

**Learn the basics of the game,
the best and worst bets to
make, how to throw the dice,
and how to become a
knowledgeable Craps player.**

Beginner Craps Made Easy

**“How to play the most exciting game in the casino”
- by Dominator**



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“How to play the most exciting game in the casino”

By “Dominador”

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TABLE OF CONTENTS

Chapter 1: The basics of craps, It's not that intimidating	Pg. 6
Chapter 2: Place bets	Pg. 11
Chapter 3: Come bets	Pg. 16
Chapter 4: How to play "don't come"	Pg. 21
Chapter 5: Center bets – the worst bets you can make	Pg. 25
Chapter 6: Don't be shy, throw the dice	Pg. 27
Chapter 7: The hardway set	Pg. 29
Chapter 8: How to bet on yourself and others	Pg. 34
Chapter 9: Etiquette at the tables	Pg. 44
Chapter 10: How to stay focused, the mental side of craps	Pg. 48

INTRODUCTION

By Bob “Mr Finesse” Convertito

The most exciting game in the casino is craps. It has some of the best bets to be found in gambling – and many of the worst. When you look at a craps table for the first time, the layout can be intimidating. How can anyone possibly play this game?

The fact of the matter is just the opposite. Craps is a very easy game to play because there are only a few bets worth making and hundreds of bets and combinations of bets we shouldn't even think about. Make the good bets and you have an excellent chance of coming home with a win when you go to the casino. Make the bad bets and the chances are you're coming home with empty pockets.



The author of this book, Dom LoRiggio, known as the “Dominator” in gambling circles, is one of the best craps players in the world. He is a knowledgeable gambler, knows the math of the game, and understands how to pace his attack on the casinos. He knows how to pace himself as well. He is also one of the most brilliant dice controllers around, with a knack for changing a casino-favored game into a game that favors him by changing the probabilities because of his throwing prowess. His knowledge, daring and skill have made him a tremendously successful gambler in today’s casinos.

And he is going to show you just what it takes to play a strong game against the house at craps. Don’t be intimidated by craps. It is a great game to play and, if you make the right bets (the bets Dom will explain to you), you will have a much better chance of winning on your next casino excursion.

This book will explain how the game is played and what bets to make. It will tell you what bets to avoid. Listen to the Dominator. He knows his stuff! And welcome to the world of craps.

- *Mr. Finesse*

Chapter 1:

The basics of craps, it's not that intimidating!

The game of craps isn't really that hard to learn and play intelligently. Most people new to craps feel that the game is intimidating, but what they find is that it is really simple! The game can really be learned in 10 Easy Steps!

The craps table layout

When you look at a craps table layout, the first thought that usually comes to a beginner is that there are many types of bets that can be played and that the layout looks threatening. The usual comment that I hear is "I can't learn to play this game!" But the game is easy to learn and play. There are only three types of bets - contract bets, one roll bets, and place bets.

The Craps Table and Layout

In the center of the table, you will see a person called the Boxman, who is usually sitting. The Boxman can be a man or a woman, as can any of the casino personnel that oversee the game. The Boxman's job is to control the table and to make sure that winning bets are paid off correctly and there isn't any cheating occurring.

The Boxman will also handle any disputes that might arise at the table. The Boxman will also deposit your buy-in at the crap table into the “drop box” when you begin to play.

On either side of the Boxman are two dealers. The dealers are there to place your bets and to make your payoffs on a winning bet, on the side of the table that they are working. The payoffs begin with the person that is to the right or left of the stickman. So don't worry you will get paid, but be aware of the order of payouts. It is your job to know that you should get paid for a winning bet.

The stickman is the person directly opposite the Boxman. His job is to pass the dice to the shooter and take care of the center bets (hard ways, any craps, etc.) These bets are in the center of the table. See illustration 1.

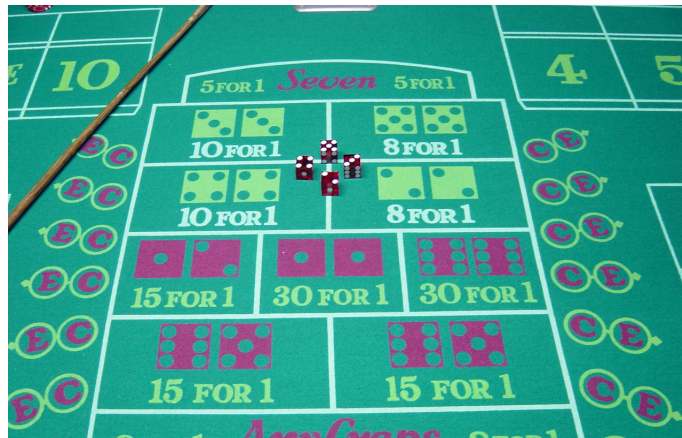


Illustration 1

Look at illustration 2 and then look at a crap table. You will notice that to the left and right of the center bets, the sides of the crap table are the same. These sides have boxes with numbers in them. These numbers are called **Box Numbers**. Ingenious, right!

Right under the **Box Numbers** is an open area with the word **Come** in it and at the upper left or right corner you will see a box with the words **Don't Come**. I will tell you how to use these two areas in the chapter about betting. The section under the **Come** area is called **Field**. Lastly, below the **Field** section is the **Don't Pass** and **Pass** area. One last area in illustration 2 is in the bottom corner called **Big Six, Big Eight**, two of the worst bets on the craps layout. As a rule, any bet that is prominent on a craps table or a bet that the dealers are trying to sell you, like Hardway bets, are usually good for the casino and bad for the player in terms of the casino edge. The casino edge is defined as the percentage of money that the casino will make on any bet. The best bets will be bets that have the lowest casino edge against the player. Some disciplined players can then learn to be "careful shooters," and they will be able to take this negative expectation game to the positive with practice.

the point. This type of shooter is called a *Right Better*. Or the shooter can place a bet on the **Don't Pass**, if the shooter doesn't think he will make the point. This type of shooter is called a *Wrong Bettor*.

Now the shooter will throw the dice to the opposite end of the table, making sure that both dice hit the back wall. This is called the comeout roll. If a 7 or an 11 is rolled, the Pass Line wager is a winner and the bet is paid off in even money. If a 2, 3, or a 12 is rolled, the Pass Line wager is lost and the Don't Pass wager is won (the 12 is a tie) and is paid off at even money. If the shooter doesn't roll one of these numbers, the number that is rolled (4, 5, 6, 8, 9, or 10) is called his point number and the shooter will keep rolling until he either repeats his point number or a 7 is rolled. If the shooter repeats the point number, the Pass Line wager is a winner and the Don't Pass wager is a loser. If a 7 is rolled before the point number, the Pass Line wager is lost and the Don't Pass wager is won.

That's the whole game in a nutshell! Not so hard, right? Now let's place some bets and try to win some money!

Chapter 2:

Place Bets

Place bets are bets that are directly placed on numbers that you think will be rolled. They are easy to bet and make the game interesting.

How to make a place bet

Looking at illustration 3 you will see the **Box Numbers**. The dealer will place your bet on the number that you think a shooter will hit.



Illustration 3

Once the shooter establishes the point, you can now place a bet on any number that you think they will roll. Now some numbers have a better chance

of being rolled than others because of the math of the game and the way that these numbers show on the dice. If you want to bet one of these box numbers, place your money in the come box on the layout and say to the dealer on your side of the table, "Place \$6.00 on the 6, please" or for any number that you want to bet, including the point number if you don't have a Pass Line wager. Your bet will look like illustration 4. You bet in multiples of \$6 on the numbers 6 and 8 and in multiples of \$5 on the other four numbers.



Illustration 4

You don't have to bet the Pass Line all the time. In fact when you are not shooting, you shouldn't bet the Pass Line right away. We will get into this further in the chapter, **How to Bet on Others**.

As stated, when you place the 6 or 8, you must do it in multiples of \$6 so you can be paid off in the **house odds** of 7 to 6. On the numbers 4, 5, 9, and 10, you can use any multiple of \$5. Because you can remove a place bet at any time, the casino doesn't pay you in what is called **true odds**. They pay you in *house odds*. The *house odds* are lower than *true odds*. By paying you off on a winning place bet in *house odds*, the casinos always will have the edge they need to show a profit.

True odds are calculated by how many ways there are to make a number with the two dice. Without getting too deep in the math, let me give you an example. If you want to place a bet on the number 9, you drop a \$5 chip on the layout and say to the dealer, "Please place the 9 for \$5." Now if you pick up two dice you will see that there are just four ways to have the dice show the number nine, but there are six ways for the seven to show. This makes the *true odds* on the 9, six to four or three to two. So for every \$2 bet, the true payoff should be \$3. But on a place bet for the number nine, the casino is going to pay the *house odds*, which are 7 to 5. So on a place bet of \$5 on the 9, the casino does not pay you \$7.50, it will pay you only \$7. That extra 50 cents gives the casino their edge.

To play the game of craps, you don't have to thoroughly understand the math. As a matter of fact, most people that play don't have any understanding of the math in craps, but I would suggest that you know how much you should be paid on a bet. The dealers can make mistakes, which are usually caught by the boxman, but sometimes they are not. So take the short time it takes to memorize what your winning bet should pay. Illustration 5 is a chart to help you memorize the payoffs that you should expect. Look at Illustration 5 to

learn the payout from *place bets*, which are paid in *house odds*. The *true odds* bet is a better bet. That is why we will teach you *The Captain's 5-Count*, which is a method of betting on other shooters that will utilize *true odds* and give you a better return on your money wagered.

Place number	Amount bet	House odds	Pay off on House odds	House Edge
4 or 10	\$5	9 to 5	\$9	6.67%
5 or 9	\$5	7 to 5	\$7	4%
6 or 8	\$5	7 to 6	\$6	1.5%

Illustration 5

Place bets remain on the table all the time. When the number that you placed is rolled, you win, and the dealer will pay you the win, but your place bet remains wagered. It is still on the layout. Now this doesn't mean that you can't say, "take my bets down." Place bets are not *contract* bets like Come and Pass Line bets are, because you can remove a place bet anytime you please. If you feel that a 7 is going to show you can simply say to the dealer, "Please take my bet on the 6 down." The hardest thing for a craps player to say during a roll is "Take down my bets", but these four little words will save you a ton of money!

Buy bets

In this chapter about place bets we should mention what a "buy" bet is.

In an effort for casinos to give you true odds when you *place bet* numbers, the casinos will allow you to *buy* the 4 or 10 (some casinos will allow you to buy the 5 and 9 as well). At most casinos in our country you must place these numbers for at least \$25 to be able to *buy* them. In Tunica, Mississippi, you can buy the 4 or 10, and also the 5 or 9, for as little as a \$10 each.

Buying a number simply means that for a tax or a commission of 5 percent, the casino will give you the correct odds on the win. To make this buy bet on the 4 or 10, you just take \$25 plus \$1 and drop the \$26 on the layout and say to the dealers, "Please buy the 4 for \$25." The dealer will place your \$25 four and put a little "*buy*" button on it. This is a big help if you are playing at the \$25 level. Without the buy, the casinos would pay you the *house odds* of 9 to 5 on the 4 or 10 and hand you a \$45 win. But with the buy bet on these same numbers, you receive from the casinos the true odds on the 4 or 10 of 2 to 1. So the casino gives you \$50! This is an extra \$5 for a \$1 commission, making you an extra \$4. Not bad, and it is also the proper way to play, if you can afford that level of action.

Chapter 3:

Come bets

Come and Don't Come bets will pay you *true odds*. If you want to be an astute craps player, then you will want to use come bets when you bet on others and *place bets* when you bet on yourself, that is, make place bets on yourself if you practice to become a *careful shooter*. The definition of *careful shooter* is someone who can control the dice enough to overcome the house edge – a difficult but not impossible thing to do.

How to make a Come Bet

Once the shooter has established the point, you can then make a *Come* bet. You take the minimum table bet from your rack and just drop it in the come area of the layout. You don't have to say anything to the dealer. They might ask you what that bet is just to be sure, and you simply say, "That's a *Come Bet*."

So now the shooter rolls the dice again and a few things can happen to your *Come* bet. If the shooter rolls a 7 or 11, you win the *Come Bet*. If the shooter rolls a 2, 3, or a 12, you lose the *Come Bet*. The last thing that can happen to this *Come Bet* is that the shooter rolls a number (4, 5, 6, 8, 9 or 10). When this happens, the dealer will take your *Come Bet* and place it on that number rolled. If the shooter rolls that number again your *Come Bet* wins. If the

shooter rolls a 7 before rolling that number again, your *Come Bet* losses. As you can see, *Come Bets* act just like a *Pass Line* bet. The true power of the *Come Bet* is when you first drop your bet in the *Come* area. That is because the 7 is going to show more than any other number, and when this happens, you are a winner on that initial roll.

Unlike a *place bet*, the *Come* bet is a contract bet with the casino, like your *Pass Line* and *Don't Pass* bet are. It cannot be removed until a decision is made on the number that the *Come Bet* is on.

Let's talk about this contract bet as it pertains to a *Come* and *Don't Come* bet. You lose your *Come Bet* if a 7 is rolled after the *Come bet* is placed on a number. It's just the opposite for the *Don't Come* bet. If the shooter has a point of 6 and you have a *Come* bet on the number 5, you will not win your *Come* bet unless the shooter rolls a 5 before he rolls a 7.

Let's look at this example. The shooter has a point of 6 and you have a *Come* bet on the number 5. Now, the shooter rolls the number 6, the stickman calls out "6 rolled! Winner 6! Pay the *Pass* and take the *Don'ts*." You are still sitting there with your *Come* bet on the 5. The shooter gets the dice again and now rolls a comeout 7. Everyone on the *Pass Line* cheers because they won, but you would lose your *Come* bet because the 7 was rolled before your 5.

At most casinos, when this happens, if you had odds on your *Come* bet of the 5, the dealers would give you back your odds, because they are automatically off on a comeout roll. But not always! Ask the dealers if your odds are off automatically on the comeout roll or whether you must call them off. You

always want your odds off during a comeout roll because again, the 7 will show more times than any other number – and some careful shooters attempt to get the 7 on their comeouts as well.

Taking odds on the Come Bet

After the shooter rolls a number the dealer takes your *Come Bet* and places it on the number rolled, and the dealer will usually ask you, “Odds?” Here is where the casinos will pay you in *true odds* and you should take advantage of this. Casinos will allow you to take 2X odds (putting double your Pass Line or Come Bet in odds) and some casinos will allow you to take odds all the way up to 100X odds. Others will give 3X, 4X, or 5X odds. What 3X, 4X, or 5X odds mean is that on the numbers 6 and 8, the casino will allow 5X odds. On the 5 and 9 the casino will allow 4X odds, and on the 4 and 10 the casino will allow 3X odds. The reason for this 3X, 4X, or 5X odds at some casinos is to make the payoff easier for the dealers. At max odds, the payoff is the same amount of money for all the odds bets. Be aware of the amount of odds you can take. This is usually posted on the plaque that states the minimum bet allowed at the table or it is on a plaque under the Boxman. The dealer places your odds bet on top of your come bet, and a little off center.

Come Bet odds

Try to memorize Illustration 6 so you know the amount of money that you should receive with your odds bet. Again, this isn’t mandatory, but it is a good idea. The amount of odds you take are related to the amount of money you

bet in the Come area. Two-times odds means that you can take up to two times the amount that you have bet in the Come area as odds. So on a \$5 Come Bet, you can bet a max of \$10 in odds. Also notice on the chart that you should bet in even amounts or multiples of \$2 on the 5 and 9 or in multiples of \$5 on the 4, 6, 8, or 10.

Also, there isn't a law that says that you must take odds on your Come Bet immediately. Always remember that the power of the Come Bet is when you first put it up because of the 7 showing more times than any other number.

Another point about the odds on a Come Bet is that you can take the odds down whenever you want. The Come Bet is a contract bet with the casino and cannot be removed until a decision is made, but the odds portion can be removed at any time.

Illustration 6 is assuming that you are playing at a \$5 minimum table with single odds on your *Come Bet* of \$5.

	<i>Amount Bet In odds</i>	<i>True odds</i>	<i>Odds</i>
4 or 10	\$5	2 to 1	\$10
5 or 9	\$6	3 to 2	\$9
6 or 8	\$5	6 to 5	\$12

Illustration 6

Chapter 4:

How to play “don’t come”

Once the shooter has established their point you can then make a *Don't Come* bet. If you want to make a Don't Come bet, you would drop your chip in the Don't Come bar area that is in the upper left or right hand corner of the layout. Go back and refer to Illustration 3, and you will see the *Don't Come* bar next to the box numbers.

So now the shooter rolls the dice again and a few things can happen to your Don't Come bet. If the shooter rolls a 7 or 11, the Don't Come bet losses. If the shooter rolls a 2, 3, or a 12 the Don't Come bet wins on the 2 or 3, but pushes on the 12. Again, this push on the 12 is the way the casinos make their money on you. The last thing that can happen to this Don't Come bet is that the shooter rolls a number. Now, when this happens the dealer will take your Don't Come bet and places your bet on that number rolled. If the shooter rolls that number again, your Don't Come bet losses. If the shooter rolls a 7 before rolling that number again, your Don't Come bet wins. Most players are right way players, that is betting on the shooter with either a Place bet or a Come bet. If you decide to be a Don't Come Bettor, or Wrong Bettor as they are also called, you'll be in a minority at the game but that is OK. It is fun to switch off at times at the table.

Taking odds on the Don't Come bet

After the shooter rolls a number and the dealer takes your Don't Come bet and places it on the number rolled, the dealer will usually ask, "Odds?" Here is where the casinos will pay you in true odds and you should take advantage of this. The way you take odds on your Don't Come bet is a little different than the way you take odds on your Come bet, but the odds on these bets are paid off in true odds, so take advantage of laying the odds. Your Don't Come odds bet is placed on top and along side of your Don't Come bet, or bridged across your Don't Come bet. The dealer will put them the way they want it at the casino you are playing in.

Don't Come bet odds

Most people get confused with the amount of odds you can take if you are playing the Don't Come. Remember that if you have any questions about the amount of odds you can take on the Don't Come, you can always ask the dealer. Don't be embarrassed to ask. That is what they are there for. When you take odds on a Don't Come bet it is called *Laying the odds*. You would say to the dealer, "I want to *lay* the odds." Illustration 7 is a chart for you to memorize the odds for a Don't Come bet, if you would like to.

Simply put, if your Don't bet number is a 6 or an 8; you would lay, or risk, \$6 to win \$5. If your Don't point is a 5 or a 9, you would lay multiples of \$3 to win \$2. Lastly if your Don't point is a 4 or a 10, you would lay multiples of \$10 to win \$5. As you can see, you must risk more money in Don't odds to win less money because the casino will never do you any favors! The casinos always work on the math of the game and they know that once a number is rolled, there is a dramatic shift in edge to the casino that a 7 is going to be rolled before that number.

Let's look at the point of 6 or 8. For the Don't bettor, there are six ways to win (the 7 shows six times), and only five ways to lose, (the 6 or 8 can be rolled five times each). Therefore, you should lay \$6 to win \$5.

Now some Don't players will not take odds if the point is a 6 or 8, but in my opinion this is wrong. Once a point has been established, the Don't player has the advantage of winning.

When all is said and done, most players play on the side of the shooter hoping for them to make their point. That is the way I play most of the time. But there are instances that I will play the Don't.

Illustration 7 is assuming that you are playing at a \$5 minimum table with single odds on your *Don't Come* bet of \$5.

	<i>Amount to Bet in Multiples of</i>	<i>Don't Odds</i>
4 or 10	\$10	\$5
5 or 9	\$6	\$4
6 or 8	\$6	\$5

Illustration 7

Chapter 5:

Center bets – the worst bets you can make

Center bets are bets on the center of the craps table layout that are printed **boldly** for everyone to see. Now why do you think the casinos have these bets so bold, and they make the dealers ask everyone if they want to bet these bets? Because these bets have a tremendous edge for the casinos!

Always remember that if the bet looks easy to place and the dealers are trying to sell you on taking the bet, that bet is tremendously favorable for the casinos because you have such a greater chance to lose that bet, or the casino takes a big cut out of your winnings.

Now, it is true that any number can be rolled on a craps table, and the bets I will mention can and are rolled, but the casino advantage is just too great to overcome. These bets are terrible for any player to make!

I will list these terrible bets so you can avoid them. Next to them is the house edge. If a bet has a 10 percent house edge that means for every \$100 you bet on these, you can expect to lose on average \$10.

1. Any 7 - one roll bet – 16.67 percent
2. Any craps - a one roll bet on the 2,3, or 12 rolling – 11.11 percent
3. 2 - one roll bet – 13.89 percent
4. 3 - one roll bet – 11.11 percent
5. 12 - one roll bet – 13.89 percent
6. 11 - one roll bet – 11.11 percent
7. Field bet – 5.26 percent

One roll bets mean that this bet is only good for one roll of the dice, a great advantage to the casinos and a terrible play for the craps player. Hardway bets, the 4, 6, 8 and 10 made 2:2; 3:3, 4:4 and 5:5) and the Big 6 or Big 8 are not one roll bets, but should be avoided like the plague as well. The Hard 4 and 10 have 11.11 percent house edge and the 6 and 8 have a 9 percent house edge. The Big 6 and Big 8 have a 9 percent house edge.

Always remember that if a casino's personnel are yelling for the players to make these bets, they are not doing it to help you, they are doing it because the casino wants them to get you to make these bets. And we all know that the beautiful casinos that we play in were not built on winners' money, but on losers' money!

Chapter 6:

Don't be shy, throw the dice

I talk to so many crap players and they tell me that they never throw the dice. I find this especially true for women players. The reason most of these non-throwers give me is that they don't want to make others lose their money by throwing bad.

My answer to them is that everyone playing the game of craps knows that they can lose, so don't worry about it. Have some fun and throw the dice! Now there are players that want to blame loses on everyone else, except himself or herself, but these players are few and far between – and when they appear, ignore them.

If you want to throw the dice with a greater chance of making some points, then become a **Careful Shooter**. I describe a *careful shooter* on my website, www.GoldenTouchcraps.com, as a person that takes care with the dice. There are certain players who carefully set and throw the dice and are known to be able to have tremendously long rolls. These players, when they throw the dice, take care in the way they preset the dice. They pick up the dice the same way all the time, and then they release the dice the same way all the time. By doing these three things, the same way, all the time, they roll number after number, and that is what the game of craps is all about!

In Chapter 7 I will describe the best preset to use when you start your fun, by throwing the dice!

Chapter 7:

The hardway set

The *hardway* set is so called because when the dice are set this way you will have all hardway numbers on all four sides of the dice.

What the hardway set looks like and why it works

Look at illustration 8, to get a better idea of the hardway set.

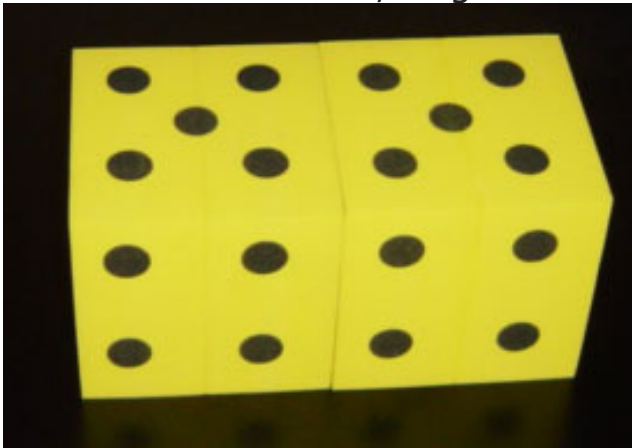


Illustration 8

This is a very powerful set to use as you begin your quest to become a careful shooter. The illustration shows a hard 10 on one side, and a hard 8 on the other. The other two sides would have the hard 6 and the hard 4. So all four sides of the dice have Hardway numbers all around. The reason this is the best set to use to avoid the dreaded seven, is because when these dice land, if one or both dice just flips over one side, a seven cannot be thrown.

Let's take another look at the mechanics and math of two dice. Each die has six sides, so when added together there are a possible 36 different combinations of numbers that can be made with two dice. Look at illustration 9 and you will see that the 7 can be made in more ways than any other number.

<i>Number Rolled</i>	<i>Number of Ways to Make Number</i>	<i>Actual dice Combinations</i>
2	1	1-1
3	2	1-2, 2-1
4	3	1-3, 2-2, 3-1
5	4	1-4, 2-3, 3-2, 4-1
6	5	1-5, 2-4, 3-3, 4-2, 5-1
7	6	1-6, 2-5, 3-4, 4-3, 5-2, 6-1
8	5	2-6, 3-5, 4-4, 5-3, 6-2
9	4	3-6, 4-5, 5-4, 6-3
10	3	4-6, 5-5, 6-4
11	2	5-6, 6-5
12	1	6-6

Illustration 9

As you can see from the above chart, the 7 will show up for a random thrower more times than any other number. Therefore pre-setting the dice into the Hardway set, along with a good pick-up and delivery of the dice, will help in your avoidance of the dreaded 7.

Now keeping both dice to land the way you preset them takes practice. You can practice very easily at home by just tossing the dice onto your couch or bed. If you want to have a more realistic apparatus to throw into, you can make yourself a practice rig or even purchase one at www.GoldentouchCraps.com. Below is a picture of a practice box that you can make at home. Look at the picture then read about the pick up and throw.



The pick-up of the dice and throw

After you have set the dice with the hardway set, pick them up with your fingertips. Put your index finger, middle finger and your ring finger across the front of the dice. Place your thumb in the back of both dice with equal pressure on both dice.

Now pick the dice up, and throw them with a little backspin. Try to keep the dice together as they travel down the table. The highest arch on the dice should be a 45-degree angle. Now practice to make them land at the same spot on the table, with the same energy and velocity. This isn't easy, but with practice you will become a careful shooter, or as I like to call it – a Golden shooter.

At Golden Touch Craps, I give seminars on this technique throughout the country.

Chapter 8:

How to bet on yourself and others

The way you bet is a big key to making some money at the craps tables. You must have discipline and not get caught up in the action, and not fall for all the dealers trying to sell you those center bets in the center of the table. By following the advice below, you will have a much more enjoyable time at the casinos and the house edge will not whittle away your bankroll.

Betting on yourself

Now that you have practiced being a careful shooter or a Golden Touch shooter, the question you should ask yourself is, "How do I take advantage of this new-found skill?"

The key to craps is repeating numbers being thrown. If you are careful with your toss, and do the things in Chapter 7, then you will have a more likely chance of repeating numbers.

The best method is to use the Come Bet approach. Place a bet on the Pass Line and toss the dice. Take at least single odds once you establish a point. Then place a Come Bet in the Come bet area and carefully throw the dice again. Take at least single odds on this Come bet as well. Now you have two numbers "working" for you.

Now place another Come Bet and throw the dice a third time. When the number is established, take at least single odds on this Come Bet as well. I have said to take at least single odds. That is because taking odds on these bets reduces the house edge. If your bankroll can afford it, you can take more odds, all the way up to max odds. The more odds you take the more you are reducing the house edge on the bet. At just 2X odds, (two times your base bet), you have reduced the house edge on that bet to .61 percent! That is under 1 percent!

You now have three working bets with odds. Just throw the dice the same way and your chances of repeating these numbers is greatly increased. Once you repeat a working number for a win, make another Come Bet and take those odds.

So the sequence goes like this, with a win, you replace either the Come Bet, or if you have made your point, you start all over with a new Pass Line bet. Remember to take those single odds, which will pay you true odds.

If you are playing at a \$5 minimum table, you have \$30 dollars invested on your roll, assuming you have only taken single odds. If this is too much for your bankroll, just bet the Pass Line and one Come bet with single odds on both. Now just forget about the money at the table and throw the dice exactly like before. If you are lucky enough that your roll is a long roll, start to increase your odds, and if you have started your throwing sequence with just two working bets, increase it to three working bets. But do not do this until you have "locked up a win" in your chip rack.

What do I mean by locking up a win? Well, if you are being conservative and have only two working bets, that's a \$20 investment at this \$5 table. Do not increase your odds or the amount that you are betting until you have at least double this original investment back in your chip rack. Guaranteeing a win is an important thing to do. Too many players don't do this and then ask themselves why they lost. Remember any win is better than any loss, and a small win could gradually add up to a big session win when you are finished playing for the night.

You might also want to use *The Captain's 5-Count* on yourself described below.

The Captain's 5-Count

We need a method of betting on random rollers, that is players that don't throw with any control, that will give us the ability to lose less money when they throw. Remember that the way to win more money is to learn to lose less money. We also want a betting method to eliminate shooters at the table so our money is at risk not on every shooter. We want to have most of our buy-in in our rack for when we shoot. At Golden Touch Craps we call this method the 5-count.

This method of betting has been computer simulated by Dr. Don Catlin, a professor of mathematics and the man the slot manufactures and table game developers go to when they need to know the math behind the games they are selling.

Dr. Catlin simulated 200,000 million shooters of the dice and proved that the *5-Count* eliminated 57 percent of all shooters at the table. This means that your money is at risk only 43 percent of the time. This is a good thing because you are not betting on everyone and you are gaining comped time while you stand at the table waiting for the *5-Count's* indicators to happen. When you include comp dollars that you will gain by the time you are at the table, the *5-Count* will gain you an edge in the game of craps. Now throw in your ability to be a careful shooter and you have the start and end to a profitable session of play.

The 5-Count in detail

For a careful shooter, losing at a craps table usually means they lost their money on other people's rolls. I hear this all the time from students, "If I would have only bet on myself, I would have won that session." The *5-Count* solves this problem.

Rarely in the long run against random rollers, or against shooters that are not careful with the dice when they shoot, can a player win at craps by betting on these random throwers. This is because the casino either wins more bets or takes a cut of the winning bets. Remember the house edge, and the math of the game of craps. Craps is a negative expectation game and the only way to win at craps is to learn to become a careful shooter and to use the *5-Count* when you bet on other shooters.

So to win at craps you must lessen three damaging aspects of craps:

1. Reduce the number of shooters you bet on.
2. Increase the likelihood that the shooters you do bet on will win m3.
3. Increase your comp dollars but not your risk.

The *5-Count* accomplishes all three!

1. The *5-Count* eliminates more than 57 percent of the shooters.
2. The *5-Count* gets you on the hot shooters at a higher frequency than players that bet on everyone.
3. The *5-Count* increases your comp dollars.

Using the *5-Count* is very simple. The *5-Count* **starts** with a point number: (.4, 5, 6, 8, 9, 10) and **ends** with a point number. This is very important to understand as you follow the charts below. Always start the *5-Count* with a point number and always end the *5-Count* with a number .again the "numbers" are 4, 5, 6, 8, 9 and 10). The following tables will help you better understand how to play the ***5-Count***.

Example One: The Basics of the 5-Count

If the shooter starts his roll with a comeout winner of a 7 or 11, a craps 2, 3, or 12, the *5-Count* hasn't started yet. You are still at 0 count and holding for a point number to be thrown. So roll #1 is a 7, which is 0-count. Roll #2 is a 4, which would be the shooter's point number and our 1-count. Roll #3 is an 11 and would be our 2-count. Roll #4 is a six and our 4-count. Roll #6 is an eight and our *5-count* where we would start to bet using a Come Betting play or a place betting play.

Just follow the charts below and you will have mastered the use of the ***5-Count***.

Roll #	Number	Count	Bet
1	7	0-count	
2	*4	1-count	
3	11	2-count	
4	6	3-count	
5	3	4-count	
6	*8	5-Count	

Example Two: The Holding Pattern

Roll #	Number	Count	Bet
1	11	0-count	
2	7	0-count	
3	*6	1-count	
4	5	2-count	
5	9	3-count	
6	11	4-count	
7	3	4-count and holding	
8	2	4-count and holding	
9	*10	5-Count	

Example Three: Shooter Makes Point

Roll #	Number	Count	Bet
1	4	1-count	
2	3	2-count	
3	4 .point!)	3-count	
4	7	4-count	
5	11	4-count/h	
6	7	4-count/h	
7	11	4-count/h	
8	3	4-count/h	
9	*9	5-Count	

Example Four: Come Betting

Roll #	Number	Count	Bet
1	4	1-count	0
2	11	2-count	0
3	5	3-count	\$5 come
4	6	4-count	\$5 come
	come bet goes to 6		
5	*8	5-Count	\$5 come
	come bet goes to 8		
6	9		Now take odds on 6 and 8 Take odds on the 9
	Come bet goes to 9		
7	8 .win on come bet)		Put up new come bet

Example Five: Place Betting

Roll #	Number	Count	Bet
1	7	0-count	0
2	8	1-count	0
3	12	2-count	0
4	6	3-count	0
5	4	4-count	0
6	2	4-count/h	0
7	*9	5-Count	Place bet the 6 and 8; buy the 4 or 10 if vig is paid on winning bets only

The **5-Count** is the only shooter selection method that has been proven to work in a massive study of 200 million shooters.

Chapter 9:

Etiquette at the tables

Being a good craps player also means that you must know the proper etiquette at the tables. Nothing is more upsetting to players and dealers than someone that throws in late bets or holds up a game. Craps players are very superstitious and believe that someone having a good roll needs to get the dice back quickly and keep the rhythm going. There is some truth to this. Don't get nervous and think that there are a lot of rules that you need to learn. Most are just basic common courtesy.

When to make your bets

The time to make your bets in the Come area or for you to give the dealer a place bet is when the dice are in the center of the table. After a person rolls the dice, the stick person moves the dice to the center of the table. When this happens, you can place a Come Bet or you can drop your chips in the Come area and say to the dealer in front of you to place a number for you. Before you place a number the dealer must pay out the winning bets, so wait till he or she pays out the bets, then you can drop your Come bet or place your bet.

So here is the sequence of when bets should happen.

1. The shooter throws the dice and the stick person moves the dice to the center of the table
2. The dealer pays out the winning bets from that roll
3. The stick person tells the dealers the center bets that have been won and the dealers pay out these bets
4. Now after all these payouts you can make your come bet or place your bets

When to buy into a game

The time to buy into a craps game is when the dice are in the center of the table. After all the winning bets are paid, put your money in the come area and say to the dealers, "Change only please." The dealer will then take your money and push it to the boxman who counts it, and then tells the dealer how much in chips they should give you. You never just want to walk up to a table and throw your money down. This disrupts the flow of the game and possibly your money could land where the shooter is throwing the dice and hit one or both. When this happens, a collective sigh will erupt from the players because a superstition of craps is that the final outcome of the dice will be changed if they hit chips or money.

Keep your hands high

Sometimes you will hear the stick person say, "Hands up!" What they mean is for the players to keep their hands above the rail. Nothing is more exasperating than when a player has his hands in the playing area because they are making a late bet and the dice hit his hands and roll to a 7 out.

Know your bets and how much to bet

In Chapters 2, 3, and 4, you have learned how much you need to bet when you place a number. Memorize these amounts. By knowing these amounts you will speed up the game. Now if you don't have the exact amount in your rack, the dealer will make change, but know and say, "Place the six for me for \$6 please." If you give the dealer more money, he knows what bet you want to make and how much change to give you.

Tip the dealers

If you want the dealers to help you with your bets, tip them. Dealers work for minimum wage and make their money from tips. How tips are distributed between dealers varies from casino to casino. The tip that dealers appreciate the most is a tip on the Pass Line for them. Just place a dollar next to your Pass Line bet and say, "Dealers on the line." The reason that dealers like this bet the best concerns the math of the game of craps. Remember what we talked about. The seven is going to show more times than any other number, so this bet is more likely to win for them on the come out. Another way to bet

for the dealers is place a hardway bet for them. Again, just throw a dollar chip towards the stick person and say, "Dollar on the hard 4 for the dealers." If this hardway hits, the dealers will take the win plus the dollar tip and throw it to the box person who will deposit the chips into the dealer's token box.

You can also put a tip for the dealers on top of your place bet. This is also a good way to tip. Again, just put the money down in the come area and say, "Put this \$6 on top of my bet for the dealers." You can also say that you are in control of that bet. Being in control of the bet means that if the bet wins, the dealers will only take the winning bet, but not the original bet like they do in the above examples. By doing this, dealers can make a lot of money while you are only betting that one bet!

Chapter 10:

How to stay focused, the mental side of craps

Discipline is the key to winning at craps. In Chapter 6 you learned how to throw the dice and in chapter 8, I taught you how to use the *5-Count*. Both acts require you to have discipline. The key to having discipline is to have a purpose. Then you must focus on that purpose and use breathing techniques to remain focused. The purpose is – of course - to win.

It is always much more fun to win than to lose. So, we must have a plan. I call our plan, The A.C.T.I.O.N. Plan for Craps. This A.C.T.I.O.N. Plan can be used for your daily life as well as staying focused at the craps table. It has dramatically changed the way I view craps.

Acceptance

As a craps player you must be able to accept the loss that will happen at times. This is not a small task. You need to setup up a 401G account. This is an account that is a separate savings account for your gambling. It is money that you can afford to lose. How can you ever be able to accept loss if you are gambling with money that is needed in your daily life?

This account can be whatever amount you want it to be. But it must be an amount that can withstand the ups and downs that will happen as you gamble.

At the end of the year if you are in the black, take out an “atta boy” or just use this profit to increase your 401G so you can have a larger buy-in for the coming year.

Center:

When we get the dice, we should truly be of one body, mind, and spirit. Center yourself into your “one-point” which is three inches below your navel. Be aware of your one-point during your throw. It should be where your throw starts. Find a stance that is your own that is aligned with your head and legs and throw the dice from your one-point. Make it a three-step breathing cycle, one for body, one for mind, and one for spirit. Do this as the dice are being passed to you and as you wait for the stick to make the payoffs. Breath in from your nose, and imagine the air traveling to the back of your head, down the back of your neck, and finally to your abdomen. When you exhale just do the opposite. While you hold your one-point flexed, start exhaling by allowing the chest to deflate first and then continue down into your abdomen and one-point to a full respiratory cycle. Do this exhale thru your open mouth and at the last bit of exhale release the dice. This exhale will generate more alpha and theta waves, which is what you want for centering and control.

Trust:

For your shooting skills to be effective you must possess unconditional trust in your ability. This can only be accomplished with enough practice and paper execution of your betting plans. Trust your skills and your low house edge bets.

If you have been practicing a careful throw, then when I say unconditional trust, I mean that you have been conditioned through practice that your skills are there, so believe and you will realize the rewards. Common sense should tell you that before you can trust your skills in a situation involving risk, your skills should be imbedded and committed to your subconscious mind and muscle memory. That means practice. Trust leads to a mindlessness because if you practice enough, your trust will take over.

Imagine:

Imagine positives thoughts, the number 6 coming back, hitting that hard 10. Practice these positive images during the day and you will begin to hear the table cheering you and you will see your rack filling with chips.

Only:

Deal with your fear of loss by existing in the present, the time that you have the dice. We all have fear but fear is a future thought or past experience. Live in the present and believe in your abilities at the craps table.

Never:

Stop or look back once action has begun. This comes from dedication and commitment to your practice. This axiom goes hand-in-hand with the first, if you accept the risk and loss you should never look back after your session and say "would have" and "could have." Commitment combined with acceptance, centering, trusting, imagery, and living in the present, will enable you to reach

great heights.

To have commitment you must:

1. Know what you want to accomplish
2. Possess a real desire to accomplish it
3. Develop a workable plan with which to accomplish it
4. Set a reasonable timeframe within which to accomplish it
5. Never second-guess yourself if you fail occasionally

And...we're done.

Craps is the most exciting game in the casino. You've learned enough from this book to be able to go into the casino and give a good account of yourself.

And remember:

"A gambler achieves success when opportunity, preparation, and skill meet."