll to have a reasonable chance of

winning, but not so large that we jeopardize our gambling bankroll. For a typical casino excursion, you should divide your bankroll into at least five session bankrolls. I have found this to be the optimum number of sessions for several days of continuous craps play using the Power [Craps](#) Strategy. If you plan on playing professionally, you should divide your gambling bankroll into at least seven game bankrolls. You can approach determining the size of your bankroll several different ways. Here are a few of the acceptable approaches:

1. Determine your optimal starting bet level. The size of your session bankroll is directly related to the betting level you chose. Once you know "how you want to play" you can easily determine how much money you need to play at this level.
2. Base the size of your bankroll on the minimum bets allowed where you play craps.
3. Set aside a certain amount of money for gambling and then determine which level of play best fits your comfort level.
4. Use a combination of all of these rules to decide on your bankroll. Your level of play determines your bankroll. I usually like to start my play with at least a \$1,000 buy-in. With this size of session, I will use the betting progressions and levels of play shown in the examples in the previous chapters as follows:

Line Betting Betting Progressions

Series A Bets 10 20 40 80 160

Series B Bets 20 40 80 160 320

Place Betting

Betting Levels 22 44 88 176

While most of my examples of games played entail using a buy-in of several hundred dollars to \$1,000, the Power [Craps](#) Strategy can be adapted to just about any level of play.

Bankroll Requirements for Different Table Minimums

Table 17-1 shows the game bankroll requirements for several different levels of play. Column one shows the minimum bankroll required (rounded up) for the level of play shown in that row. The second column, "Table Minimum Bets" shows the minimum table bets required for the system to be used. Minimum bet requirements act as a floor for the level of bankroll needed. In other words, you can't play the system properly with a lower bankroll at that particular bet limit, but you can always use a higher amount. Columns 3 and 4 show the Betting Series and Total of Bets required to play the Line Betting Series. Columns 5 and 6 depict the Betting Series and Total of Bets needed to handle the place bets, where the numbers 5, 6, 8 and 9 are covered.

Table 17-1

Power Craps Game Bankrolls and Progressions for Different Minimum [Wager](#) Craps Tables

Line Betting Minimum Series Place Betting Series

Game

Bankrolls

Table

Minimum

Bets

Betting Series Total of

Bets

Betting Series Total of

Bets

\$50 \$0.25 1-2-4-8-16 \$31 NA NA

\$120 \$0.25 1-2-4-8-16 \$31 5.50-11-22-44 \$82.50

\$50 \$1 1-2-4-8-16 \$31 NA NA

\$100 \$2 2-4-8-16-32 \$62 NA NA

\$500 \$5 5-10-20-40-80 \$155 22-44-88-176 \$330

\$700 \$10 10-20-40-80-160 \$310 22-44-88-176 \$330

\$1,000 \$10 10-20-40-80-160 \$310 44-88-176-352 \$660

\$2,500 \$25 25-50-100-200-400 \$775 110-220-440-880 \$1,650

The Line Betting Strategy acts as the backbone of the Power [Craps](#) Strategy. If your financial resources are very limited and don't allow for the whole system to be played, just play the Line Betting System. If you can find a table with minimum bets of a quarter, then you can play the complete system with a \$120 buy-in. Twenty-five cent craps tables can still be found in downtown [Las Vegas](#) and on the Las Vegas Strip in very small sawdust joints. If you are on a very limited budget or just want to play without risking much money, you may want to seek out these games. The second row in Table 17-1 shows that you can buy in for \$120 at a twenty-five cent table and use this series for the line bets: 1-2-4-8-16. To make minimum level place bets at a twenty-five cent table, use the bets shown in Table 17-2. To understand these bets, just remember that the minimum [wager](#) is a chip valued twenty-five cents and that all line bets require at least \$1 bets.

Table 17-2

Minimum Place Bets at a Twenty-Five Cent Craps Table

Level 5 6 8 9 Total

1 1.25 1.50 1.50 1.25 5.50

2 2.50 3.00 3.00 2.50 11.00

3 5.00 6.00 6.00 5.00 22.00

4 10.00 12.00 12.00 6.00 44.00

Total 82.50

Thus, the minimum [wagers](#) on the inside numbers can be computed as follows:

Point Number Minimum Units to Bet Minimum Bet

5 or 9 5 units \$1.25

6 or 8 6 units \$1.50

To cover the inside bets requires just \$5.50, with \$1.25 per bet wagered on the 5 and 9 and \$1.50 per bet wagered on the 6 and 8.

One-dollar minimum tables are much more common than twenty-five cent tables, especially in Nevada. As shown in Table 17-1, you can buy in for \$50 (\$31 is the absolute minimum) and play the Line Betting Strategy. At the \$5 minimum wager table, the full strategy can be played, using a buy-in of \$500. My favorite level of casual play uses \$10 minimum bets for line bets and \$5 minimum wagers for place bets. For \$700 you can use the betting series 10-20-40-80-160 for line bets and 22-44-88-176 for place bets. Since the best way to play entails using both A and B series for line bets, I prefer to use just \$1,000 as my basic buy-in, which allows me to play either the 10-20-40-80-160 or 20-40-80-160-320 line betting series and simultaneously use the 22-44-88-176 place betting series.

Your Gambling Bankroll

I recommend that your permanent [gambling](#) bankroll be at least five times the size of your average table buy-in and as high as seven times if you decide to play professionally. If you play at \$5 minimum wager tables and use the complete Power [Craps](#) Strategy, you will need to plan on using \$500 as the your table buy-in amount. Your permanent bankroll will need to be five times this size, or \$2,500. Table 17-3 shows different levels of bankroll needed for different levels of play.

Table 17-3

Minimum Bets, Progressions Used, Buy-in and Gambling Bankroll

Min

Bets Line Series Place Series

Suggested

Buy-in

Gambling

Bankroll

\$0.25 1-2-4-8-16 5.50-11-22-44 \$120 \$600

1.00 1-2-4-8-16 NA \$50 \$250

3.00 3-6-12-24-48 NA \$100 \$500

5.00 5-10-20-40-80 NA \$200 1,000

5.00 5-10-20-40-80 22-44-88-176 \$700 \$3,500

10.00 10-20-40-80-160 22-44-88-176 \$900 \$4,500

20.00 20-40-80-160-320 22-44-88-176 \$1,000 \$5,000

25.00 25-50-100-200-400 44-88-176-352 \$2,000 \$10,000

25.00 25-50-100-200-400 88-176-352-704 \$2,800 \$14,000

50.00 50-100-200-400-800 88-176-352-704 \$4,100 \$20,500

50.00 50-100-200-400-800 110-220-440-880 \$4,500 \$22,500

100.00 100-200-400-800-1,600 110-220-440-880 \$7,000 \$35,000

Full strategy play at a twenty-five cent table can be accomplished with \$120 buy-ins and a **gambling** bankroll of \$600. Minimum play can be done on a 25¢ or \$1 minimum bet table playing only the 1-2- 4-8-16 line betting series. My recommended buy-in is \$50, and the gambling bankroll for this level of play is only \$250. In most land-based as well as Internet casinos, \$5 is the lowest minimum bet you will encounter. To properly play the Power **Craps** Strategy with \$5 minimum bets requires a \$700 buy-in and a \$3,500 gambling bankroll. If you want to play just as I did in the games illustrated in this book, you will need to buy in for \$1,000 a game and have a \$5,000 gambling bankroll. This will allow you to buy in for the line betting series of 10-20-40-80-160 (Series A), 20-40-80-160-320 (Series B) and simultaneously

use the 22-44-88-176 place betting strategy. If you want to move up to \$25 minimum tables and use the suggested progressions shown in the table, you will need \$2,000 and \$2,800 game bankrolls, with \$10,000 and \$14,000 [gambling](#) bankrolls respectively. If you want to move up to making \$50 base bets, plan on building a \$20,500 bankroll first. If you want to move up to black \$100 chip play, you need to have a gambling bankroll of \$35,000. Don't let the bankroll requirements put you off. The Power [Craps](#) Strategy is so potent that you can start small and build your own bankroll.

Building Your Bankroll

I recommend that you start with \$5 minimum tables and use the full Power Craps Strategy. To do this, you will need to be able to buy in for \$700 a session and have a gambling bankroll of \$3,500. You may not have this much money to risk. If not, you may decide to play only the Line-Betting Strategy and, at a \$5 minimum wager table, your game bankroll is only \$200. Many Indian casinos offer lower minimum [wagers](#), such as \$3 minimums. At a \$3 minimum table you can pursue the line betting strategy with a \$100 buy-in. Wherever you start, be sure that you meet the minimum bankroll requirements I am recommending.

As you have seen from the illustrations throughout this book, the Power Craps Strategy is subject to large drawdowns, and the only way you can survive these is to be adequately capitalized. Let's assume that you decide to play the Line Betting Strategy at \$5 minimum tables. My suggested buy-in is \$200 per game with a total gambling bankroll of \$1,000. It is very possible that you might start out losing two or three hundred dollars. With a \$1,000 bankroll you can ride these fluctuations out, but if you only have \$500, you will be up against the wall. What you must never do after suffering losses is to think that your luck must change and start pushing your bets to higher levels. This is a trap many gamblers fall into. Don't go for it.

If you have some losses, the best prescription is to quit playing. As hard as it may be to leave the casino after suffering a loss, it is ten times better than staying and piling up losses rapidly because you momentarily lose control. Casinos are masters of illusion. They can create an aura of self confidence not supported by reality. It is not unusual for gamblers, under the casino's spell, to think they are doing pretty well, and to be almost shocked when they finally realize that they have lost most of their money. There is much more to becoming a winner than just learning a system. How you act and how you apply the system will ultimately determine how much you win. Let's take a look at some of the skills you need to bring to the casino.

18. Skilful Play

There are a number of decisions you can make in becoming a Power [Craps](#) player. You must decide where to play and whether you will tip or not. You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

Picking where you play

Your first choice in deciding to become a craps winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the [casino](#) offers games that I find playable. Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for craps games offered by small casinos might be \$3 minimum bets and \$250 maximum bets. These limits will be acceptable for 90% of the players using the Power Craps Strategy. But a few players may require higher betting limits. A more typical problem faces players in casinos which set minimum bets too high. Many East Coast casinos set their minimum craps bets at \$10. Assume that you plan on using the following betting series: 5-10-20-40-80. You would not be able to use this betting series at the \$10 minimum table.

Many casinos will change their minimum [wagers](#) depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more craps tables with lower minimums if you play during the week instead of on weekends. Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos. Fortunately, most persons working in casinos are reasonable people and problematic dealers are not seen too often. Some casinos have other annoying quirks.

Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there. Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable). These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real craps players' joint, try Binion's Horseshoe downtown.

Would you like some real elegance? You'll like the Venetian or Bellagio's. One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to place the inside numbers, and you vary your bets depending on how the table is going. You might add that sometimes you will leave your place bets up longer, especially if you feel lucky. But that's enough. If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

Tipping

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers. In the U.S. you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy. I personally have a great deal of respect for most [casino](#) personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer. Most craps players make proposition bets for the dealers, like throwing a \$1 chip on one of the hardways and announcing "For the boys." I tip by making a front line (pass line) bet for the dealers if the dice have been passing. The dealers appreciate this type of [wager](#) as they realize that they are much more likely to win the wager and get the tip with an even money wager than one with high odds against it. Having a dealer on your side can make a great deal of difference in a fast game like [craps](#). Most dealers will figure out your betting pattern after you have made a few bets. You may forget to make your place bets, and the dealer will remind you, especially if you have tipped him.

Act like a gambler

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. Occasionally make erratic plays that vary from the Power Craps Strategy. But your best ploy is not to overstay your welcome, especially if you are

winning a bundle. If you have a nice win and a floorman comments on it, you can casually mention that you dropped a bundle at blackjack last night and you are still not close to even. But don't do this if you never play blackjack. Make your story plausible.

Hide Chips

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips. This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner. How to Survive and Prosper as a Professional Gambler, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists. If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly [wager](#) \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.

Play for Cash or on Credit?

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a [casino](#) until it has been verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check. Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now. If you have a bad [gambling](#) habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your notso-friendly casino. When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months. Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account. Do you feel a little better about the high rollers signing the

markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written. If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own front money on deposit with the [casino](#). The fascinating book, Gamble for Free is most informative on how to get and use casino credit.

Rated Players

Once you start playing with green or black chips, you are going to be asked by a floorman if you want to be rated. Many novice counters resent the intrusion of a floorman and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

Even if you are a low to mid-range player and want to get full RFB, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you. Gamble for Free presents a complete system for getting the maximum amount of comps out of your casino. Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your [gambling](#) excursions. As a Power [Craps](#) player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

Learn to play another casino game

I highly recommend that you learn to play at least one other table game besides craps. My number one choice of the game to learn is blackjack. Blackjack is still a favorite game of many high rollers. Just by learning basic strategy you can play almost even with the house. If you add a winning strategy on top of this, such as the unique betting system revealed in Power Blackjack, then you are on the way to having a second casino game you can beat. Blackjack,

using the Power Blackjack Strategy, is an excellent game for using hit and run tactics. If you have been playing craps and are tired of concentrating on your [wagers](#), blackjack may give you just the break you need. You can rest your aching legs, as players customarily sit at the table rather than standing like [craps](#) players. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack play in with your craps games, you will look more and more like another gambler to the casino bosses. You may be surprised how well you do at blackjack. On a typical casino visit, I usually make almost as much money playing blackjack as I do playing craps.

Silverthorne Publications is the premier publisher for winning blackjack systems. You can check out some of their fine publications in a listing at the back of this book or by checking their web site at www.casinogamblersbookcase.com. If your casino offers [roulette](#), you may want to learn to play the game. Your best chance of winning at roulette is at a wheel with a single zero. Single zero wheels with the en prison rule are the standard game in international casinos with house odds of only 1.38%, about the same as the line wagers in craps. If you play on American double zero wheels, you will be bucking house odds of 5.26%. This is a harder game to beat. You can play roulette for relaxation, but even when I relax I enjoy winning money.

I use an intriguing roulette system which wins over 90% of the time and throws off nice winnings even against the American wheels. It is described in Target Roulette, published by Silverthorne Publications. And so, you are almost ready to start beating the casinos, but — You are almost ready to take on the casinos. I have presented a system which has been proven to win against casino craps. Perhaps you have been practicing the Power Craps Strategy. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful weapons at their disposal than the house edge. They are masters at a whole number of psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.

19. Discipline and Control

At this point, you should have a good understanding about how to use the Power Craps Strategy to win money at craps. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using game bankrolls. You should have some definite ideas about how you want to interact with

casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps. Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be yourself. Surprised? Read on.

Self Control

Ultimately, success at casino [gambling](#), business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner. Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with. Actually, it is no great feat to get ahead playing craps. Probably over 75% of all craps players are ahead sometime in their play. But do they walk out the door winners? No.

Probably close to 90% of all craps players end up losing money. The typical casino hold is about 20% for a craps table. Hold is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the drop. If you buy in for a hundred dollars and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%. Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the Power [Craps](#) Strategy will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a [casino](#) and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge? Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table? I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking

when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again. Control in a [casino](#) may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control. Trust me, winning is habit forming. Losing, especially at a game like craps when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances.

The documented losing streaks for the Power [Craps](#) Strategy tend to be fairly short. If you play craps regularly using this strategy, it is highly unlikely that you will ever encounter two back to back losing casino visits. But it can happen. Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. The dice rolls will not seem right. The shooters will all be lousy. You will start to feel like no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy. After you have encountered a few very cold tables, you will even question whether selecting the time you make your wagers is really worth all of the effort.

Trends are a dominant factor in [gambling](#). Every craps table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy. Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing craps for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood. Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times persons raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right. Gamblers never cease to amaze me. Gambling falls into some special

category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino. Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

Ego Needs

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful consistent winner at [craps](#), you are going to feel the need to talk about it occasionally. You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the [roulette](#) wheel, feel free to comment on your success. The casino is not concerned with roulette winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating. Obviously, you should never discuss your craps winnings with any casino employees.

Your goal is to look as much like another losing gambler as possible. Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler. Occasionally I have been asked about how my strategies work outside of the [casino](#). When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning craps system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

Play the Part

I have given a number of suggestions about looking like a gambler. Everyone has his own style, and I am not suggesting that you disguise yourself physically or change your identity. However, persons who look serious, never drink, never tip, or don't talk to dealers or floormen do not look like gamblers and will not get the full benefit of casino generosity, including comps. I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play. You should also play for comps. Once you are playing with black chips,

you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

The Casino is Not Your Enemy

The dealers, floormen, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the **casino** employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floorman, who, incidentally, is just as likely to be a woman called a floorman, is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces. Floormen are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floorman.

Starting a conversation is easy. Once you are a credit player, you will interact with the floorman as soon as you buy in, by signing a marker. After establishing some rapport with a floorman, I will occasionally ask him or her for advice on certain [craps](#) wagers. It is always better to down play just how knowledgeable you are. Most floormen enjoy helping players and like to show off their own expertise. In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floorman's tremendous knowledge of craps, makes large [wagers](#) and doesn't quite know how to play craps correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

Things to Avoid

There are some things I just won't tolerate when I play craps. Top on my list of "the things I like least" is a crew of rude dealers. If the dealers start making comments about my play, or are rude to other players, my advice is to just leave. I don't need this kind of aggravation. If there are extremely obnoxious players at the table, just leave. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him,

making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time to back off. He told me to f___ off and I told him that it was time for him to go. By this time the boxman had signaled security. Up walked two burly security guards. Mr. Jerk was escorted out of the [casino](#). After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floorman gave me a thumbs up and he comped me to a delicious gourmet meal.

Drinking

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink. Professional craps players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right? I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables. Drinking something alcoholic at the craps table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you are a craps player will go a long way towards enhancing your reputation as a gambler.

Superstitions

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. [Gambling](#) itself seems to breed superstitions. What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences. The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before.

If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor. Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly spread to two hands, the other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments. [Poker](#) players may wear their lucky hats, and

where would a slots player be without her lucky charm bracelet? Many [casino](#) bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporate casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player.

However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino. Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, but it doesn't hurt to play them up. Talk of hot shooters and hot rolls helps spice up any conversation with a boss as well.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next shooter will be lucky and placed a larger bet when the floorman was watching. Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky. I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in [Las Vegas](#) where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

Moving Up Your Betting Levels

If you devote much time to craps using the Power Craps Strategy, at some point you will want to increase the size of base bets — jumping from a 10-20-40-80-160 line betting series to a higher level for example. Many players find that an emotional adjustment is required to make these moves. The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Power [Craps](#) Betting Strategy. Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play. However, once you have

built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 line bettor to using \$7 [wagers](#) as your starting point. There is no law that says you have to jump to from the 5-10-20-40-80 series to the 10-20-40-80-160 series next. Create your own betting series using \$7 as a base place bet if you are uncomfortable in making the leap from \$5 to \$10 base wagers. Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive.

When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players. In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player. I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$5, \$10 or a \$25 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile.

Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players. The [Casino As Your New Office](#) Walking up to a craps table the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealers, the boxman, the floorman, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move. If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning craps player on a step-by-step basis. You can first play using only the Line Betting System.

This is an excellent approach, and you will win plenty of money using this approach. Once you feel very comfortable playing craps, you can add the Place Betting Strategy to your system. It may take a number of trips before you feel confident enough to play the whole system. Only after you have mastered all the Power [Craps](#) elements should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers. Remember that the casino is not your enemy. The primary functions of modern casino personal, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers. Once you become

known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A [casino](#) host will work with you to make sure that you get all of the comps to which you are entitled. Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well. In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis. Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing [craps](#) your new profession, your relationship with your new associates will serve as the foundation for your new business.

20. Casino Comps

Whether you chose to become a rated player at the casino table games, join a [slot](#) club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers. Choose a primary casino and then play there. A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along. If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even

greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available. But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have got to be willing to reward a casino with your playing time. A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps. Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the [casino](#) where he stays.

He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days. Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses. I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play. I can't convince him to change his ways. But, maybe I can influence you. There are many other benefits to playing more in a primary casino.

The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours." The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to [slot](#) club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them. The key to maximizing your benefits from this whole process is to find a casino which matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded. Join a slot club and/or get a VIP card. The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader. When you sit down at a craps, blackjack or [roulette](#) table you will present your VIP card when you buy in. Your card will go down with your cash at the craps table when you lay five hundred in front of the dealer and tell him, "Chips please." Once you have the cards and use them, all of your play will count

towards something. Get to know the casino personnel. When my wife and I walked into the casino at the Desert Inn, we knew we were home. Every cocktail waitress knew us. The dealers in the [craps](#) pit recognized us. As we walked up to a craps table, a couple of bosses we knew came over. Before five minutes had passed, our favorite cocktails arrived -without us even ordering them! The table was crowded, and a dealer automatically cleared a spot for us at the end of the table, my favorite spot for playing craps. When we finally took a break, we walked over to our favorite coffee shop in [Las Vegas](#). A waitress we had known for years smiled as she walked up to our table.

We asked about her son who had just graduated from high school. She chatted happily as she sat our coffees down, which she had brought over without even consulting us. After dinner we stopped by VIP Services for our show passes. As usual, Lynda had everything in perfect order. She had even arranged for special drinks to be delivered to our table. After a perfect evening, we watched the lights on the Frontier marque across the street put on their endless show from the vantage point of our room. We had a lot of memories associated with the Desert Inn. We had watched the downtown Fourth of July fireworks from our room one year. Another year, we had a rude awaking at 3:00 in the morning as the fire alarm started screaming and the hall was filled with guests in various stages of dress and undress.

Fortunately it was a false alarm. I called downstairs, and the friendly night clerk told me that they were having a problem with the alarm system, but there was no fire. There are many newer casinos than the Desert Inn. It is now defunct. It had one of smallest casino playing areas in Las Vegas. There were many larger casinos. There are several of the "themed" casinos which offer many more attractions than the old DI. There were no pirates in the DI. No sharks swam in the lobby. There was no Statue of Liberty out front. No knights ran around the floor smiling at customers. Cleopatra had no barges floating in the simple old DI. You might wonder why I liked to stay here.

But I think you know the answer. I was known here. Because they knew me, I felt appreciated. I have played in just about every [casino](#) in Las Vegas and a good number of other casinos around the country. But for pure service, I prefered the old DI. Please don't consider this a commercial for the Desert Inn. It's gone now anyway. Any casino can become your Desert Inn once you invest a little time and get to know the people who work there. Most casino employees are not a whole lot different than other people you already know. Just give them a chance to know you, and you'll be surprised at the good things they'll throw your way.

Get to know your casino host.

The casino host or the [slot](#) host will be your key to getting the most comps in most casinos. If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp. My experience with comps from playing slots or video [poker](#) is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth.

If you want a particular comp, ask the slot host. Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy. The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth. The hostesses will handle most of your scheduling and reservation needs. The [casino](#) hosts are the people you need to talk to to arrange RFB and airfare reimbursement. You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host.

This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there. If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play. If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card. After you have played in a casino, you can make reservations through the casino host. Making reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't. I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency.

If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year. If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host. Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your

action is sufficient to justify the comps you want. And being a nice person won't hurt either. Be a nice person. Or have I said that? You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos. Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the [casino](#) and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps. You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way.

The pit personnel not only will not be impressed with your play, they probably will be put off by the whole scene at your table. Not only will your rating likely suffer, you won't have nearly as much fun. You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave. Visit the casino at off times. I nearly always schedule my casino trips for the middle of the week.

I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them. I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see. If you want to really reduce the size of the crowds, travel in the middle of the week during off season. [Las Vegas](#) is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a [slot](#) club). If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced. Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start. With fewer players to

contend with, a host or a floorman is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

Ask for comps

If you play \$10,000 a hand at baccarat, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps. [Slot](#) players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video [poker](#) player, getting a comp is pretty straight forward with this system. Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it. My advice? Always ask for the comp. I have given you several examples of how to do it.

Maximize your comps.

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino as you will be receiving a lot of invitations there once you get into their comp system. After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a [slot machine](#), but had joined their slot club. If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are,

the casino will find a room for you. Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for [slot](#) players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there. With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average [wager](#) is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking, you need to be a nice person. Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money.

If you are willing to risk \$10,000, this will open the door to full RFB at most establishments. When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase. Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain. If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more.

If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money. Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action. When you combine getting the maximum number of comps with the Power Craps Strategy, you are in the best position to maximize your profits from casino [gambling](#). If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

21. Online Gambling

Fueled by the explosive growth of the Internet and by a general acceptance of gambling as a legitimate form of entertainment, online gambling is growing at a torrid rate. There are now over 1,500 online casinos with software provided by at least 40 suppliers. There are three

celebrity casinos currently operating — Jim Redman, Bubba Smith and Larry Holmes. Three former celebrity casinos are defunct — Kenny Rogers, Evil Knievel and Rodney Dangerfield.

There are millions of people who gamble online:

Caesars.com had 137,000 visitors in January 2001.

Casino-On-Net has had 5 million downloads of its software.

FreeLotto.com had 16 million visitors in January 2001.

Games offered on the Internet range from traditional games like video [poker](#) and slot machines, to poker, keno, bingo and other games. Here is a list of games offered by just one online casino: baccarat, blackjack, [craps](#), pachinko, the dragon spirit pachinko, victory poker, Caribbean poker, free ride poker, pai gow poker, red dog, [roulette](#), sic bo, slots, gold rush slots, magic hat sportsbook, video poker, deuces wild video poker, jacks or better video poker, joker wild video poker, king of decks, war and battle royal. Because of the uncertain legal status of Internet gaming in the U.S., virtually all online casinos that accept wagers are located outside of the United States.

As of January 24, 2002, only Nevada has legalized online [gambling](#). New Jersey is trying to legalize Internet gambling, while California, Oregon and Iowa are seeking an outright ban. As an individual, there is little risk of prosecution because of gambling on the Internet as the thrust of prosecutorial power is invariably directed at online casino operators, credit card providers and software providers. Technologically, many of the casinos are very similar, as there are a relative handful of large software developers who dominate the industry. Each casino using software from the same developer will have a similar appearance to other casinos using the software. Generally, online gaming sites are one of three types, based on the type of technology used to provide their games.

Many online casinos require that you first download their software before you can play their games. This first category of "downloadable software" has to be first transferred from the host computer to your own computer via downloading and then it must be installed in order to function. Usually these programs are free. The online gambling sites offering this type of software can be good places to start your play as, once installed, the programs offer great graphics, sound, animation, and of course, the chance to play for free. The second type of software used by online casinos is JAVA software which does not require downloading. JAVA software allows programs to create little programs known as applets that are embedded

directly into a web document. When online casinos use JAVA, the programs run right on your web browser. I am not a fan of casinos using JAVA. With a JAVA casino, you have to load the software every time you play; whereas, with downloaded software, you can begin playing almost instantly once the software has been installed on your computer. I have also had incidences when the JAVA software will freeze my browser. In such a situation, you may not be sure whether your last bet was accepted or not. As a minimum, it is very disruptive to have to start a game over. And, not knowing where you stand is not a lot of fun either. It is sort of like someone turning off all the lights in a land-based [casino](#), and when the lights come back on you are not really sure if you still have all of your casino chips.

The third type of software found uses HTML code which is the standard language used to create web pages. Sites using HTML are fast to play, but they often have cheesy graphics and no sound or animation. Perhaps the biggest fear most people have is the fear of being cheated out of their money by the next big "scam" and they don't want to be one of these people. All sorts of government agencies and personnel are anxiously hoping that the prosecution of online [gambling](#) will be their ticket to the big time. Guess what? It is not likely that any of these folks are going to find major problems with online casinos cheating people. Are there any crooked casinos online? I am sure there are.

There are not very many, but since there are a few rotten apples in every industry, there are bound to be some in the online gaming group. Almost all online casinos use random number generators to create their gaming results. This is part of the software package used by the casino and most of these programs are encrypted, effectively locking out the casino's ability to modify the programming. This is designed to reduce the risk of any unscrupulous operator changing pay out ratios or otherwise seeking to gain an additional edge over the players. The software programs all record bets and results as well as the time they occurred. In other words, every thing you did online can later be reconstructed if necessary.

This is designed to safeguard both the players and casinos as an "audit trail" is created which can be referred to in the event of an unresolved dispute. Of special importance to those who are afraid to use their credit cards on the Internet is that fact that most online casinos don't get your credit card number. Third party processors who forward the money to the casino's account handle the monetary transfer. If you complain about a casino's fairness, you will most likely be given a refund, resulting in a chargeback against the casino. This is one of the reasons online gaming is so safe. To stop a charge against your credit card can be done by sending a letter to your credit card company, who will nearly always take your side in a dispute with an

online company and refund your money. If you are interested in playing online let me give you some pointers:

1. Select an online [casino](#) that gives you several ways to reach its personnel. As a minimum, I would look for a toll free number that is promptly answered by a responsive human being. A simple phone call can be a way to eliminate any unresponsive casinos before you deposit a nickel with them. If the casino's employees don't offer you good service before you become a player, you sure don't want to risk any money with them.
2. Check to see if the casino is licensed. The book *Beat the Internet Casinos* by Silverthorne Publications has complete information on how to check licensing. When you call the casino (see item 1 above) you can ask where they are licensed, how long they have been in business and the name that will appear on your credit card statement if you make a deposit there.
3. Before you play, you should try out the casino's software by playing for free. If the software is of the downloadable variety, you will have to invest some time downloading and installing the software. If you have any problems downloading and installing the software, call the casino's technical support department. If the casino can't help you, it's "So sorry Charlie, no techie support, no playie."
4. Before you play, decide how much money you are willing to risk. I suggest you buy in for \$100 to \$200 and get a feel for the game by making small [wagers](#). 5. Before you start playing, decide how long you will sit in front of your computer playing. Time spent in an Internet casino can fly by very quickly. You must also set a stop loss before you start playing. I suggest a stop loss equal to 50% of your buy-in. If you buy in for \$100 and lose \$50, that playing session is over. Make sure that you stick with this, even if you hit your stop loss in five minutes. If you are just dying to continue playing, log off from the casino and play in the "fun mode" where you won't be risking any more money.
6. Many online casinos offer better odds than land-based casinos. Because it costs much less to construct a virtual casino, and its overhead is but a pittance compared to that of a land-based casino, you may find that an online casino can offer you everything but a free drink. Specifically, many Internet casinos offer sizable bonuses for signing up. Playing at a casino offering a sign-up bonus can be very lucrative if you know how to go about it.
7. When you win, expect to wait up to two weeks for your winnings. I have had some casinos take up to a month to send me winnings. The money for payouts comes from offshore banks that seem to operate on "island time." Once you understand this, you can calm down, as I have

never had a [casino](#) refuse to pay me a legitimate win. It just takes them more time. When you call the casino before you play, I suggested you get the name that the credit card charge will appear under. The charges and credits you will receive for winnings hardly ever appear in the casino's name, and if you don't know the name of the bank card processor, you may be in for a difficult time figuring who has paid and who hasn't, especially if you gamble at several online joints.

8. The backend software that runs the games should be supplied by a major software developer. Some of these software companies are United Gaming, Starnet, Microgaming, Cryptologic, Boss Media, Real Time Gaming and GamblingSoftware.com.

9. Make sure that the site is a member of the Interactive Gaming Council. The sites that are members follow a strict code of conduct as a condition of membership.

10. Avoid casinos which appear on numerous online "blacklists." There are substantial Internet resources you can use to investigate an online casino before you play. Beat the Internet Casinos gives you complete information on how to do this, as well as a complete system on how to play and win.

Are you interested in playing [craps](#) on the Internet? You can actually do very well if you pick your casinos well. If you pick the right casino, which also happens to pay a 10% or greater bonus just for playing, you can gain a substantial edge over the casino. However, you must know how to play in such a manner that the casino personal will consider that you have "earned" the bonus and will not try to interfere with your right to withdraw the bonus. As you can well imagine, online casinos offering bonuses to players are not interested in attracting players who sign up just to get the bonus and then try to withdraw it with very little play.

There is a way to do this that will keep the casino happy and will still give you a large edge over the casinos. Online blackjack play can be very lucrative. The manual Beat the Internet Casinos focuses on beating the games of craps, [roulette](#) and baccarat. However, you can easily combine the information in this manual with the Power Craps Strategy and play and win at craps on the Internet. If you want to play craps in the online casinos, you can easily make \$1,000 a day without leaving your home. If your nearest land-based casino is some distance away, you may very well consider playing on the Internet. A coupon worth \$20.00 is enclosed in the back of this book. You can apply the coupon to the purchase of Beat the Internet Casinos, which, when combined with strategies and techniques discussed in this manual, will give you all of the information you need to win at Internet craps. In my opinion, online

[gambling](#) is here to stay. While I have played many more games in land-based casinos using the Power [Craps](#) Strategy than in online ones, my results playing online have been outstanding. Because the heart of the Line Betting Strategy is an assumption of randomness, is it quite likely that this system will work even better against virtual casinos using randomly generated results than against real casinos. My own experiences seem to indicate that trends in one direction or the other seem to be longer in real casinos than in virtual ones, and if this is true, it will tend to work in favor of the Power Craps Strategy which thrives at trendless tables. I personally love online gambling. I love its accessibility and its efficiency. About the only drawback to playing online is the long wait to withdraw funds. You may want to give it a try.

22. Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely. I said him, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being. Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee.

The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floorman, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scape goat. For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful Power Craps player, the rules are not quite the same.

The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times. At all [casino](#) table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff and create an enemy for life. Whatever the problem is, you don't want to be cast as the bad guy – by the casino employees or by other players.

Here are some specific tips that apply to the craps game.

1. Shoot the dice correctly. The dice should be rolled so that both bounce off the end of the table opposite the shooter. The dice should not loft or slide. Many first time shooters have weak throws that only roll half way down the table. The stickman will tolerate a weak throw or two while a new shooter learns to throw the dice. However, if you persist in weak throws or in lofting the dice, the roll may have to be disregarded much your embarrassment.
2. When you have the dice, hold them in one hand kept over the dice layout. The dice should not be switched from hand to hand and your hand holding the dice should remain in view. This helps the [craps](#) crew ascertain that you are not a dice mechanic.
3. Do not spend a lot of time setting the dice or engaging in a lengthy, elaborate ritual before throwing. Both players and the casino crew expect you to throw the dice within two or three seconds of receiving them. If you want the dice set a certain way, ask the stickman to return them to you, showing boxcars, snake eyes or however else you prefer them to be.
4. Make sure you have the dealer's attention before tossing out chips for a bet. You also need to be aware of the flow of the game and not try to bet at inappropriate times. If the dice are in the air, for instance, your bet will not be accepted.
5. Watch your own bets at all times. Line bets are easy to track as you handle the bets yourself and place them directly in front of you. Place bets, however, are handled by the dealer. You should watch to see where the dealer places your bets so that you are always aware of them. Dealers do their best to track bets at crowded tables, but it is also the player's responsibility to know what he has bet.
6. Watch your hands when the shooter is throwing the dice. Unless you are shooting, do not hold your hands over the table. If you are shooting the dice and someone's hands are in the way, don't be afraid to call out "Hands up" before tossing the dice.
7. Don't force your way into a crowded table. If there isn't room for you to put your chips in a separate section of the table, perhaps you don't belong there.
8. When you first buy in at a table, never try to hand your cash to the dealer. Wait until the dealer is unoccupied and lay your cash on the table requesting, "Chips only." If you want a particular mix of chips, just tell the dealer. When I buy in for \$1,000, I usually specify, "Give me six hundred in blacks, three hundred in greens and one hundred in reds, please."

9. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play craps including this one. You should learn the correct payoffs for the bets you will be making.

10. If one of the dice flies off the table and it lands on the floor next to you, you may retrieve it and hand it to the dealer. Otherwise, you will never touch the dice unless you are shooting.

11. Try to be discrete about your wins and losses. No one really cares to know how much you are willing, and it doesn't do you any good to advertise that you are a consistent winner.

12. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the Power [Craps](#) Strategy, and contrary to the opinion of some drunks, alcohol does not make you think clearer.

13. Toke the dealers. Dealers call tips "tokes" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Craps dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get toked. I always toke the dealers.

If I win more I will toke them more, but even if I lose, I will make several bets for the craps crew. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complementaries, controlled by and large by pit personnel who rate your play. It's time to pull together everything we have learned. The next chapter reviews all aspects of the Power Craps Strategy.

23. Putting It All Together

Many gamblers claim they play for fun. They play for thrills, for greed, out of fear, for the highs that [gambling](#) gives them. And they usually have to live with the lows that losing produces. It is my humble opinion that the only reason to play craps is to win. If you want to play for fun, play on your home computer or go to [Las Vegas](#) night charity games. If you play in a casino, then the object of your play should be to walk out of the casino with more money than you came in with. Can you still have fun playing craps? Of course. It is the most exciting casino game of all. You can cheer for the dice. You can give high fives all around. You can toss chips to lucky lady shooters. But the underlying key to this fun is to have a winning system which produces

consistent results. In casino [gambling](#), this is the greatest thrill of all. The purpose of this chapter is to review what we have covered in this book and to help you assimilate all of this information so that you are ready to go out and beat the casinos! I have not assumed that you know anything about craps, how to make [wagers](#), bankroll requirements or any of the other concepts presented in this book. If you are a craps veteran, you may rapidly grasp the Power Craps concepts and be able to start beating the casinos a couple of days from now. If you have never played craps, then I suggest that you review the following steps to make certain that you are firmly grounded before pitting yourself against the strength of the casinos.

Learn How Craps is Played

You want to thoroughly understand the rules of craps before you ever risk any money. You can start by rereading the playing rules described in this book. If you want to review another book on how to play craps, this may help you too. Your next step will be to play some craps. You can buy a craps layout or craps software and practice the game at home. You can play at a Las Vegas night party. These are usually offered by charities and use real casino equipment, including standard craps tables.

However, the rules are relaxed, the dealers friendly, and the atmosphere congenial. You may want to start learning in a casino. If you have access to a small casino with a low stakes game, this will be an excellent starting spot for you. You might first try using just the Power Craps Line Betting Strategy. As you progress in your understanding of the game and become more comfortable with interacting with the dealers, you can add the place betting strategy. If you are friendly and tip your dealer once in a while, most likely the dealers will be very helpful. If you get unfriendly dealers, just change tables or casinos.

The Power Craps Line Betting Strategy

One of the soundest ways to play craps is only make one bet at a time. Two of the best bets to make at craps are the pass line and don't pass bets, the so-called line bets.

Most players will make at least one line bet - usually on the pass line. Then they will make all kinds of crazy crapper

bets - come bets with outrageous amounts of odds, prop bets, hardways and then the even hedge these bets with any craps wagers and sometimes even throw a nickel on Big Red, the one-roll bet that wins if a 7 shows. The Power [Craps](#) Line Betting Strategy (called "Line Betting Strategy") uses a powerful way to select your wager with a proven strategy for deciding how

much to wager. This past year I have discovered a method of selecting line bets that is very effective. I call this method of bet selection randomizing bets. It consists of using a series of ten predetermined betting patterns used to select every line bet you make at [craps](#). These bets are shown in Table 23-1 following.

Table 23-1

Line Betting Patterns

Betting Series Number Line Betting Pattern

1 P P d P d

2 d d P d P

3 d d d P P

4 P P P d d

5 P d P P d

6 d P d d P

7 P P d P d

8 d d P P d

9 P P d d d

10 d d P d d

P = Pass Line, d = Don't Pass

Using this method of selecting your bet is easy. When you start a game, you will begin betting using the series 1 betting pattern. You will stay in this series until you win a bet. In series 1, you will first bet P. If you [wager](#) wins, you will move to series 2 next and wager the first bet in this series on the next come-out roll. If the first bet in series 1 loses, you will continue to follow the betting pattern in the first series until you have a win. With any win, you move to the next series and start with the first bet in the series. To summarize this rule, continue betting within the same pattern of bets until you win a bet. As soon as a bet is won, you will move to the next pattern and start betting in that series moving from left to right. A betting progression is used with the randomized patterns. Betting progressions are predetermined betting strategies that

entail either raising the size of a wager after a losing [wager](#), or increasing the wager after a win. Winning one bet in each series of patterns completes a game. The amount of winnings for a game is easy to determine. One game always consists of completing ten line-betting patterns with one win in each pattern. The amount won for a series of ten bets will always equal the minimum bet you make times ten. If you use the betting progression 10 20 40 80 160, then winning ten of the patterns will give you a win of \$100 (10 wins x \$10 per win). If you use the progression 20 40 80 160 320, then a game win is worth \$200 (10 wins x \$20 per win). If you lose all five bets in a betting series, then the game is terminated. So, your rules for any game are:

1. You will complete ten winning betting patterns for a game, or
2. You lose five bets and in a row and quit. You will always use the betting progression combined with a specific pattern of bets for the Power [Craps](#) Line Betting Strategy. It is simple and, very powerful.

A five level Martingale series, coupled with using the Line Betting Patterns shown in the previous table, produces extraordinary results. Table 23-2 shows different betting series, which can be used along with the absolute minimum you must use as your game bankroll, called the Required Buy-in and a higher amount I suggest you use, called the Suggested Buy-in. Required buy-ins are your minimum game bankrolls when you use this betting strategy. You simply must buy in for this amount in order to be able to play the betting progression. The required buy-ins are computed by totaling all of the bets in each betting progression. Suggested buy-ins are slightly higher and are designed to give you a comfort zone, so that even if you lose a betting series, you will not lose all of your session money.

Table 23-2

Different Buy-in Amounts and

The Betting Progressions Used

Suggested

Buy-in

Required

Buy-in Betting Progression

\$50 \$31 1 2 4 8 16

100 62 2 4 8 16 32

300 155 5 10 20 40 80

500 310 10 20 40 80 160

1,000 620 20 40 80 160 320

1,200 775 25 50 100 200 400

2,500 1,550 50 100 200 400 800

4,000 2,325 75 150 300 600 1,200

5,000 3,100 100 200 400 800 1,600

6,000 3,875 125 250 500 1,000 2,000

The range of betting series presented is from a \$1 minimum bet table, requiring a \$50 suggested buy-in, all the way up to a progression using \$125 as its base bet, which has a \$6,000 suggested buy-in. The beauty of this strategy is that you can start out small and move up to higher levels using your winnings to finance the moves up. If you want to occasionally play [craps](#) with a very low risk of ever losing your bankroll, then the Power Craps Line Betting Strategy will work well for you. The only negative to this betting strategy is that at times it can become a little boring, especially if the shooter starts hitting box numbers and you have to sit on the sideline watching the players making come and place bets clean up.

The Basic Place Betting Strategy

After a shooter establishes a point, you will place the inside numbers and then pull all of the bets down after getting only one win. You will win an average of 3.67 times for every loss you suffer. Instead of betting the same amounts each time, you will increase the size of the [wagers](#) after a loss and reduce the size of the wagers following a win. Table 23-3 shows a progression from placing \$22 inside to \$44, then \$88 and finally \$176. The rules for using this progression are:

1. Wait until the shooter has established a point and then place the inside numbers 5, 6, 8 and 9.
9. The level of bets made is determined by using a betting progression.

2. You will always start a game using the lowest level of bets in a progression. For place betting, four levels are used. For example, if your lowest bet is \$5, you would use the following betting progressions:

Level 5 6 8 9

Total

Bets

#1 \$5 \$6 \$6 \$5 \$22

#2 \$10 \$12 \$12 \$10 \$44

#3 \$20 \$24 \$24 \$20 \$88

#4 \$40 \$48 \$48 \$40 \$176

3. After any loss, wait until the new shooter has established a point then place the inside numbers of 5, 6, 8 and 9 for one win.

4. Pull all of the wagers after one win except for the circumstances described in rule 6.

5. If you quickly lose two betting series in a row, wait until the shooter has rolled one of the inside numbers of 5, 6, 8 or 9 before placing the series the third time.

6. If a win occurs within the first two rolls at the first or second level progression, you may leave the bets up for one more win, but no longer than three dice rolls. If the second win does not occur within three dice rolls, take the bets down.

7. When betting at a level higher than the first betting level, always pull your bets after one win. After the next point is established, you will always drop your bets one level, e.g. from \$88 inside to \$44 inside, or from \$44 inside to \$22 inside.

8. Betting levels are increased one level following the loss of all place bets and reduced one level following the prescribed number of wins for that betting level. For example, using the betting series 22 44 88 176, you will always start at the lowest level of \$22. If you win that series, pull the bets down or leave the bets up longer if Rule 6 applies. Following a loss of the Level 1 bets totaling \$22, you will increase your bets one level for the next round of play. Following this example, you would raise your bets to \$44. If this series wins one bet, you will pull all of the wagers and revert to the \$22 level 1 bets after a new point is established. If the

Level 2 bets lose, you will raise your bets another level to \$88. However, Rule 5 applies here. Since you lost two levels in a row (Levels 1 and 2), you will not place the Level 3 bets until one of the inside numbers of 5, 6, 8 or 9 has shown.

9. Place bets never work on come-out rolls.

Table 23-3

Basic Place Betting Series

Level 1 2 3 4

5 or 9 \$5 \$10 \$20 \$40

6 or 8 \$6 \$12 \$24 \$48

Total Bets \$22 \$44 \$88 \$176

Let's assume that you decide to try the Basic Place Betting Strategy with the betting progressions shown in Table 23-3. Your game bankroll would be \$400. After changing your cash for chips, you will wait until a point is established. Once the shooter has a point number, you will set \$22 in chips on the table and instruct the dealer, "22 inside." As soon as one of these numbers is rolled, the dealer will place your winnings of \$7 in front of you. Pick up your winnings and tell the dealer, "Take my place bets down, please." The dealer will return your \$22 wager. Rule 6 allows for a variation in this procedure. If your win occurs within the first two rolls after the point has been established, and you are betting at the first or second levels in the progression, you will leave your bets up for a maximum of three rolls, for one additional win, or until they are lost. If three rolls occur without the second win, pull the bets down.

If you use the betting progression shown in Table 23-3, you will always start with betting \$22 inside. However, this progression can only be used at a table allowing \$5 minimum bets. If you are playing at a \$10 or \$25 minimum wager table, you will have to use a different series of place betting progressions to meet the table minimums. You will also want to increase the size of your wagers as you gain more experience with the strategy, and you decide to increase your hourly-winning rate. Table 23-4 shows different betting series as well as the required and suggested buy-ins you will need. The required amounts are the absolute minimums you need in order to play the progressions. The suggested amounts are my recommended amounts so that you will have some cushion in the event you lose a betting series.

Table 23-4

Basic Place Betting Progressions With
Required and Suggested Game Bankroll Amounts

Base Bets

5-9 6-8

Amounts for

Betting Levels

Required

Buy-in

Suggested

Buy-in

\$5 \$6 22 44 88 176 \$ 330 \$ 400

\$10 \$12 44 88 176 352 660 800

\$20 \$24 88 176 352 704 1,320 1,600

\$25 \$30 106 212 424 848 1,590 2,000

The Basic Place Betting System's hourly winning rate is a bit slow for my taste. After developing this betting system and testing it for some time, I began to look for ways to increase the hourly win rate without incurring more risk. You will be able to win at a much higher rate using the Aggressive Place Betting Strategy. This is also the place betting system I recommend that you combine with the Line Betting Strategy to complete the Power [Craps](#) Strategy.

Aggressive Place Betting

The Basic Place Betting Strategy is a consistent performer but it suffers from two drawbacks. Its hourly win rate is fairly low and it doesn't really offer any way to participate in hot rolls. With the Basic Place Betting Strategy, you use strictly a "hit and run" approach to place betting. This puts you ahead of 95% of the place bettors, who never pull their bets down, but it still leaves you sitting out the occasional hot roll. Fortunately, the tradeoffs between the

conservative approach and a more aggressive approach to place betting can be resolved in such a way that allows you to become more aggressive in your place betting and even participate in hot rolls at very little additional risk. The major difference between the basic approach to place betting and aggressive place betting, is that with the aggressive approach, bets can be left up for more than one hit at each level of betting. The same betting series are used for the Aggressive Place Betting Strategy and the basic strategy. Here are the rules used with aggressive place betting:

8. After any loss, wait until the new shooter has established a point, then place the inside numbers of 5, 6, 8 and 9 for more than one hit, dependent upon the level of betting.
9. A new game is started at the level 1 bets. The bets are left up for two wins, then pulled down. This strategy of leaving the place bets up for two wins is used for bets at levels 1, 2 and 3.
10. Because of the high risk of losing a whole series, bets at level 4 are only left up for one win, then taken down.
11. Bets at level 1 may be left up longer than two hits. If there are two back-to-back wins at level 1, the bets may be left up for a third or even a forth win. After two wins have been obtained and the place bets left up, anytime there are two rolls without a win, pull all bets down. If a win occurs with two rolls, following the original back-to-back win, leave the bets up.
12. While multiple wins can be obtained at level 1, levels 2 and 3 are restricted to only two hits before dropping down one level. However, at level 4 only one win is required. After one level 4 win, you will drop back to level 3 [wagers](#) for the next line decision.
13. If you quickly lose two betting series in a row, wait until the shooter has rolled one of the inside numbers of 5, 6, 8 or 9 before placing the series the third time.
14. Betting levels are increased one level following the loss of all place bets and reduced one level following the appropriate number of wins. Betting levels are reduced one level after a win at level 4. There are also reduced after two wins at levels 2 or 3. Level 1 bets may participate in long rolls, so long as the numbers continue to win frequently.
15. Bets are normally taken down after the prescribed number of wins are made and not placed again until after a new come-out roll. For example, if you are making Level 3 bets and have two wins, you normally will pull all of your bets down and wait until a new point is established before reducing your bets to Level 2.

However, if the inside point numbers are being made in quick succession, you may make this variation. Instead of pulling all your bets down after gaining two wins at Level 3, leave your bets up, but reduce the size to Level 1 or Level 2. If you do this, be very cautious and be willing to pull your bets down anytime there are two consecutive rolls without a win. The major differences between the basic and aggressive approaches to place betting are in how long the bets may be left up and the provision which allows level 1 bets to be left up longer during hot rolls.

This strategy is much more powerful than the Basic Place Betting System. Our average win per dice roll jumped from \$0.38 using the basic strategy to a whooping \$0.90 with the aggressive one. This is a 136.85% increase in performance with no appreciable increase in risk. There is no question in my mind that the aggressive system is far superior to the basic place betting system. With the aggressive system, the hourly win rates soar to very respectable levels. For example, if you choose to play just three hours a day with a \$2,000 game bankroll, your winnings will average about \$1,350 a day. If you played five days a week for 25 weeks a year, you could make \$168,750 doing nothing but playing the Aggressive Place Betting Strategy.

The Power Craps Strategy

The Power [Craps](#) Strategy consists of simultaneously playing the Line Betting and Aggressive Place Betting Strategies. The rules used for betting are identical to the rules for the individual line betting and aggressive place betting strategies. However, the amounts used as the game bankroll changes somewhat. Table 23-5 shows how different line betting progressions can be combined with different levels of place betting and the amounts required for each betting system and playing the two systems simultaneously. The first line showing a line betting progression consisting of the bets 5-10-20-40- 80, requires a buy-in of \$300, while the place betting progression needs a \$400 buy-in. If you decide to play using these two betting levels, you will need to buy in for \$700. I like playing using the combination of systems shown on the second row. Here, you will use a line betting progression of 10-20-40-80-160, with a \$500 suggested bankroll and the basic 22-44-88-176 place betting series with a suggested bankroll of \$400. Even though the combined suggested buy-in is \$900, I usually buy in for an even \$1,000 when I play at this level.

Table 23-5

Different Buy-in Amounts and

Betting Progressions Used

Line Bets

Progressions

Line Bets

Suggested

Buy-in

Place Bets

Progression

Place Bets

Suggested

Buy-in

Combined

Suggested

Buy-in

5-10-20-40-80 300 22-44-88-176 400 700*

10-20-40-80-

160

500 22-44-88-176 400 900*

10-20-40-80-

160

500 44-88-176-352 800 1,300

20-40-80-160-

320

1,000 44-88-176-352 800 1,800

20-40-80-160-

320

1,000 88-176-352-704 1,600 2,600

25-50-100-200-

400

1,200 44-88-176-352 800 2,000*

25-50-100-200-

400

1,200 88-176-352-704 1,600 2,800

50-100-200-

400-800

2,500 88-176-352-704 1,600 4,100*

50-100-200-

400-800

2,500 110-220-440-880 2,000 4,500

100-200-400-

800-1,600

5,000 110-220-440-880 2,000 7,000

* Recommended levels of play

Some other favorite levels of play of mine are the ones with \$2,000 and \$2,500 suggested game bankrolls or buy-ins. My final favorite is playing at the \$4,100 suggested buy-in level. At this level, I usually just buy in for \$4,000. The way I play the complete Power [Craps](#) Strategy is to always terminate a game if the line bets lose. However, even if the place bets lose, I may continue the game with the line bets only. How you decide to play is a matter of your own taste and how well you feel at the time a loss occurs. If you are still at your mental and physical

peak, you very well may decide to complete a game using only line bets after losing the place bets. How Much Can You Make Using the Power [Craps](#) Strategy? If you are willing to buy-in for \$1,000 a game and play just like I did in the examples in this book, you will average around \$1.47 per dice roll. Table 23-6 computes just how much this can mean to you in hourly earnings. If you play at a typical dice table, running 100 decisions per hour, you will make about \$147.00 per hour.

Even at a crowded and slow table, you should make \$73.50 to \$100.00 an hour. If you want to play craps for a weekend and play five hours a day, you should be able to win a net \$1,000 to \$1,500 or even more using this strategy and buying in for \$1,000 a game. Would you like more (and who wouldn't)? Increase your buy-in to \$2,000 a game, and, at 100 decisions per hour, you will win \$323.00 an hour on the average. With a \$4,000 table bankroll, your hourly winnings will soar to \$646.00 an hour. Finally, moving up to a \$7,000 buy-in, you can average winning over \$1,000 an hour! The neat thing about this is that you can do this without much overhead. In fact, if you play your cards right, the casinos will pick up all of your expenses so that your winnings will be pure profit!

Table 23-6

Possible Hourly Winnings for Each Level of Play

Craps

Rolls per

Hand

\$1,000

Buy-in

\$1,800

Buy-in

\$2,000

Buy-in

\$4,000

Buy-in

\$7,000

Buy-in

30 \$44.10 \$88.20 \$95.90 \$ 193.80 \$ 307.50

50 73.50 147.00 161.50 323.00 512.50

100 147.00 294.00 323.00 646.00 1,025.00

200 294.00 588.00 646.00 1,292.00 2,050.00

Another way to analyze the information contained in Table 23-6 is to consider how much each betting system contributed to winnings. Table 23-7 breaks down the winnings per dice roll by the size of the betting progressions used and the amount of table bankroll needed to manage this level of betting. For instance, to replicate the results shown in the series of thirty games, your buy-ins can range from \$900 to \$1,200 with winnings per dice roll varying from \$1.47 to \$2.92. With a \$2,000 buy-in, you can expect the Line Betting Strategy to win \$1.45 per dice roll, with the Aggressive Place Betting Strategy contributing another \$1.78 per roll. If you want to win a whooping \$10.25 per dice roll, then you will want to use a \$7,000 table bankroll and become a black chip player.