

George Stern

# ***Quick Strike*** **Craps!**



Silverthorne Publications, Inc.

# **Quick Strike Craps**

## **By George Stern**

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## Foreword

Quick Strike Craps may be the Perfect Craps System!

Once you learn it, you will easily be able to turn \$50 into \$1,200 in an Hour.

And, you will be able to do this as often as you like.

This amazing strategy has never before been published or revealed.

Until now it has been the closely guarded secret of a handful of craps pros who make handsome livings off of it with low time and dollar investments.

Now one of them, George Stern, has agreed to reveal how he lives a life of ease as a craps player!

I few weeks ago I watched my friend, George Stern, use the most fascinating craps system I have ever seen.

We were in one of the casinos in North Las Vegas which George likes because they overwhelm him with comps.

Before he gave me a demonstration, he treated me to lunch at Garduño's at the Fiesta. If you like your Mexican food fiery and authentic, you will love this place.

George explained the basics of his system and then said, "Let's go."

He treated me to a 45-minute demonstration of his system. I was just getting into it when he said, "We're done. I've won enough."

Sure enough, George had won over \$1,200 in less than an hour. After witnessing event this I told George "I've got to have this system." George smiled and said, "Let me show you something first." He went out to his car, a very nice 1996 Jaguar XJS that he calls his baby, and pulled out a notebook.

We went back to the coffee shop and George showed me a summary of his winnings. Before he shared this information, he swore me to secrecy. What I can tell you is that George does very well playing craps.

What is even more remarkable is that he does this at his own pace, with very little money at risk and with very little time involved.

George doesn't fit anyone's idea of a professional gambler. He is not flashy. Today he was wearing well-worn jeans and a western shirt with a pair of casual boots.

But George has what most of us only dream of – Time and Money.

He only works when he feels like it – at most three or four days a week.

He is his own boss. He doesn't have to keep set hours or meet someone else's schedule.

He takes off as much time as he wants – sometimes weeks at a time. If you had just met George you might think that he was a highly successful stockbroker.

Except stockbrokers have to at least report in during market hours and George is his own man.

After he showed you his collection of antique and collector cars, you might guess that he is a doctor.

Except many doctors are on call at odd times and George doesn't have to report to anyone. You might go through your list of the types of people who might have George's lifestyle. But, if you said a lawyer, a highly successful life insurance agent or a prosperous small business owner, you would be wrong.

George describes himself simply as “a craps player with the right system.”

And, that's what is revealed in this book – George's remarkable Quick Strike Craps Strategy!

# Introduction

## The Problem With Craps Betting

Every craps strategy has a betting model players use when they play.

Some systems advocate making pass line and odds bets.

Others will add a couple of come bets with odds to the pass line-odds bets.

Many craps players like to place all the numbers.

Then they may pull a bet down after one of them wins.

Or, add more money to the wager.

I could go on and on as there are hundreds of bet placement systems at craps.

Here is the usual approach –

The author of the system tells you his preferred way of betting, say pass line and take double odds.

But, this invariably leads to a problem that can't be resolved –

The system only produces profits once in a while.

For example, betting with the shooter makes a lot of sense if the shooter continues to make his points!

When this is happening you will want to have a bet on the pass line.

With odds.

And several come bets.

With odds.

And, you might as well add in place bets.

And press them.

And, a couple of hop bets if you like.

My point is that it is easy to be a craps genius once you know table conditions.

And if the shooter is making his points, you obviously bet with him.

And, if every shooter is quickly sevens out, you bet a different way.

This is the problem with craps systems.

Once the system creator assumes a set system, then he has the problem of matching it to table conditions.

Stated a different way, if you can somehow forecast what the craps table will do, you will be successful.

Forecasting what the craps table will do is obviously ridiculous.

Here is the real truth about these systems:

**Anyone who has a pet system that requires that the table be hot, cold or neutral is going to fail because no one even knows the outcome of the next dice roll.**

I have discovered a remarkable new way to detect the “Natural Rhythm of the Dice”

I have found that –

The dice will tell you how to bet, but only if you discover their natural rhythm.

I have developed a simple, but extraordinarily effective, way to overcome the problem of designing a craps system and then trying to find a way to forecast when to use it.

I let the rhythm of the dice determine how to bet.

This system is not like any other craps system I have ever seen –

It doesn't depend on qualifying a shooter.

It doesn't depend on the outcome of the previous roll.

It has nothing to do with any shooter attributes or characteristics.

Lucky lady shooters won't necessarily be lucky.

Shooters who set the dice won't necessarily shoot better than anyone else.

Moreover, I don't subscribe to any of the popular timing systems –

**Waiting until a shooter throws five numbers before you bet won't do a thing other than bore you most of the time.**

So shooters don't matter, the last dice roll is unimportant and there is no point to trying to time your bets. What's left then?

Just the most intriguing and accurate way of playing craps every devised!

### **The Natural Rhythm of Dice Method**

I have developed a way to determining how to bet with the dice enough of the time to win.

What's more, this Natural Rhythm approach always finds the rhythm of any dice table.

It does it quickly.



Without guesswork.

Or, counting rolls.

Or, tracking dice decisions.

And, once it finds the rhythm, you will automatically know how to bet to win.

What's more, it works just as well with virtual dice games as it does in "brick and mortar" casinos.

There is no doubt that once you discover how to find the Natural Rhythm of the Dice, all other methods are obsolete.

Old time craps players have spent their lifetimes trying to figure out how to time their play to the rhythms of the craps table.

The Natural Rhythm approach is far superior to any approach I have ever seen.

It is easy to use and works consistently.

Simply stated, it beats anything else I have ever seen!

### **Quick Strike Betting Takes Over Once You Know the Dice Rhythm**

Once you know where to make your bets, you have one half of the problem of winning solved!

**Even knowing where to bet doesn't make you a dice winner. You have to know the right amount to bet on every roll. And, that's where Quick Strike Betting comes in**

Quick Strike Craps uses a combo system combining methods for *where you bet* and *how much you bet*.

The *Natural Rhythm Method* sets up your bets in the right place at the right time.

Then, *Quick Strike Betting* quickly pulls in the wins.

The Quick Strike Betting Strategy is specifically designed to work with the Natural Dice Rhythm method.

When you combine them there is no guesswork.

You will know where to make every bet.

And, you will know the exact amount to wager.

### **With Quick Strike Craps, You'll Never Need to Write Anything Down or Track Dice Rolls.**

When you use the Quick Strike Craps Strategy, you will never need to track dice rolls

And, you won't need to write anything down when you play. To win all you have to do is –

**Just let your chips tell you what to do.**

As crazy as it sounds, I have devised an ingenious way of placing chips in the rail that keeps track of everything you need to know to play and win with this strategy.

You will know at a glance where to place your next bet.

And, you will know how much to bet.

In this course the *Quick Strike Chip Tracking Strategy* is revealed for the first time.

It is presented in a step-by-step approach with lots of examples and illustrations.

It is easy to learn.

It is powerful

And, when you use it, you will easily be able to win just like I do using the Quick Strike Craps Strategy!

## The Craps 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 sevened 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.

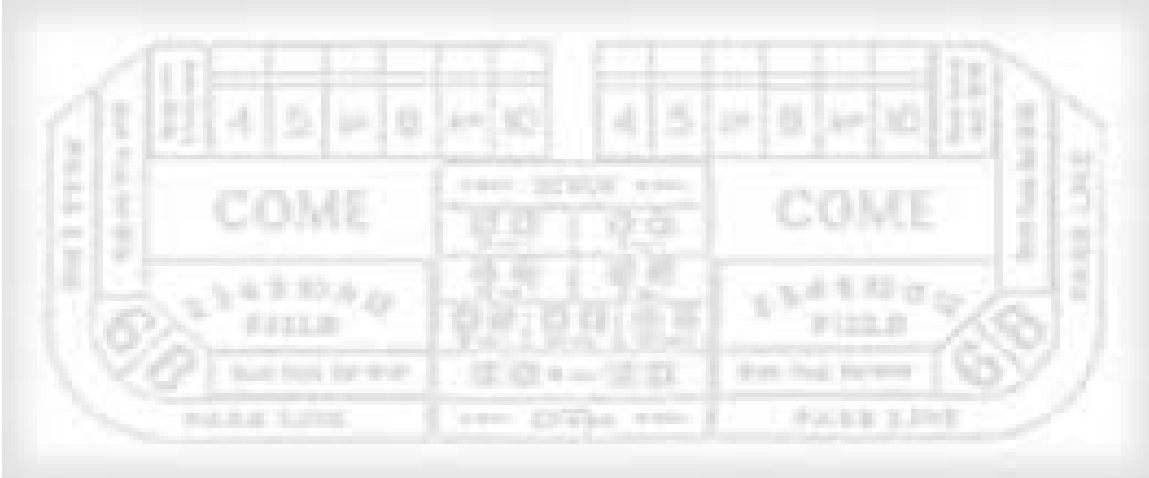
In the casino version of craps, you can bet pass or don't pass, come or don't come, make place bets, buy and lay bets, or bet the hardways or any one of several proposition bets. You can make one roll bets like the field, or make bets which stay up until a decision occurs, like pass line wagers. You 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 hardways 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 stiff's 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 come-out." 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 filled 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 the 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 *dropbox*, and tell the dealer the amount of chips to give you. The dropbox 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 *sevens 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 *sevens 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 Quick Strike Craps, 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

<b>Keno</b>		Average about 25.00%
<b>Horse Racing</b>		15.00% and up
<b>Big Six</b>		11.00% and up
<b>Slot Machines</b>	1.50% to 25.00%, use 8.00% as an average	
<b>Video Poker</b>		0.00% to 15.00%
<b>Roulette</b>	Double zero —	5.26%
	Single zero (Atlantic City) —	2.63%
	Single zero with <i>en prison</i> rule (Europe) —	1.35%
<b>Baccarat</b>	Player —	1.36%
	Banker —	1.17%
<b>Blackjack</b>	No strategy —	5.00% to 20.00%
	Basic strategy with multi decks —	1.50%
	Card counting theoretical advantage	-2.00%
<b>Craps</b>	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%

## 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.

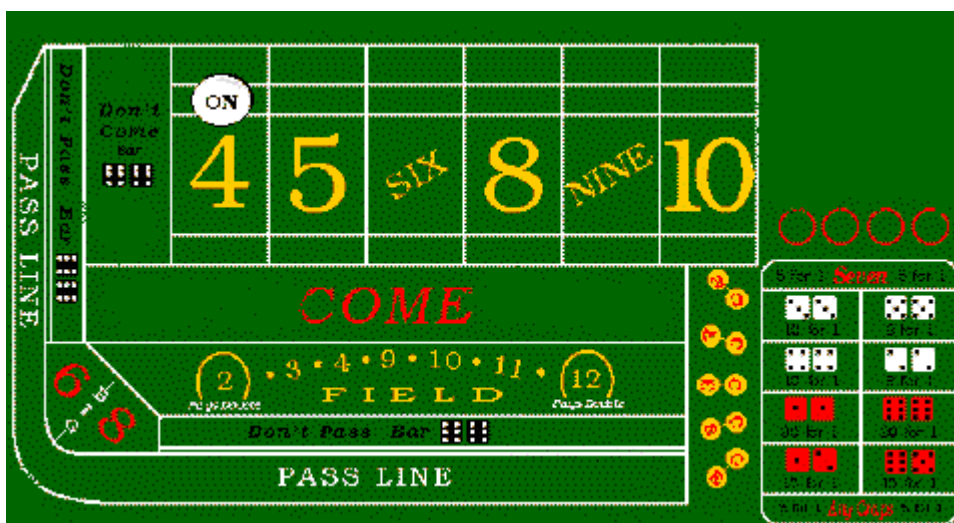
While most bets allowed by the casino are shown in the printed layout, one of the most important wagers, the odds bet, is not shown on the layout. I will show you how to make this wager a little later.

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



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.

**Photo with man pointing out proposition bets in center of table layout**



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.

## Dice Math

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  $\frac{3}{4}$  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

<u>Number</u>	<u>Combinations</u>	<u>Ways Number Can be Made</u>
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	<u>1</u>
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**

<u>Number</u>	<u>Ways to Roll</u>	<u>Odds Against on Next Roll</u>
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

<b>Point Number</b>	<b>Ways to Roll <u>Point</u> <u>Number</u></b>	<b>Odds Against <u>Point</u> <u>Number</u></b>
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 the 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.

It's 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.



# Crap 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 come-out 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 sevens 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

bettors — 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 sevened 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 point-box, 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:

<b>Number</b>	<b>Odds Payoff</b>
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:

<b>Number</b>	<b>Odds Payoff</b>
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

<i><u>Place Number</u></i>	<i><u>Correct Odds versus a 7</u></i>	<i><u>Casino Payoff on Place Bet</u></i>	<i><u>Casino Advantage</u></i>
<b>4 or 10</b>	2 to 1	9 to 5	6.67%
<b>5 or 9</b>	3 to 2	7 to 5	4.00%
<b>6 or 8</b>	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 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.

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 sevening 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. 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 yo-leven. 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 token.

### **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

<b>Bet</b>	<b>Payoff</b>	<b>Casino Advantage</b>
<b>Pass Line</b>	1 to 1	1.41%
<b>Come</b>	1 to 1	1.41%
<b>Don't Pass</b>	1 to 1	1.40%
<b>Don't Come</b>	1 to 1	1.40%
<b>Taking Odds — Pass or Come</b>		
4 or 10	2 to 1	None
5 or 9	3 to 2	None
6 or 8	6 to 5	None
<b>Laying Odds — Don't Pass or Don't Come</b>		
4 or 10	1 to 2	None
5 or 9	2 to 3	None
6 or 8	5 to 6	None
<b>Place Bets</b>		
4 or 10	9 to 5	6.67%
5 or 9	7 to 5	4.00%
6 or 8	7 to 6	1.52%
<b>Buy Bets</b>		
4 or 10	2 to 1	4.76%
<b>Lay Bets</b>		
4 or 10	1 to 2	2.44%
5 or 9	2 to 3	3.23%
6 or 8	5 to 6	4.00%
<b>Big 6 and Big 8</b>	1 to 1	9.09%
	6 to 5 (Atlantic City)	1.52%



<b>Bet</b>	<b>Payoff</b>	<b>Casino Advantage</b>
<b>Field</b>		
With 2 and 12 paying 2 to 1	1 to 1 except 2 and 12	5.55%
With 2 or 12 paying 3 to 1	1 to 1 except 2 and 12	2.78%
<b>Hardways</b>		
4 or 10	7 to 1	11.11%
<b>Bet</b>		
6 or 8	9 to 1	9.09%
<b>Any Craps</b>		
	7 to 1	11.11%
2 or 12	30 to 1	13.89%
	29 to 1	16.67%
11 or 12	15 to 1	11.11%
	14 to 1	16.67%
<b>Horn Bet</b>		
2 or 12	6.75 to 1	
3 or 11	3 to 1	12.50%

## **The Casino's Point of View**

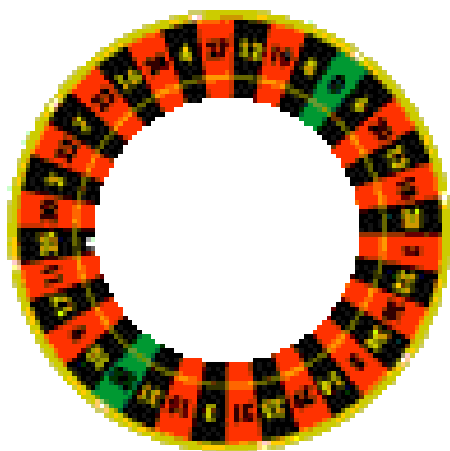
The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the casino has an edge over them.

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 that give them a much bigger edge than the house edge.

The Quick Strike 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 sevened-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 twenty-minute 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 the 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.

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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.

## 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* 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!

## Bets Used in Quick Strike Craps

Once you have mastered the rules involved, the system you are about to learn is one of the easiest to use at casino craps. Only two different craps bets are used with the Quick Strike Strategy - the pass line and don't pass bets.

These bets are two of the most common and easiest bets to learn in casino craps. Both bets pay even money, so that a win will be equal to the amount of your bet. Both bets can be played on any craps layout in the world. And both bets offer good odds to the player, as the house advantage on either bet is about 1.4% against the player.

This house advantage is the mathematical commission the casino earns from the player making these two bets. If a player were to make bets each time for the same amount on either pass line or don't pass, then, in the long run, the casino would be expected to win about 1.4% of the amount bet by the player.

With the pass line bet, a player is wagering that the shooter will make his point and that the dice will "pass." The pass line bet wins on a first roll bet (called the "come out" roll) if a seven or eleven is rolled. It loses on the come out roll if a two, three or twelve is rolled (craps numbers). Any other number rolled (a 4, 5, 6, 8, 9, or 10) will become the shooter's point, and the pass line bet will win if the shooter can roll this number again before a seven shows up. If the seven is rolled before the point number, then the pass line wager loses.



The don't pass bet operates the opposite of the pass line bet. On a come out roll, this bet loses if a seven or eleven is rolled. It wins if a two or three is rolled. If a twelve is rolled on the come out, the don't pass bet neither wins nor loses. The casino "bars the twelve" on the don't pass bet. And in this way, it gains an edge over the player on the don't pass bet.

Quick Strike Craps is designed on the premise that the player or players will bet only on either the pass line or the don't pass bets. The players will use the concept of a betting progression as their primary strategy in making their wagers. A betting progression is defined as a series of wagers of different amounts which are made in a particular order, depending on whether the player is winning or losing his wagers.

There are only three ways in which a player can bet in a game of chance involving even money bets such as pass and don't pass bets at craps. The player can wager the same amount each time, called "flat betting," he can increase his wagers after losing the previous wager, or he can increase his wager after winning the previous wager. Quick Strike Craps uses the rationale that a player can also move up and down a series of bets in a betting progression, and in this way, he significantly increases his probability of success.

Quick Strike Craps is not a theoretical system. It has been thoroughly tested in casinos; it works as presented. Like most of the endeavors in which I have realized some modicum of success, it requires an investment of time to master its principles; however, I am sure that the reader will find this investment a small price to pay in exchange for a consistent and reliable craps winning system.



## The Rhythm of the Dice Method

While there are many bets you can make at craps you will only make one wager at a time on an even-money bet with *Quick Strike Craps*.

In this chapter we will cover how you determine where to place your even-money bet using a strategy that has been tested and proven to produce superior results – the *Rhythm of the Dice Method* or *ROD Method* for short.

With this strategy you will make an bet on either the pass line or don't pass before each come out roll.

Where you make this bet is dependent upon the ROD Method which uses a simple, but highly effective formula to determine where you place each bet.

Here are some of the common methods players used by players to determine where to place even-money bets. These concepts apply to any even-money bets and can be used in craps, roulette and baccarat.

1. **The hunch method.** Here, you simply place each bet based on how you feel at the moment. If pass line has won three times you might decide to stick with pass line. Or, you might decide that a don't pass decision is overdue. This system is only as good as your ability to guess and is impossible to test because it is very erratic.
2. **Wager on a Repeat.** You may want to wager that the last decision that occurred will repeat. Here, if pass line won on the last dice decision you will bet pass line. If don't pass won, you will bet that don't pass will repeat.. This system may be better than the hunch method. However, a pattern of alternating decisions will cause you to lose every wager. If, for instance, if we have (where p = pass line and d = don't pass) p d p d p d, you will lose every bet. This happens more often than you might think.
3. **Wager that the 2<sup>nd</sup> preceding decision will repeat.** To counter the problems inherent with the second method of picking a wager, you may decide to wager the same as the second preceding decision. Here if the wheel shows p d you will bet on p, the same as

the second preceding decision. A series of decisions in the form of repeating doublets will defeat this bet selection method. Here, a pattern of: p p d d p p d d will cause you to lose every wager.

**4. Try a number of variations of these bet selection methods.** Here are some that I have tried:

a. Bet the same as the preceding decision until you lose two in a row. If you lose two in a row, you will switch to betting the opposite of the preceding decision until you lose two in a row.

b. Bet the same as the preceding decision until you lose two in a row. Then switch to betting the opposite of the preceding decision until you lose one bet. If you lose one bet, resume betting the same as the preceding decision.

c. Bet the same as the preceding decision until you have a loss. Then switch to betting the opposite of the preceding decision until you have a loss. If you lose three bets in a row, then stick with the last pattern for at least two decisions.

d. Observe two decisions. If the decisions are pp or dd, then bet the opposite for the next decision. For example, if you observe pp, then bet d. If any other pattern is observed, such as p d or p d, then bet the same as the last decision. Continue to change with the pattern throughout the game.

e. Bet the same as the preceding until losing a bet. Then switch to betting the opposite of the preceding until losing a bet. If you lose three wagers in a row, then stick with the last pattern for two decisions.

f. Bet the same as the second preceding decision.

You can go on and on in this fashion. If you decide to test any of the many variations for picking your bets, you may do so. However, I will save you many hours of testing and reveal which method works the most consistently and produces the most wins, when

coupled with the other components of Quick Strike Craps.

In testing and perfecting Quick Strike Craps, I used a very different approach from other bet selection strategies.

Most bet selection strategies focus almost exclusively on how much to bet each time. This is the essence of the mechanical betting strategies, such as Martingale and the other classical gambling betting systems.

Early in my craps playing I recognized that where you place your bet is just as important as the amount wagered. The ***ROD Method*** focuses exclusively on where you will place each bet.

However, with ***Quick Strike Craps***, we go one step further than adding a bet placement system to a bet sizing method or progression. ***We tested both aspects of the strategy in unison so the results comprise a form of Dynamic Symmetry.***

You may think of the strategy as consisting of two parts, bet placement and bet sizing; however, to achieve the consistent and reliable winnings we have done with this strategy you must let the two parts of the strategy work in unison.

For this reason, if you use the Quick Strike Craps Strategy but change the betting method to something different, your results will not be consistent with our results.

Likewise, if you use the ***ROD Method*** with a different method of choosing your bets, you will have much different and most likely greatly inferior results to those we have obtained.

Simply put, you must use all parts of this strategy together as they are intended. If you do, you will win at craps very consistently and have in your possession quite possibly the best craps strategy ever created.

When you use Quick Strike Craps you will always use the ***ROD Method*** to determine where you place each even-money bet. Here are the rules for using the ***ROD Method***:

1. Bet the Same (S) as the Previous Decision until you lose a bet. Then switch to betting the Opposite (O) of the Previous Decision until losing a bet.
2. Start a game by betting the Same (S) as the previous decision.
3. If you have the results of the previous dice decision, start out betting the same as the previous decision. If you don't know the previous decision, such as when you start playing craps online, always start with the pattern *Same* and bet on **Don't Pass**.

The following tables show a series of bets using this strategy:

**Example 1.**  
**Using the *ROD Method***

P=Pass Line D=Don't Pass  
O=Bet Opposite S=Bet Same  
W=Win L=Loss

No	Observed Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	P				Observe decision, no bet.
2	D	S	P	L	Bet the same as previous, Bet P
3	D	O	P	L	Since bet lost, change pattern and bet opposite of previous decision, bet P.
4	D	S	D	W	Since bet lost, change pattern and bet same as previous decision, bet D.
5	P	S	D	L	Since bet won, continue with same pattern and bet same as previous decision, bet D.
6	D	O	D	W	Since bet lost, change pattern and bet opposite of previous decision and bet D.
7	P	O	P	W	Continue winning pattern and bet opposite of previous decision and bet on P.
8	P	O	D	L	Continue winning pattern and bet opposite of previous decision and bet on P.
9	D	S	P	L	Since bet lost, change pattern betting method and bet same as the previous decision, bet P.
10	P	O	P	W	Since bet lost, change pattern and bet opposite of previous decision and bet pm P.

**Example 2.**  
**Using the *ROD Method***  
**P=Pass Line D=Don't Pass**  
**O=Bet Opposite S=Bet Same**  
**W=Win L=Loss**

No	Observed Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	D				Observe decision, no bet.
2	D	S	D	W	Bet the same as the previous decision, bet D.
3	P	S	D	L	Following a winning bet continue with the same pattern and bet same as previous, bet D.
4	D	O	D	W	Following a losing bet, change pattern to betting opposite of previous decision, bet D.
5	P	O	P	W	Following a winning bet continue with the winning pattern of betting opposite, bet P.
6	D	O	D	W	Following a winning bet continue with the winning pattern of betting opposite, bet D.
7	D	O	P	L	Following a winning bet continue with the winning pattern of betting opposite, bet P.
8	D	S	D	W	Following a losing bet, change pattern to betting same as previous decision, bet D.
9	D	S	D	W	Following a winning bet continue with the winning pattern of betting same, bet D.
10	D	S	D	W	Following a winning bet continue with the pattern of betting same, bet D.

## The Quick Strike Betting Series

In the previous chapter you learned about the *ROD Method* which is a proven strategy for determining where to place each bet using *Quick Strike Craps*. In this chapter you will discover the Quick Strike Betting Series (QS Betting Series), which is specifically optimized to produce high profit when using the *ROD Method*.

Before I show you the *QS Betting Series*, let's talk about betting strategies in general.

Most betting strategies fall into one of three categories:

**Flat betting** is the most common type of betting where the bet size never varies or bet size is determined very arbitrarily based on feelings or intuition. This is not a reliable strategy for winning at craps as there is no way to take advantage of winning streaks by raising bets when winning or reducing the risk of losses by reducing bets when losing.

**Betting Progressions such as a *Martingale Progression*** raise bets after losses and operate under the premise that eventually the player is bound to win, and when this happens a profit will be generated. The downside of using these types of progressions is that the player must risk a large amount of money in exchange for small winnings. However, when a loss does occur, it is very large and may wipe out many hours of profits in just a few minutes.

**Increasing bets when winning** can be a sound strategy, but many players increase their bets too quickly with the result that a single losing bet can wipe out two or three winning bets at one time. These types of systems will lose more often than they win and can be very frustrating to a player who wants consistent winnings.

Needless to say, most betting systems are fixed progressions or betting schemes that are unable to adapt to changing table conditions. They have been developed in the pattern of "one size fits all." Unfortunately, these systems fail all too often.

Extensive testing proves that fixed betting strategies seldom produce the kind of consistent and reliable winnings needed to make gambling a realistic way of making money.

What is needed to win consistently at craps is a way to automatically adjust the size of your bets to match changing game conditions. And, it is very important that the method of selecting where you place each bet interacts with the bet selection method to achieve an optimum strategy.

The QS Betting Series is based on using a pattern of six levels of bets.

Here are the QS Bets if you use \$5 as your minimum bet:

#### **QS Bets Using \$5 Minimum Bets**

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Bet</b>	\$5	\$10	\$20	\$40	\$60	\$80
<b>If Win Return to</b>	1	1	1	2	3	4

Here is how the Quick Strike bets are set up:

The row labeled “Level” shows the level of each bet. With \$5 minimum bets, the Level 1 bet is for \$5 while a Level 4 bet is for \$40

The row “Bet” shows the size of the bet for each level of betting. If you are at Level 6, you will make an \$80 wager.

The bottom row, “If Win Return to,” gives the level of the bet you will make if you win the previous bet. For example, if you win a Level 3 bet, your next bet will be at Level 1. If you win a Level 5 bet, your next bet will be at level 3.

Here are the rules for using the QS Betting Series:

1. Always begin a game making a Level 1 bet. If the bet wins, continue to make a Level 1 bet. If the bet loses, raise the bet one level.



2. Any time a bet loses the next bet will be one level higher. If you lose a Level 1 bet, your next wager will be at Level 2. If you lose a Level 3 bet, your next wager will be at Level 4.

3. Whenever you win a bet your next bet will be at the level shown in the template. If you win a Level 1, 2 or 3 bet, your next bet will always drop back to Level 1. These first three levels of betting are handled like a Martingale progression where one win is sufficient to drop you all the way back to the first bet.

If you win a Level 4, 5 or 6 bet, your next bet will be at the level shown in the template:

If you win a Level 4 bet, next make a Level 2 bet.

If you win a Level 5 bet, next make a Level 3 bet.

If you win a Level 6 bet, your next wager will be a Level 4 bet.

The following table shows a series of bets using the QS Betting Series with a minimum wager of \$5.

**Example 1.**  
**Using the QS Betting Series**  
**W = Win L = Loss**

No.	Bet Level	Amount Bet	Outcome of Wager (W or L)	Amount Won or Lost	Cum Win	Comments
1	1	5	W	+5	+5	Start with Level 1 Bet
2	1	5	W	+5	+10	After win bet Level 1 again
3	1	5	L	-5	+5	After win bet Level 1 again
4	2	10	W	+10	+15	Following Level 1 loss, bet Level 2
5	1	5	L	-5	+10	Following Level 2 win, bet Level 1

<b>No.</b>	<b>Bet Level</b>	<b>Amount Bet</b>	<b>Outcome of Wager (W or L)</b>	<b>Amount Won or Lost</b>	<b>Cum Win</b>	<b>Comments</b>
6	2	10	L	-10	-0-	Following Level 1 loss, bet Level 2
7	3	20	W	+20	+20	Following Level 2 loss, bet Level 3
8	1	5	W	+5	+25	After winning Level 3 bet, bet Level 1
9	1	5	W	+5	+30	After win bet Level 1 again
10	1	5	L	-5	+25	After win bet Level 1 again
11	2	10	L	-10	+15	Following Level 1 loss, bet Level 2
12	3	20	L	-20	-5	Following Level 2 loss, bet Level 3
13	4	40	L	-40	-45	Following Level 3 loss, bet Level 4
14	5	60	W	+60	+15	After Level 4 loss, bet Level 5
15	3	20	W	+20	+35	Following Level 5 win, bet Level 3
16	1	5	L	-5	+30	After winning a Level 3 bet, bet Level 1.
17	2	10	L	-10	+20	Following Level 1 loss, bet Level 2
18	3	20	L	-20	-0-	Following Level 2 loss, bet Level 3
19	4	40	W	+40	+40	Following Level 3 loss, bet Level 4
20	2	10	W	+10	+50	Following Level 4 win, bet Level 2
21	1	5	W	+5	+55	Following Level 2 win, bet Level 1
22	1	5	W	+5	+60	After Level 1 win, bet Level 1 again.
23	1	5	L	-5	+55	After Level 1 win, bet Level 1 again
24	2	10	L	-10	+45	Following Level 1 loss, bet Level 2
25	3	20	L	-20	+25	Following Level 2 loss, bet Level 4
26	4	40	W	+40	+65	Following Level 3 loss, bet Level 4
27	2	10	L	-10	+55	Following Level 4 win, bet Level 2
28	3	20	W	+20	+75	Following Level 2 loss, bet Level 3
						Stop play with \$75 win.

## The Quick Strike Craps Strategy

*Quick Strike Craps* consists of combining the **ROD Method**, which determines where you will place each bet (always on either Pass (P) or Don't Pass (D) , and the **QS Betting Series**, which determines the amount of each bet.

Combining these two methods is the foundation for *Quick Strike Craps*.

Here is a summary of each part of the strategy.

### **ROD Method:**

1. Bet the Same (S) as the preceding decision until you lose a bet. Then switch to betting the opposite (O) of the preceding decision until losing a bet.
2. Start a game by betting the same (S) as the preceding decision.
3. If you have the results of the previous spin, start out betting the same as the previous spin. If you don't know the previous spin, such as when you start playing craps online, always start with the pattern Same and bet on Don't Pass.

### **QS Betting Series:**

You will use a predefined betting series to determine the size of each wager. There is a different size bet each level of betting. When you use \$5 as your minimum bet, you will use the following betting series:

### Quick Strike Betting Series for \$5 Bets

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Bet</b>	\$5	\$10	\$20	\$40	\$60	\$80
<b>If Win Return to</b>	1	1	1	2	3	4

The betting rules are:

1. Always start with a Level 1 bet.
2. Following the loss of a wager, the next wager will be one level higher. For example, if you lose a Level 1 bet, you will make a Level 2 bet on the next wager.
3. After any win, you will follow the instructions on the third row for that level of bet. For example, if you win a Level 3 bet you will return to a Level 1 bet on the next spin. If you win a Level 5 bet, you will make a Level 3 bet on the next spin.

The essence of *Quick Strike Craps* is combining the *ROD Method* with the *QS Betting Series*. The easiest way to learn the strategy is to practice it. An example game follows.

### Sample Game 1 Using Quick Strike Craps Strategy

No	Observed Decision	Bet Pattern	Where Bet Placed	Bet Level & Amount	Outcome of Bet	Net Won Or Lost	Cum Won
	NA						
1	P	S	D	1-\$5	L	-5	-5
2	P	O	D	2-\$10	L	-10	-15
3	D	S	P	3-\$20	L	-20	-35
4	P	O	P	4-\$40	W	+40	+5
5	P	O	D	2-\$10	L	-10	-5
6	P	S	P	3-\$20	W	+20	+15
7	P	S	P	1-\$5	W	+5	+20
8	P	S	P	1-\$5	W	+5	+25
9	D	S	P	1-\$5	L	-5	+20
10	P	O	P	2-\$10	W	+10	+30
11	P	O	D	1-\$5	L	-5	+25
12	P	S	P	2-\$10	W	+10	+35
13	P	S	P	1-\$5	W	+5	+40

The columns in the table above are set up as follows:

**No.** – the number of the pass or don't pass decision. This is for reference only.

**Observed Decision** – the outcome of the decision. If a D shows, this means a don't pass decision was made, while a P means wagers on Pass Line won.

**Bet Pattern** – refers to which of the two bet selection patterns was used, where S means we bet the same as the previous Observed Decision, and O means we bet the opposite of the previous Observed Decision.

**Where Bet Placed** – shows where we wagered, where P means a wager on Pass and D indicates a wager was made on Don't Pass.

**Bet Level & Amount** – shows both the bet level and the amount bet. For example, 2-\$10 means we were at Bet Level 2 and we wagered \$10.

**Outcome of the Bet** – indicates whether we won or lost the wager, with W standing for a win and L for a losing bet.

**Net Won or Lost** – the amount won or lost on that decision.

**Cum Won** – is the cumulative amount won or lost for the game.

Let's go through our bets in this game, decision by decision.

1. We always start by betting the same (S) as the previous decision and if no decisions were observed (as for instance in an online game where we are starting the game), we bet on Don't Pass (D). Our first bet is always a Level 1 bet so we wager \$5. The wager is designated "1-\$5" in the table. The decision is P. Our bet on D loses.

2. Whenever we lose a bet we change the pattern for selecting our bet and raise the amount of our bet by one level. Since our original pattern was the S Pattern (bet same as preceding decision) and this bet lost, we change to the O Pattern (bet opposite of the preceding decision). The preceding decision was P. We now bet the opposite of the previous decision of P and bet on D.

Since we lost the preceding wager, we move our wager up one level and make a Level 2 bet of \$10, shown as "2-\$10" in the table. The observed decision is P and our bet on D loses.

3. Since we lost the wager we will change the pattern for selecting where we place our bet and increase our bet one more level. We change from betting the O Pattern to betting the S Pattern, the same as the preceding observed decision. Since the decision for Spin 2 was P, we bet P, the same. We increase our wager one level and make a Level 3 bet of \$20, shown as "3-\$20." Our wager on P loses as D shows.

4. Losing yet again, we change the bet selection pattern from the S Pattern back to the O Pattern. Since the outcome of Decision 3 was D, we bet on P, the opposite of the observed decision of D. Having lost a wager, we increase our bet one level and make a \$40 bet, shown as "4-\$40." We win the bet since P shows!

5. Since we won the previous bet we will continue with the bet selection pattern used previously. We will continue to use the O Pattern, betting opposite of the preceding observed decision which was P. We wager on D. Following the win of a Level 4 bet we consult the bet series guide which shows us that our next bet will drop back to Level 2. We make a Level 2 bet of \$10, shown as "2-\$10." Our bet loses. At this point we have lost four out of the last five bets and our cumulative loss is -5.

6. Following our losing bet on Decision 5, we change our pattern selector from the O Pattern, which previously lost, back to the S Pattern and bet the same as the preceding

observed decision. Since a P showed on Decision 5, we bet on P. Following a loss, we move the amount of our bet up one level in the betting series and make a Level 3 bet of \$20, shown as “3-\$20.” The decision is P. Our bet wins.

7. Since we won the last bet we stick with the same betting pattern and bet the S Pattern again. Since the previous observed decision was P, we bet Same Pattern and wager that P will show again. With a winning bet we know our next bet will be reduced. We consult the betting series guide that tells us that after a win of a Level 3 we drop back to Level 1. We make a Level 1 bet of \$5, shown as “1-\$5,” which wins.

8. Since our previous bet won we stick with the same betting pattern and bet S again, wagering that a P will show. Following the win of a Level 1 bet, we repeat the bet. We bet \$5 on P and win.

9. Since our bet won we continue with the S Pattern, and bet that P will repeat again. After winning a Level 1 bet, we continue at this level and wager \$5, shown as “1-\$5.” Our bet loses. Our cumulative win is now +20 and we have won four out of five bets.

10. Following a losing bet we change our betting pattern from the S Pattern back to the O Pattern, betting the opposite of the previous observed decision, wagering on P. We move our bet up one level, wagering \$10 on P. Our bet amount is represented as “2-\$10.” Our bet wins. Our cumulative win is now up to +30.

11. Since we won the previous bet we stick with the same betting pattern of O and wager on D since the previous decision was on P. We make a Level 1 bet of \$5 on P. The observed decision is P and our bet loses.

12. Since we lost the last bet, we change our betting pattern from the Opposite to the Same Pattern.. Since decision 11 was P we bet on P. Our bet moves up one level to a Level 2 bet of \$10. We win the bet. Our cumulative win is now up to +35.

13. Since we won our last bet we stick to the same betting pattern of S and bet on P again. Following a win, our wager drops back to Level 1 and we bet \$5, shown as “1-\$5” in the table. We win the bet. Our cumulative win is now \$40 and we decide to stop this game.

This game took only 13 wagers. We won seven out of thirteen bets and won \$40. Our buy-in or the amount of cash we exchanged for chips for this level of play is \$225.

Since we won \$40, we earned a return on our investment of \$225 or  $40/225$  or 17.8%. If you were investing your 401(k) plan in stocks, 17.8% would be considered a respectable return for the year.

However, it didn't take you a year to earn 17.8% on your investment. It took just 13 craps decisions.

In a land-based game, played at 30 decisions per hour, it would take you about 26 minutes to win \$40. If you kept playing, your hourly win would be about \$92. Comparing this to your investment of \$225, you'll compute a return on investment (ROI) of 41% an hour.

It gets even better when you play online. In a 150 decision per hour game, you would win about \$545. Here, your ROI would be an amazing 242%.

I will present a couple more sample games so that you can see how *Quick Strike Craps* performs. Each of these games, as well as the one we just discussed, are real games played using *Quick Strike Craps*.



## Sample Game 2 Using Quick Strike Craps Strategy

No	Observed Decision	Bet Pattern	Where Bet Placed	Bet Level & Amount	Outcome of Bet	Net Won Or Lost	Cum Won
	NA						
1	D	S	D	1-\$5	W	+5	+5
2	P	S	D	1-\$5	L	-5	-0-
3	P	O	D	2-\$10	L	-10	-10
4	D	S	P	3-\$20	L	-20	-30
5	P	O	P	4-\$40	W	+40	+10
6	D	O	D	2-\$10	W	+10	+20
7	P	O	P	1-\$5	W	+5	+25
8	P	O	D	1-\$5	L	-5	+20
9	D	S	P	2-\$10	L	-10	+10
10	D	O	P	3-\$20	L	-20	-10
11	P	S	D	4-\$40	L	-40	-50
12	D	O	D	5-\$60	W	+60	+10
13	D	O	P	3-\$20	L	-20	-10
14	P	S	D	4-\$40	L	-40	-50
15	D	O	D	5-\$60	W	+60	+10
16	P	O	P	3-\$20	W	+20	+30
17	P	O	D	1-\$5	L	-5	+25
18	D	S	P	2-\$10	L	-10	+15
19	D	O	P	3-\$20	L	-20	-5
20	D	S	D	4-\$40	W	+40	+35
21	D	S	D	2-\$10	W	+10	+45

Here is a decision by decision explanation of how we played this game.

1. Without observing any prior decisions we always start a game betting the Same pattern on D. Here we bet S Pattern, on D at bet Level 1 for \$5 and win.
2. Following a win, we continue without changing the bet pattern. We bet S Pattern on D, again betting at Level 1, shown as “1-\$5.” P shows and our bet on D loses.
3. Following a losing wager, we change our betting pattern from the Same Pattern to the Opposite Pattern and bet on D. We increase our bet to Level 2 and wager \$10, shown as “2-\$10.” A P shows. We lose the bet on D.

4. Since we lost our last wager we change the betting pattern again, going back to the S Pattern. Since observed decision 3 was P, we bet on P. We move our bet up one level to a Level 3 bet and bet \$20 (3-\$20). D shows and our bet on P loses.
5. Following a loss we change betting patterns and revert back to the O Pattern. Since decision 4 was D, we bet opposite and wager on P. We bet \$40 (4-\$40) and win.
6. Since we won, we continue using the O Pattern and bet the opposite of the previous outcome, wagering on D. Following a Betting Series Level 4 win, we drop to a Level 2 bet and bet \$10 (2-\$10). We win the bet.
7. We continue using the O Pattern and bet opposite of the previous decision, wagering on P. Following the Betting Series Level 2 win, we make a Level 1 bet of \$5 (1-\$5) and win.
8. Since we won we continue using the O Pattern and bet on D. We make a Level 1 bet of \$5 and lose.
9. Following a losing bet, we change betting pattern. We change from the O Pattern to the S Pattern and bet Same as the preceding bet this time, wagering on P. Since we lost a Level 1 bet we move up one level to a Level 2 bet, betting \$10 (2-\$10). We lose the bet.
10. Following a losing wager, we change betting patterns and bet use the O Pattern this play, placing a wager on P. We move our bet up one level and bet \$20 (3-\$20), which loses.
11. Following a loss, we change betting patterns again and bet Same Pattern betting on D. We move our bet size up one level and make a Level 4 bet of \$40 (4-\$40), which loses.
12. We again change betting patterns, changing from the S Pattern to the O Pattern. We bet the opposite of observed decision 11 and bet on D. Our bet moves up to Level 5 and we wager \$60 (5-\$60), which wins.
13. Since we won, we don't change betting patterns We continue to use the O Pattern and we bet on P. Following a Level 5 win, we drop to a Level 3 bet and bet \$20 which loses.

14. Since we lost the wager we change betting patterns and go back to the S Pattern. Betting same as the preceding observed decision we wager on D this time. Following the Level 3 bet loss, we make a Level 4 bet of \$40 (4-\$40) and lose.

15. Since we lost we change betting patterns. We now use the O Pattern and bet Opposite of the observed decision of P, wagering on D. We make a Level 5 bet of \$60 (5-\$60) and win.

16. Following a win we continue with the current betting pattern of O and bet on P, the opposite of the previous observed decision. We make a Level 3 bet of \$20 (3-\$20) and win. Our cumulative win is now up to +30.

17. Sticking with the O Pattern we wager on D, making a Level 1 bet of \$5 (1-\$5) which loses.

18. Since we lost our bet we change our betting pattern to the Same Pattern and wager on P. We make a Level 2 bet of \$10 (2-\$10) and lose.

19. After a losing bet we change betting patterns going back to betting Opposite and betting on P this time. We make a Level 3 bet of \$20 (3-\$20) and lose the bet.

20. Since we lost our bet we change patterns again. Using the Same Pattern, we wager on D. We make a Level 4 bet of \$40 (4-\$40) and win. Our cumulative win is now +35.

21. Since we won, we continue with the Same Pattern and bet Same as the previous outcome, betting on D. We make a Level 2 bet of \$10 (2-\$10) and win. Our cumulative win is +45 and we call the game over.

Sample Game 2 demonstrates how quickly a losing game can be turned into a winner with ***Quick Strike Craps***. After Decision 11, we had a loss of -50. On the next decision we turned this loss into a net win of +10. By Decision 14 we had dropped back to a loss of -50. However, from Decisions 15 to 21 we won four out of seven spins which was enough to turn a \$50 deficit into a \$45 win.

Let's take a look at one more sample game. See if you can follow each play and understand why we did what we did.

### Sample Game 3 Using Quick Strike Craps Strategy

No	Observed Decision	Bet Pattern	Where Bet Placed	Bet Level & Amount	Outcome of Bet	Net Won Or Lost	Cum Won
	NA						
1	P	S	D	1-\$5	L	-5	-5
2	P	O	D	2-\$10	L	-10	-15
3	D	S	P	3-\$30	L	-20	-35
4	D	O	P	4-\$40	L	-40	-75
5	D	S	D	5-\$60	W	+60	-15
6	P	S	D	3-\$20	L	-20	-35
7	D	O	D	4-\$40	W	+40	+5
8	P	O	P	2-\$10	W	+10	+15
9	P	O	D	1-\$5	L	-5	+10
10	D	S	P	2-\$10	L	-10	-0-
11	D	O	P	3-\$20	L	-20	-20
12	D	S	D	4-\$40	W	+40	+20
13	D	S	D	2-\$10	W	+10	+30
14	D	S	D	1-\$5	W	+5	+35
15	D	S	D	1-\$5	W	+5	+40

Sample Game 3 again demonstrates how quickly *Quick Strike Craps* recovers from loss positions.

We lost the first four plays and by the end of Decision 4 we had a loss of -75. Our loss turned positive by the end of Decision 7 and with the exception of Decision 11, stayed positive the remainder of the game. Four consecutive wins on Decisions 12 through 15 quickly wrapped up this game with another win.

You should understand how to use *Quick Strike Craps* before proceeding further. In the next chapter we will add money management rules to the playing strategy.

## The Player's 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 game bankrolls.

Another way of stating this is that your total bankroll should generally be at least five times the size of your Game Bankroll.

Because of Quick Start Craps high win rate you will only need a total bankroll three times the size of your Game Bankroll.

You can approach determining the size of your total bankroll several different ways. Here are a few of the acceptable approaches:

1. Determine your optimal starting bet level. The size of your Game 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 \$500 buy-in. With this size of session, I will use the betting progressions and levels of play set up for \$10 minimum bets.

While most of my examples of games played entail using a buy-in of \$225, the amount needed for \$5 minimum bets, Quick Strike Craps can be adapted to just about any level of play.

If you can find a table with minimum bets of one dollar, (which are common online) you will only need a Game Bankroll of \$45 and a total bankroll of \$135.

### **Building Your Bankroll**

I recommend that you start with \$1 minimum tables when playing online and \$5 to \$10 tables in land-based casinos.

Wherever you start, be sure that you meet the minimum bankroll requirements I am recommending.

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.

The following tables summarizes minimum bets, Game Bankrolls and Total Bankroll for games played with minimum bets from \$1 to \$1,000.



### Quick Strike Craps Bankroll Requirements

Minimum Bet	Game Bankroll	Total Bankroll
\$1	\$45	\$135
\$2	\$90	\$270
\$3	\$135	\$405
\$5	\$225	\$675
\$8	\$360	\$1,080
\$10	\$450	\$1,350
\$15	\$675	\$2,025
\$20	\$900	\$2,700
\$25	\$1,125	\$3,375
\$35	\$1,575	\$4,725
\$50	\$2,250	\$6,750
\$75	\$3,375	\$10,125
\$100	\$4,500	\$13,500
\$200	\$9,000	\$27,000
\$300	\$13,500	\$40,500
\$400	\$18,000	\$54,000
\$500	\$22,500	\$67,500
\$750	\$33,750	\$101,250
\$1,000	\$45,000	\$135,000

## The Power of Using High Probability Profit Goals

We have covered the concepts of Game Bankrolls and Total Bankrolls. Using these predefined bankroll levels accomplishes a couple of things:

1. They set realistic minimum amounts of money you will need to play the system and they
2. Act as the ultimate Loss Limits when you use this strategy.

The Game Bankroll is the amount of bankroll you will use to play a game of craps using the Quick Strike Craps Strategy.

When you first start a game, it is the amount of money you will convert from cash to chips.

The amount of your Game Bankroll is determined by the Betting Series you are using.

The following table shows the bets for different levels of play using Quick Strike Craps.

This table shows very clearly the relationship between the level of betting and the size of the Game Bankroll.

Let's take a look at the betting series for \$5 minimum bets. The bets in this series are 5 10 20 40 60 and 80, totaling \$215. The Game Bankroll is \$225, which is enough to allow for losing every single bet in the betting series.

If you look at every level of betting you will see that in every case the amount used as the Game Bankroll is just slightly more than the amount you would need if you lose every single bet with no winning bets.

However, losing all of the bets in the betting series is not likely to occur. In the next chapter I'll give you the results of 4,440 craps games and you will see how unlikely losses really are.

## Quick Strike Craps Bets for Each Level of Play

Min Bet	Buy-in		Levels					
			1	2	3	4	5	6
		If Win Go to >	1	1	1	2	3	4
\$1	\$45		1	2	4	8	12	16
\$2	\$90		2	4	8	16	24	32
\$3	\$135		3	6	12	24	36	48
\$5	\$225		5	10	20	40	60	80
\$8	\$360		8	16	32	64	96	128
\$10	\$450		10	20	40	80	120	160
\$15	\$675		15	30	60	120	180	240
\$20	\$900		20	40	80	160	240	320
\$25	\$1,125		25	50	100	200	300	400
\$35	\$1,575		35	70	140	280	420	560
\$50	\$2,250		50	100	200	400	600	800
\$75	\$3,375		75	150	300	600	900	1000
\$100	\$4,500		100	200	400	800	1200	1600
\$200	\$9,000		200	400	800	1600	2400	3200
\$300	\$13,500		300	600	1200	2400	3600	4800
\$400	\$18,000		400	800	1600	3200	4800	6400
\$500	\$22,500		500	1000	2000	4000	6000	8000
\$750	\$33,750		750	1500	3000	6000	9000	12000
\$1,000	\$45,000		1000	2000	4000	8000	12000	16000

But, here I am not talking likelihood; I am talking about levels of money. And, to play this strategy correctly you need to buy in, or convert enough cash to chips to cover the loss of every single wager in the betting series.

Used this way, your Game Bankroll also acts as a Loss Limit for any game. You know going in that you can never lose more than the amount of your Game Bankroll.

If this all sounds very negative, it really isn't. You will discover just how infrequently losses occur. However, you do need to be prepared for the unlikely occurrence of a loss.

Now for a happier note. Since we are going to limit losses to the amount of our Game Bankroll, we are also going to set a profit goal for each game.

This is important for several reasons:

1. Having a profit goal gives us a knowable reason to call a game over.
2. Using profit goals allows us to keep games short so that we are always utilizing the “Quick Strike” approach.
3. Having a profit goal gives us a way to know when to lock up profits, even if we decide to keep playing.

In short, using a Profit Goal becomes another very important tool in beating the casinos.

You can think of it this way –

The casino is vulnerable in that it has to offer its games virtually 24 hours a day to all comers.

When we use a profit goal correctly we have a weapon where we can strike the casino for quick wins, pull off and then strike again, anytime we feel like it.

Many gamblers have very unrealistic ideas about how much they should win. Most gamblers would at least like to double their money and some would never set any upper limit on how much they can win.

However, this approach to gambling is usually not the best way to play if you want to win. I recall reading years ago a maxim about the stock market saying that a tree does not grow to heaven. This means that even if stocks have been rising and rising, don't think for a minute that they will always rise. Tree don't grow to heaven and stocks don't rise forever!

The smart stock trader will take some of his profits out of the game as his winnings grow.

We will use the same approach with craps play. Our tool is called the High Probability Profit Goal (HPPG Target).

If is defined as a number of units where a unit is equal to the size of the minimum bet you are using.

The HPPG Target is computed as:

The Minimum Bet  $\times 8$  = the HPPG for your level of play.

If you are using the \$5 betting series, which I have used in the examples so far, your HPPG will be  $\$5 \times 8 = \$40$ .

If you are using \$10 as your minimum bet, your HPPG will be  $\$10 \times 8 = \$80$ .

In gambling parlance, you are looking for a win equal to eight of your betting units.

Setting a profit goal or a target win is fairly common for gambling systems.

However, Quick Strike Craps has several advantages over other gambling systems using a target win. These advantages are:

1. You will reach your target win or HPPG very quickly using Quick Strike Craps.
2. The probability of reaching hitting your HPPG in a given game is very high. In long-term testing we averaged winning 97.50% of our games.
3. With its high win rate and its ability to quickly reach its HPPG, there is no reason to quit playing after you reach your HPPG.

Most other gambling strategies which use win or profits goals advocate after you reach your win or profit goal you consider a session finished. Thus, if your win goal is to win eight units, once you do so you should quit playing.

Most of these strategies recommend playing no more than two to three sessions a day.

So, you upside with other systems might be three winning sessions a day, with a total win of 24 units.

As a \$5 bettor a 24 unit win is worth \$120.

This would be your daily goal using many other gambling strategies.

With Quick Strike Craps, you can do much better than this. While you can always quit after reaching your HPPG, you don't have to.

Instead of quitting after you reach your HPPG, you can lock up your profits and keep on playing!

With this approach you can win much more per day than a person playing for three winning sessions per day.

A \$5 bettor playing for three 8-unit wins per day would be shooting for a win worth \$120.

With Quick Strike Craps, if you play craps for five hours in a land-based casino, you can easily pull in ten winning sessions, worth \$400.

Here's how you do this.

Each time you hit your HPPG, you will remove the chips representing your HPPG amount from play.

You don't have to remove them from the chip rail. I usually place them off to the right of the rail with my remaining playing chips kept on the left side. By doing this I have removed these chips from play.

After removing these chips I start a new game of play. I don't have to leave the table or even skip a craps decision.

What I do is simply reset the strategy to its starting position.

I will start with making a the minimum bet in the betting series just as if I was just starting a game.

And, I will use the same starting position I recommended you use to start a game. You will use the Same Pattern and make a bet on Don't Pass to start a new game.

This procedure of removing the chips representing your HPPG from play and resetting your play to start over is called the Reset, Lock-up Procedure or RLUP.

While this is very easy to do, using it will give you an edge that no other craps system has.

You will have a predefined way to capture profits and then lock them up, while be able to continue playing with no risk that you will ever lose your profits.

This is a very powerful way to play and it will let you rack up sizable wins in a relaxed and controlled manner.

The following table shows the relationship between your minimum bets, Game Bankroll and HPPGs.

#### **Quick Strike Crap Bankroll Levels and HPPGs**

<b>Minimum Bets</b>	<b>Game Bankroll</b>	<b>HPPG Goal</b>	<b>Total Bankroll</b>
\$1	\$45	\$8	\$135
\$2	\$90	\$16	\$270
\$3	\$135	\$24	\$405
\$5	\$225	\$40	\$675
\$8	\$360	\$64	\$1,080
\$10	\$450	\$80	\$1,350
\$15	\$675	\$120	\$2,025
\$20	\$900	\$160	\$2,700
\$25	\$1,125	\$200	\$3,375
\$35	\$1,575	\$280	\$4,725
\$50	\$2,250	\$400	\$6,750
\$75	\$3,375	\$600	\$10,125
\$100	\$4,500	\$800	\$13,500
\$200	\$9,000	\$1600	\$27,000
\$300	\$13,500	\$2400	\$40,500
\$400	\$18,000	\$3200	\$54,000
\$500	\$22,500	\$4000	\$67,500
\$750	\$33,750	\$6000	\$101,250
\$1,000	\$45,000	\$8000	\$135,000

## Keeping Track of Your Play With Chips

You have seen the complete *Quick Strike Strategy* presented using tables to track each bet.

When you are playing craps in a casino you won't need to use paper and pencil to track where you are. When I play I use a simple chip placement system which helps me keep track of my bets.

I will show you how to use chips for making \$5 bets, the same level of play I have used in the previous examples. These same methods can be use regardless of your level of play.

As a \$5 bettor I will be using the following *QS Betting Series*, which requires a buy-in of \$225:

### QS Bets Using \$5 Minimum Bets

Level	1	2	3	4	5	6
Bet	\$5	\$10	\$20	\$40	\$60	\$80
If Win Return to	1	1	1	2	3	4

When I start a game I will buy in for \$250 to \$300 depending on my mood and the cash I have on me. When I convert my cash to chips I will ask for five dollars in one-dollar valued chips. Even though the betting series for \$5 bets doesn't have any bets requiring \$1 chips I will need these chips for keeping track of my bets.

Every craps table has two rails on the tops of the walls of the craps table where players can keep their chips. We are going to use the positions in these rails to keep track of our play.



These rail positions will be used as follows:

<b>Position</b>	1	2	3
<b>Far Rail</b>	Tracking Chips nt in used		Chips Locked up from winnings
<b>Near Rail</b>	Playing Chips	Chips Used to Track Level of Bet (Bet Level Chips)	Chips Used to Track Betting Pattern (Pattern Chips)

When start play you will place five \$1 chips and one \$5 chip in the upper Far Rail in the left-hand position, shown as F-1 above. You will place the rest of your chips in the left-hand position of the near rail, N-1.

Before you start play, your chips will look like this:

<b>Position</b>	1	2	3
<b>Far Rail</b>	5 - \$1 Chips 2 - \$5 Chips		
<b>Near Rail</b>	Remainder of Chips (Playing Chips)		

The positions shown above are your pre-game positions. Once the game is under way you will always have chips in positions N-2 and N-3 tracking the level of your bets and your betting pattern.

For tracking purposes our tracking chips will have dual meanings.

**Chips Placed in N-2: Bet Level Chips:** The only chips placed here are chips used to represent the level of your bet. A \$1 chip represents a level one bet, while three \$1 chips represents a level three bet. A \$5 chip and a \$1 chip indicates a level 6 bet. When chips are placed in this spot we are interested in their numerical value to tell us the level of bet we are currently making.

If we see a value of 3 in the Bet Level Chip spot, we know that our current bet is a Level-3 bet of \$20.

If we see a value of 6 in the Bet Level Chip spot, we immediately know that our current bet is a Level-6 bet of \$80.

We will place tracking chips equal to the betting level in the Bet Level Chip spot as soon as we make the bet. This is most important after we have won or lost a bet. Let's say we just lost a bet. If we see chips valued three from the previous decision we know that we must go to a Level-4 bet, represented by chips valued at four for the next wager.

Conversely if we win the bet and we see chips valued three from the previous decision we know that on the next round we will reduce the level of our bet to a Level-1 bet.

We are simply letting the value of chips placed in the Bet Level Chip tracking spot keep a history for us of your previous bet.

**Chips Placed in N-3: Betting Pattern Chips:** Let's take a look at how we use the right-hand N-3 position.

This position is used to track the betting pattern we are using. Here a \$1 chip will represent the ***Opposite Pattern*** (betting the opposite of the previous observed decision) and a \$5 chip will represent the Same Pattern (betting the same as the previous observed decision).

If we use ○ to represent a \$1 chip and ● to represent a \$5 chip, then we have:

○ = Same Pattern

● = Opposite Pattern

We will always start a game by making a Level-1 bet on Don't Pass, using the Same Pattern.

Using chips, we represent this wager in the first rail as follows

	1	2 Level of Bet	3 Betting Pattern
<b>Near Rail</b> <b>N</b>	Remainder of Chips (Playing Chips)	\$1	○

At a glance we can see that we are making a Level-1 bet using the Same Pattern.

Let's assume our bet wins.

Since we are making a Level-1 bet we will continue to bet at this level. Since our bet won we will not change our betting pattern. In this scenario, our positions for next bet will be the same as for the first bet.

Now, let's see what happens if we lose the next bet.

If we lose the next bet we will have to increase our bet one level. We will place another \$1 chip in the N-2 spot so that we now have \$2 in N-2, representing a Level-2 wager.

Since we lost the previous bet, we will change betting patterns from the *Same* (○) to the *Opposite Pattern* (●).

Here's what our chips will look like before we make the next bet:

	1	2 Level of Bet	3 Betting Pattern
<b>Near Rail</b> <b>N</b>	Remainder of Chips (Playing Chips)	\$2	●

If we win this bet we will change our bet level from a Level-2 bet to a Level-1 wager. With a win, the betting pattern doesn't change. After a win, our chips will look like this:

	1	2 Level of Bet	3 Betting Pattern
<b>Near Rail N</b>	Remainder of Chips (Playing Chips)	\$1	●

Let's assume that we lost the Level-2 wager instead of winning it. We will raise our bet one level, from Level-2 to Level-3. In addition, since we lost the bet we will change the betting pattern from betting *opposite* to betting *same*. Before the next wager, the chips in the rail will look like this:

	1	2 Level of Bet	3 Betting Pattern
<b>Near Rail N</b>	Remainder of Chips (Playing Chips)	\$3	○

Below is Sample Game 1 presented earlier, now shown with three columns added at the right representing the three positions used in the near rail to track each bet. The chips in the rail represent how the tracking chips will be placed after each round of play as the set up for the next round of play.

### Sample Game 1 Using Quick Strike Craps Strategy

No	Observed Decision	Bet Pattern	Where Bet Placed	Bet Level & Amount	Outcome of Bet	Net Won Or Lost	Cum Won	Chips in rail before next round of bets		
								1	2	3
	Set Up								1	○
1	P	S	D	1-\$5	L	-5	-5		2	●
2	P	O	D	2-\$10	L	-10	-15		3	○
3	D	S	P	3-\$20	L	-20	-35		4	●
4	P	O	P	4-\$40	W	+40	+5		2	●
5	P	O	D	2-\$10	L	-10	-5		3	○
6	P	S	P	3-\$20	W	+20	+15		1	○
7	P	S	P	1-\$5	W	+5	+20		1	○
8	P	S	P	1-\$5	W	+5	+25		1	○
9	D	S	P	1-\$5	L	-5	+20		2	●
10	P	O	P	2-\$10	W	+10	+30		1	●
11	P	O	D	1-\$5	L	-5	+25		2	○
12	P	S	P	2-\$10	W	+10	+35		1	○
13	P	S	P	1-\$5	W	+5	+40		1	○

The easiest way to learn how to use this tracking system is to use some poker chips to track your play while playing a practice game. If you have access to a craps table you can practice on it, or play online in practice mode and use poker chips to track each play.

When you play in a casino you can take a Quick Strike Pocket Card with you.

Before playing you should fill in the amounts of the bet you will use so that you can refer to the card for each wager.

Below is a blank Quick Strike Craps Playing Card:

## Blank Quick Strike Craps Pocket Card

### Quick Strike Craps Pocket Card

Bet Same as preceding until loss,  
then bet O until Loss.

Chips: Left = O, Right = S

Buy-in 80 = \$300. TP = \$40

Level	1	2	3	4	5	6
Bet						
If Win Return to	1	1	1	2	3	4

### Tracking Chips Placed in Rail

Get \$10 in \$1 chips for tracking

Left Chip Stack: All chips. They can be  
segregated into Buy-in and Win Pile.

Middle Chip Stack: Use \$1 chips to track bets.

Example: Making Bet One = 1 chip,

Bet 2 = 2 chips

Right Chips: Bet Pattern: \$5 = Same

\$1 = Opposite

## Quick Strike Craps Pocket Card Set Up For \$5 Betting

### Quick Strike Craps Pocket Card

Bet Same as preceding until loss,  
then bet O until Loss.

Chips: Left = O, Right = S

Buy-in 80 = \$300. TP = \$40

Level	1	2	3	4	5	6
Bet	5	10	20	40	60	80
If Win Return to	1	1	1	2	3	4

### Tracking Chips Placed in Rail

Get \$10 in \$1 chips for tracking

Left Chip Stack: All chips. They can be  
segregated into Buy-in and Win Pile.

Middle Chip Stack: Use \$1 chips to track bets.

Example: Making Bet One = 1 chip,

Bet 2 = 2 chips

Right Chips: Bet Pattern: \$5 = Same

\$1 = Opposite

## The Power of Using Quick Strike Craps

As a \$5 bettor you can easily win an average of \$62 an hour playing craps in a land-based casino. In a faster online game you will clear an average of \$311 an hour in profits using the Quick Strike Craps Strategy.

Move up to making \$25 minimum bets and you can clear \$311 an hour in land-based play and \$1,556 an hour playing online.

The table below summarizes some of the hour rate wins using Quick Strike Craps.

Win rate are shown by the speed of the game. As you can see, the faster the game, the higher the hourly winnings.

Games played at 30 to 50 decisions per hour are appropriate for craps games played in “brick and mortar” casinos. The term “decisions” is not the number of dice rolls but the number of pass line – don’t pass decisions per hour.

With online play you will see games with 100 to 200 decisions per hour.

### Hourly Win Rates for Quick Strike Craps

Rolls per Hour	\$5 Bets	\$10 Bets	\$25 Bets	\$50 Bets	\$100 Bets
30 decisions per hour	\$62	\$124	\$311	622	1240
50 decisions per hour	104	207	519	1037	2074
100 decisions per hour	208	415	1037	2074	4148
150 decisions per hour	311	622	1556	3110	6222
200 decisions per hour	415	830	2074	4148	8296

As you can see Quick Strike Craps is a strong performer. If we only consider play at a 30-decisions per hour rate, we see that once we move up to making \$25 base bets, we will easily exceed \$300 an hour in winnings. It is no unrealistic at this level of play to make \$1,000 a day playing craps a little over three hours a day.

Online play wins much higher amounts per hour than land-based play. Consider play at 150 decisions per hour. At this rate of speed a \$5 bettor can make more than \$300 an hour. A \$25 bettor in a 150-decision per hour game, will clear more than \$1,500 an hour in profits.

All of these amounts are based on keeping records of play in both land-based and online craps games.

Over the past nine months my associates and I completed 4,440 games using Quick Strike Craps.

While we played a variety of betting levels, ranging from making \$1 bets to \$200 wagers, I have converted all of our play to the equivalent of making \$5 minimum bets so the all of the information derived from different levels of play is comparable.

The following table shows the results of 4,440 games played using the Quick Strike Craps Strategy:

#### **Summary of Games Played Using Quick Strike Craps**

Total Games	4,440
Games Won	4,329
Games Lost	111
Win Rate	97.50%
Total Number of Craps Decisions	72,261
Net Won	\$149,850
Average Winnings per craps decision	\$2.0737
$\$149,850/72,261 =$	
Total Won excluding losing games	\$173,250
Number of Winning Games	4329
Average Winnings per winning game	\$40.02
$\$173,250/4329 =$	
Average Win for All Games $\$149,850/4440$	\$33.75
Average Loss per losing game	\$225



Average Length of a Game (Craps decisions)	16.275
Average Time Length of Game in Minutes:	
Land-based game (played at 30 decisions per hour)	33 minutes
Online Game (played at 150 decisions per hour)	6.5 minutes

We won 4,329 games out of 4,440 games played, for a 97.50% win rate.

Another way of stating this is that we lost one game for every forty games played.

This is an extraordinarily high win rate and is another one of the reasons that this strategy is such a powerhouse.

A very important number derived from this play is the Average Winnings per Craps Decision of \$2.0737.

This is the average amount won per pass line-don't pass decision over 72,261 recorded decisions, played using \$5 base bets

This number is more important then the win rate because it reflects both winning and losing games.

In other words, the Average Winnings per Decision of \$2.0737 is the net amount you can expect to win per pass line- don't pass decision as a \$5 bettor.

Because this is a net number it can be used for forecasting expected winnings at different levels of play.

The table below shows the win rates per craps decisions for different levels of play:

### Average Win Rate per Level of Play

<b>Minimum Bet</b>	<b>Buy-in</b>	<b>Total Bankroll</b>	<b>Average Won per Decision</b>
\$1	\$45	\$135	0.4148
\$2	\$90	\$270	0.8296
\$3	\$135	\$405	1.2444
\$5	\$225	\$675	2.074
\$8	\$360	\$1,080	3.3184
\$10	\$450	\$1,350	4.140
\$15	\$675	\$2,025	6.222
\$20	\$900	\$2,700	8.296
\$25	\$1,125	\$3,375	10.370
\$35	\$1,575	\$4,725	14.518
\$50	\$2,250	\$6,750	20.740
\$75	\$3,375	\$10,125	31.1141
\$100	\$4,500	\$13,500	41.480
\$200	\$9,000	\$27,000	82.960
\$300	\$13,500	\$40,500	124.44
\$400	\$18,000	\$54,000	165.92
\$500	\$22,500	\$67,500	207.40
\$750	\$33,750	\$101,250	311.10
\$1,000	\$45,000	\$135,000	414.80

This table clearly shows the relation between the level of play and the amount you can expect to win per dice decision.

As a \$5 bettor, you will win \$2.074 per decision.

As a \$10 bettor, you will win at twice this rate, or at \$.140 per decision.

As a \$25 bettor, your win rate will be five time the rate of a \$5 bettor, or \$10.370 per decision.

With the ability to forecast the new winnings per dice decision for any level of play, we can take the next step and forecast how much we will win at different game speeds.

For example, as a \$5 bettor, we will net \$2.074 per dice decision. In a land-based game, played at thirty decisions per hour, we can expect to win  $30 \times 2.074$  or \$62.22 per hour.

At the same level of play we will win faster in a online game since the game is played at a faster rate.

If we assume an online game is played at 150 decisions per hour, then as a \$5 bettor, we can computer:  $150 \text{ decisions per hour} \times \$2.74 \text{ won per decision} = \$311.10$  hourly win rate.

The following table shows realistic net hourly winnings for games played in land-based casinos, at 30 decisions per hour and online craps games, played at 150 decisions per hour.

### Hourly Winnings In Land-Based and Online Craps Games

Minimum Bet	Buy-in	Total Bankroll	Average Won per Decision	Land-based Hourly Winnings (30 decisions per hr.)	Online Hourly Winnings (150 decisions per hr.)
\$1	\$45	\$135	0.4148	\$12.44	\$62.22
\$2	\$90	\$270	0.8296	24.88	124.44
\$3	\$135	\$405	1.2444	37.33	186.66
\$5	\$225	\$675	2.074	62.22	311.10
\$8	\$360	\$1,080	3.3184	99.55	497.76
\$10	\$450	\$1,350	4.140	124.44	621.00
\$15	\$675	\$2,025	6.222	186.66	933.30
\$20	\$900	\$2,700	8.296	248.88	1244.40
\$25	\$1,125	\$3,375	10.370	311.10	1555.50
\$35	\$1,575	\$4,725	14.518	435.54	2177.70
\$50	\$2,250	\$6,750	20.740	622.20	3111.00
\$75	\$3,375	\$10,125	31.1141	933.42	4667.12
\$100	\$4,500	\$13,500	41.480	1244.40	6222.00
\$200	\$9,000	\$27,000	82.960	2488.80	12444.00
\$300	\$13,500	\$40,500	124.44	3733.20	18666.00
\$400	\$18,000	\$54,000	165.92	4977.60	24888.00
\$500	\$22,500	\$67,500	207.40	6222.00	31111.00
\$750	\$33,750	\$101,250	311.10	9333.00	46665.00
\$1,000	\$45,000	\$135,000	414.80	12444.00	62220.00

Interpreting this table is very straightforward.

It shows expected new hourly winnings for games played in either land-based or online casinos.

Let's take a look at what a \$100 bettor can expect.

In a land-based casino, a play making \$100 minimum bets will average making \$1,244 an hour.

If you want to turn craps into a very high source of cash, this is the level where you want to play.

Play ten hours a week and you will bring in \$12,440 a week.

Put in twenty hours of play and you will bring in \$24,888 a week.

There aren't many careers I know of that offer such high rewards.

You can accomplish the same winnings online as a \$20 bettor.

As a \$20 bettor playing online you will average making \$1244 an hour.

Put in ten hours a week playing and you will bring in \$12,440 a week.

Work half time with twenty-hour work weeks and you will rake in a cool \$24,888 a week!

## Player Decisions

There are a number of decisions you can make in becoming a *Quick Strike 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 \$5 minimum bets and \$500 maximum bets. These limits will be acceptable for 90% of the players using the *Quick Strike Craps* . 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 as well as high end casinos on the Las Vegas Strip, set their minimum craps bets at \$10.

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 tip off. Occasionally make erratic plays that vary

from Quick Strike Craps. 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 not-so-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.

### **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.

As a Quick Strike 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.

(See <http://www.silverthornepublications.net/PBJ/>)

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.

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. (see <http://www.silverthornepublications.com/RouletteGold/>)

**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 Quick Strike Craps. 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.

## Life as a Gambler

At this point, you should have a good understanding about how to use Quick Strike Craps 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 Quick Strike Craps 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?

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. However, losing with Quick Strike Craps is a rare occurrence, happening just once every forty games. The risk of losing two games in a row is only one in 1,600 games!

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.

### **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 Quick Strike Craps, at some point you will want to increase the size of base bets — jumping from a \$5 base bet 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 Quick Strike Craps.

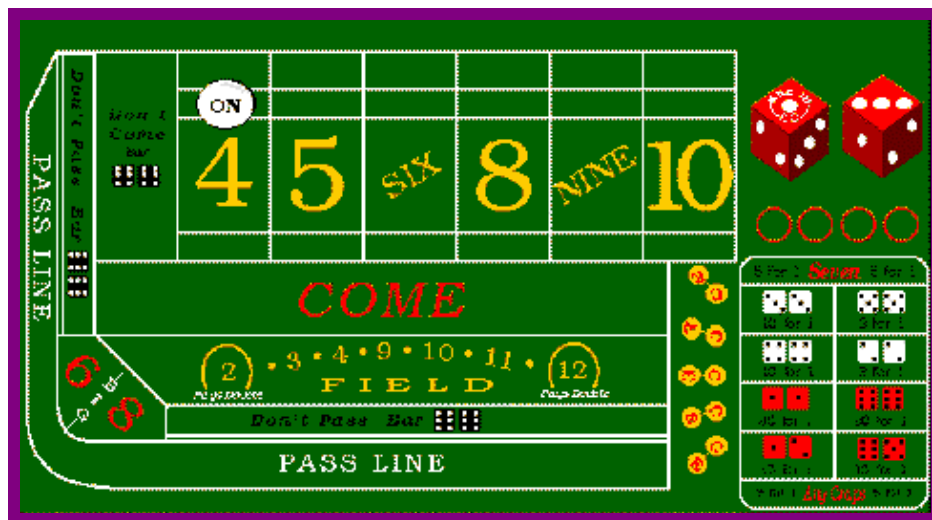
Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, 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.

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.

Remember that the casino is not your enemy. The primary functions of modern casino personnel, 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.

## Getting Paid to Gamble

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.

### **Chose 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 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.**

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 token 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.

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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 Quick Strike Craps 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.

## Casino Pointers

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 *Quick Strike Craps* player 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 *Quick Strike Craps*, and contrary to the opinion of some drunks, alcohol does not make you think clearer.
13. Toke the dealers. Dealers call tips "tokens" as in tokens 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.



## Before You Play

Most people approach casino gambling as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player goes to try his hand at winning. Needless to say, this approach hardly ever works.

Some work and advance preparation are essential to becoming a consistent winner at craps or any other casino game.

The advance preparation is fairly easy. First, read and understand this book. You may wish to purchase craps software and practice the system. I encourage and recommend this. The easiest way to learn this strategy is to practice is to play in an online casino in "practice mode" where no money is risked. This will give you a realistic feel for craps as it is played, whether you play online or in a land-based game.

Whichever way you go, practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Second, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing this strategy, you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the casino or the dealer, it is your own lack of self-control. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that *Quick Strike Craps* or any other system can make you a winner.

After you have learned and practiced this strategy, you will want to begin planning to apply it in a casino.

Planning begins with determining the size of bankroll you will take for your craps play. The amount you will take for an excursion to a casino(s) is called your *Total Bankroll*, and it should be three times the size of bankroll required to play a game. If you decide to play online you can use these same concepts.

It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against any possible losses.

### Quick Strike Craps Bankroll Levels and Profit Traps

Minimum Bet	Game Bankroll	HPPG (Target Win)	Total Bankroll
\$1	\$45	\$8	\$135
\$2	\$90	\$16	\$270
\$3	\$135	\$24	\$405
\$5	\$225	\$40	\$675
\$8	\$360	\$64	\$1,080
\$10	\$450	\$80	\$1,350
\$15	\$675	\$120	\$2,025
\$20	\$900	\$160	\$2,700
\$25	\$1,125	\$200	\$3,375
\$35	\$1,575	\$280	\$4,725
\$50	\$2,250	\$400	\$6,750
\$75	\$3,375	\$600	\$10,125
\$100	\$4,500	\$800	\$13,500
\$200	\$9,000	\$1600	\$27,000
\$300	\$13,500	\$2400	\$40,500
\$400	\$18,000	\$3200	\$54,000
\$500	\$22,500	\$4000	\$67,500
\$750	\$33,750	\$6000	\$101,250
\$1,000	\$45,000	\$8000	\$135,000

Using this table, you can plan on the amount of capital you will need for a trip using *Quick Strike Craps*.

Needless to say, this bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay mother's medical expenses and use it for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture.

After building your bankroll and practicing the system until you can perform flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of tracking forms, a notebook for recording the results of your play and a game plan for your trip.

A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for gambling as well as for other activities.

If you wish to approach using *Quick Strike Craps* in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll.

Assume that your bankroll is \$2,100. You are planning a trip to Las Vegas and you find out that the minimum craps bets accepted are \$5 bets.

You check with the table presented a couple of pages ago and see that the Total Bankroll required to use the \$5 is \$675. You realize that with a bankroll of \$2,100 you have a large enough bankroll to play with \$15 minimum bets, which has a ***Total Bankroll*** requirement of \$2025.

You decide to start out making \$15 bets and gradually work your way up to making \$25 bets. Your goal for the trip is to be able to move up to making \$25 bets by your second day of play.

Let's try another example. You want to play craps online making \$2 bets. Here you will need a ***Total Bankroll*** of just \$270 to get started. If you don't have this much or just want to grow your own bankroll, you can find many online casinos accepting smaller bets that will accommodate a smaller bankroll.

Here's a sneaky way to build your bankroll instantly! Many online casinos will give you a 100% cash bonus when you make your first deposit. Let's say you only have \$135 but you would like to be able to play at the \$2 betting level, which requires a ***Total Bankroll*** of \$120. Just sign up and deposit \$135 with one of the 100% bonus casinos. With the \$135 bonus you will have a \$270 bankroll.

Here's a quick checklist before you go to a casino.

1. Your bankroll is large enough for your level of play.

2. You have practiced playing at this level in online practice sessions, with no money at risk.
3. You know how to use the strategy and that you know how to use our tracking system to keep track of your bets.
4. You have set up a game plan showing you ***Game Bankroll, HPPG Target. and Betting Series.***

The key to winning is to have practiced enough that play in a real casino seems natural and easy.

I will give you a proven plan for always going home a winner in the next chapter.

## Summary of Quick Strike Craps

*The Quick Strike Craps Strategy* consists of combining the *High Probability Bet Placer (ROD Method)* which determines where you will place each bet or either Pass Line or Don't Pass and the *Quick Strike Betting Series (QS Betting)* which determines the size of each bet.

Combining these two methods is the basis of *Quick Strike Craps*, where each leg of the strategy helps support the complete strategy.

Here is a summary of each part of the strategy.

### The High Probability Bet Placer (*ROD Method*)

1. Bet the Same (S) as the Previous Decision until you lose a bet. Then switch to betting the Opposite (O) of the Previous Decision until losing a bet.
2. Start a game by betting the Same (S) as the previous decision.
3. If you have the results of the previous dice decision, start out betting the same as the previous decision. If you don't know the previous decision, such as when you start playing craps online, always start with the pattern *Same* and bet on **Don't Pass**.

### The Quick Strike Betting Series

You will use a Bet Series to determine each bet. There are different bets for each level of betting. When you use \$5 as your minimum bet, you will use the following betting series:

### Optimum Winning Bet Series for \$5 Bets

Level	1	2	3	4	5	6
Bet	\$5	\$10	\$20	\$40	\$60	\$80
If Win Return to	1	1	1	2	3	4

The betting rules are:

1. Always begin a game making a Level 1 bet. If the bet wins, continue to make a Level 1 bet. If the bet loses, raise the bet one level.
2. Any time a bet loses the next bet will be one level higher. If you lose a Level 1 bet, your next wager will be at Level 2. If you lose a Level 3 bet, your next wager will be at Level 4.
3. Whenever you win a bet your next bet will be at the level shown in the template. If you win a Level 1, 2 or 3 bet, your next bet will always drop back to Level 1. These first three levels of betting are handled like a Martingale progression where one win is sufficient to drop you all the way back to the first bet.

If you win a Level 4, 5 or 6 bet, your next bet will be at the level shown in the template:

If you win a Level 4 bet, next make a Level 2 bet.

If you win a Level 5 bet, next make a Level 3 bet.

If you win a Level 6 bet, you next wager will be a Level 4 bet.

The following table shows a series of bets using the QS Betting Series with a minimum wager of \$5.

The essence of *Quick Strike Craps* is combining the *ROD Method* which determines *where* you make each bet with the *QS Betting Series* where determines the size of each bet. The easiest way to learn the strategy is to practice it. You can practice playing craps

without having to register or download any software at Bodog.com

<http://casino.bodog.com/free-craps.jsp>

The following table shows *Quick Strike Craps*' minimum bets, *Game Bankrolls*, *HPPG Targets* and *Total Bankrolls* for minimum bets ranging from \$1 to \$1,000.

### Quick Strike Craps Bankroll Levels and HPPG Targets

Minimum Bet	Game Bankroll	HPPG Target	Total Bankroll
\$1	\$45	\$8	\$135
\$2	\$90	\$16	\$270
\$3	\$135	\$24	\$405
\$5	\$225	\$40	\$675
\$8	\$360	\$64	\$1,080
\$10	\$450	\$80	\$1,350
\$15	\$675	\$120	\$2,025
\$20	\$900	\$160	\$2,700
\$25	\$1,125	\$200	\$3,375
\$35	\$1,575	\$280	\$4,725
\$50	\$2,250	\$400	\$6,750
\$75	\$3,375	\$600	\$10,125
\$100	\$4,500	\$800	\$13,500
\$200	\$9,000	\$1600	\$27,000
\$300	\$13,500	\$2400	\$40,500
\$400	\$18,000	\$3200	\$54,000
\$500	\$22,500	\$4000	\$67,500
\$750	\$33,750	\$6000	\$101,250
\$1,000	\$45,000	\$8000	\$135,000

The next table shows the bets for minimum wagers ranging from \$1 to \$1,000. The same betting rules are followed for each level of betting. For example, if you win a Level 1, 2 or 3 bet your next bet will be a Level 1 bet. If you win a Level 4 bet your next wager is Level 2, if you win a Level 5, you revert to making a Level 3 bet, and if you win a Level 6 wager the following bet will be for Level 4.



### Quick Strike Craps Bets for Each Level of Play

Min Bet	Buy-in		Levels					
			1	2	3	4	5	6
		If Win Go to >	1	1	1	2	3	4
\$1	\$45		1	2	4	8	12	16
\$2	\$90		2	4	8	16	24	32
\$3	\$135		3	6	12	24	36	48
\$5	\$225		5	10	20	40	60	80
\$8	\$360		8	16	32	64	96	128
\$10	\$450		10	20	40	80	120	160
\$15	\$675		15	30	60	120	180	240
\$20	\$900		20	40	80	160	240	320
\$25	\$1,125		25	50	100	200	300	400
\$35	\$1,575		35	70	140	280	420	560
\$50	\$2,250		50	100	200	400	600	800
\$75	\$3,375		75	150	300	600	900	1000
\$100	\$4,500		100	200	400	800	1200	1600
\$200	\$9,000		200	400	800	1600	2400	3200
\$300	\$13,500		300	600	1200	2400	3600	4800
\$400	\$18,000		400	800	1600	3200	4800	6400
\$500	\$22,500		500	1000	2000	4000	6000	8000
\$750	\$33,750		750	1500	3000	6000	9000	12000
\$1,000	\$45,000		1000	2000	4000	8000	12000	16000

When you are betting you need to keep track of your winnings so that you know when you have reached your **HPPG Target**. For example, if you have just won a Level 3 bet and you have reached or exceeded your **HPPG Target** amount, you will not make the next bet at Level 1.

Another way of stating this is that hitting your **HPPG Target** has a higher priority than completing any sequence of bets.

There is still one more reason you may decided not to complete the bets called for in the Betting Series. If you are playing a longer game and have been in a losing position for some time and a couple of winning bets gives you a win, even if it is less than your **HPPG Target** you may wish to call the game over.

## Take Your Money and Run

The object of playing craps is to walk out of the casino with more money than you came in with. That's what this book has been about. If you want to have fun playing craps, that's great too. It's supposed to be fun. But, if you have consistently been losing to the casinos, then I question how much fun you have really been having.

There is no substitute for winning. Can I guarantee that you will always be a winner? No. But I will guarantee that your play will improve immensely and that you will have a better chance of winning than ever before if you follow the suggestions I have given you. Here is a brief rundown of what you should do to become a skilled craps winner:

1. You should first read this entire manual. If you don't understand parts of the strategy you can go back to them later.
2. Before trying to learn the strategy make sure that you understand how to make pass line and don't pass bets. You can sign on to an online casino such as Bodog (<http://casino.bodoglife.com>) and play in practice mode to get a feel for the game. You don't have to know about any other craps bets in order to play the game. .
3. Learn the **ROD Method** first. This entails learning where to place your bets. To learn how to use this strategy, you should try it in practice mode. At this point, don't worry about the size of each bet. Just use a flat bet of \$5 and practice choosing where to place each bet.
4. After learning the **ROD Method**, you will learn the **QS Betting Series** used to determine the size of each bet. The easiest way to determine if you have mastered bet sizing is to review the example games in this book and see if you completely understand how we determined the amount of each bet.
5. After you know exactly how to use **Quick Strike Craps** correctly, you will need to add the Money Management Rules to complete the strategy. Be sure that you understand the concepts of **Minimum Bets**, **Game Bankrolls**, **Total Bankroll** and **HPPG** targets.
6. Review all of the example games in this book. Be sure that you completely understand

how to determine each bet and why we stopped play in each game.

7. Play craps for free in an online game. At first, don't try to apply the strategy. Just make flat bets such as \$5 bets.

8. Play a series of games in practice mode using the Quick Strike Craps bet tracking system.

9. Keep good records of your practice games. Be sure that you are consistently winning before starting to play for real money.

10. Get ready for real play. The easiest way to do this is to deposit money in the online casino where you have been practicing and start playing for real. You will have to adhere to our bankroll requirements. If you decide to start with \$1 bets, you will only need a \$20 buy-in. Since many online casinos offer 100% match bonuses, you can get started with as little as \$10 and use the casino's bonus of \$10 to complete your bankroll.

11. Be sure that you keep accurate records. You will employ record keeping mainly to keep score. If you have a Profit Goal in mind, you want to know when you have reached it. Most gamblers underestimate the amount of their losses and overestimate how much they are ahead. Record keeping will not only keep you honest, but it will also improve your winnings.

12. Set modest goals when you first start playing for real. It is always better to start playing with a lower bankroll so that if you do make mistakes, your losses will be smaller. Only move up in play after you have built up the bankroll needed out of winnings. If your winnings are not growing, then you are not using the strategy correctly.

13. Finally, learn to play another casino game. Try roulette or blackjack for a real change. A much over-looked game is three-card poker. Try it. It is a great game. The point is that your casino experience will be much more enjoyable if you learn another game.

14. Play for blood. The best way to do this is to start out small and then increase the size of your wagers as your bankroll grows. While the casino may not pay much attention to your wins as a \$5 bettor, the casino bosses will definitely take notice when you start beating them making \$100 minimum bets.

We hope you enjoyed this book and picked up some useful pointers. It's tough to win at gambling. But the real trick is not to lose too much. If you keep your losses low, then when the large payoff comes, you will end up a net winner.

I know how hard it is to use discipline in a casino environment. But once you leave the casino and arrive home with real winnings, you will see the value in the strategies. We wish you the very best in your gambling endeavors.

