

Martin J Silverthorne

# **Knockout Craps!**



**Silverthorne Publications, Inc.**

**Knockout Craps**  
**Martin J. Silverthorne**

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## Introduction

Knockout Craps Wins No Matter What Happens at the Table.

We Took the World's Best Craps Numbers System.

Then we combined it with the Number One System for Playing the Percentages!

The Result is a System That Knocks Out the Craps Game!

The Craps Game Will Never Be the Same! Anyone Using Knockout Craps Can Start With \$60 and Turn it Into \$5,000 in Just 13 Hours.

Here's Your Chance to Knock the Casinos Out Every Time you Play Craps!

“Knockout Craps is the most amazing craps system I have ever seen. I won \$2,452 my first time out and I have been winning ever since!”

Mike S. – North Platte, Nebraska

### How Would You Like to Win Over \$5,000 a Day Playing Craps?

That's how much George Stern, the number one craps player in the world, typically wins.

George likes to play the numbers in craps. He is the guy you might spot at the end of the table playing with \$500 chips and raking in winnings by the bucketful!

George has developed the most powerful way to play the numbers ever created.

And you are going to get his system.

Once you have his ***Strong Numbers System*** you will be able to pull in huge amounts off of any craps game in the world.

However, There Is Another Way to Play Craps That is Just as Valid as George's Approach.

This is the *Percentage Plus System*. Russell Hunter, the star investor turned gambler, loves this system because every bet he makes he is favored to win!

Russell easily wins \$4,000 to \$5,000 a day using his Percentage Plus System

On top of getting George Stern's Strong Numbers System you are going to get Russell Hunter's Percentage Plus System!

Once you do, you'll have the two *Top Performing Craps Systems in the World!*

### **But, It Gets Even Better Than This –**

I asked George Stern and Russell Hunter to develop a system combining their two record-breaking approaches.

At first they were reluctant because each system has a different method of winning.

Then they discovered that they weren't so far apart after all.

They combined the two top professional winning systems into a system that is so good that it knocks the game of craps silly. That's why its called Knockout Craps!

“This is the only way to play craps. I have used Knockout Craps for a month and a half and never lost a session.”

George F. – Newcastle, California

## **Here's How Knockout Craps Works In Your Favor –**

You will only make a few carefully defined bets at the craps table. These bets are set up in such a way that you will be playing the Craps Numbers, like George Stern does, and at the same time setting up Percentage Plus Bets where you will always be favored to win.

The result is a system that delivers explosive profits no matter what the table does!

Percentage Plus Betting is a *Maximum Advantage System* where you will always have an edge over the house!

And, the Numbers Bets blow all other “numbers systems” out of the water with their near perfect win record!

Combined, they simply bulldoze over any craps game offered today!

Once you start using Knockout Craps, which has the full power of both systems, you are going to be astounded at how fast and easily you win!

## **Here Are Just a Few Examples of What You Can Expect as a Knockout Craps Player –**

You can get started with as little as \$60 and instantly win \$90 an hour!

Then by stepping up your bets you can turn \$60 into \$5,000 in just 13 hours!

What's more, it doesn't matter where you play –

You'll be a terror at any land-based craps game!

And, you'll turn online craps into an unending source of cash on demand!

You'll be able to tie any craps game into knots no matter where you play!

There is no doubt that once you gain the overpowering edge of Knockout Craps, you'll beat every craps games cold in the slickest manner ever created!

That's why I have no qualms in telling you-

"You will easily win \$5,000 a day using Knockout Craps!"

"Best craps system. Knockout Craps wins no matter who the shooter is or what the table is doing. Forget the hot or cold table systems. Just get this one!"

Tom L. – Soda Springs, Illinois

### **The Power of Playing the Numbers**

George Stern likes to get the numbers on his side. However, he recognizes that craps games get hot less than ten percent of the time.

That's why he has developed a system that wins when the numbers are hot, cold or just plain choppy!

His approach is not the typical pass line plus the odds approach.

He doesn't cover the numbers with Place Bets.

He doesn't make multiple come bets and hope that enough of them hit before a seven shows.

George has been around long enough to recognize that any of these conventional ways of playing numbers are too unreliable!

## **George Has Developed a Way of Just Playing the *Strong Numbers***

If you haven't heard of playing the *Strong Numbers* don't be surprised.

It is a unique way of betting only on the right numbers at the right time that George developed for his own use.

Quite frankly, he was reluctant to disclose his system as he still uses it every day and easily wins over \$5,000 every day!

It took some strong persuasion to get George to reveal his number one winning system for professional play.

<p>"I have tried just about every craps system. Knockout Craps is by far the best. My advice to anyone who wants to beat craps – Get this system!</p>
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<p>Alan D. – Lampe, Missouri</p>
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## **Once You Learn How to Play the Strong Numbers You Will Dominate Any Craps Game!**

Most players decide how they are going to bet and then repeat the same pattern, or a slight variation of it, over and over.

If the table cooperates with their system they win.

And, if it doesn't they lose.

Unfortunately, most of the time these players will lose.



## **When You Play the Strong Numbers You Will Be The Smartest Player at the Table!**

George doesn't decide where to bet in advance. "I'm just not that smart," he says.

He added, "Every table has its own personality. And, it constantly changes. That's why I developed a system to find and play the Strong Numbers. It is the most consistent betting system I have ever found."

The best part of George's system is that you won't be guessing how to play like the other players.

Instead of trying to figure out which shooter is good, you'll just bet the Strong Numbers.

It is absolutely foolproof. In fact when we tested the Strong Numbers System we found that it had a game win rate of over 99%!

When I showed the results to George, he laughed. "You must have screwed up. I don't lose even once in 100 times."

"I have tried to use multiple odds before and have never been very successful. This is the system that refines odds betting to an art and then brings home the bacon. Knockout Craps does for craps what card counting did for blackjack."

Ray D. – Sheridan, Illinois

## **The Percentage Plus System Gives You a Strong Edge Over the House With Every Wager!**

Have you ever wanted a way to have the odds in your favor on every bet?

There is a way to do this.

All you have to do is use Russell Hunter's Percentage Plus System.

Every bet made with this system has an edge over the house!

The result is that you can use this system and just roll over any craps game.

### **Russell's Percentage Plus System Demolishes Every Craps Game!**

How would you like to win a steady \$500 an hour?

Then move up to \$750 an hour by increasing the size of your bets?

Then quickly move up to winning \$1,000 an hour?

It's easy when you have an advantage over the house with every bet you make!

There is no doubt that when you use the Percentage Plus System you will be favored to win on every bet.

As a result you'll beat any craps game, anywhere it is played!

Russell said, "This is the most consistent winning system you can use at craps.

"If you want an adrenaline rush, play the numbers. If you want steady, predicible winning the Percentage Plus System is the way to go!"

"I thought I knew how to win at craps. Compared to Knockout Craps my methods were like comparing a motor scooter to a Ferrari. This system is the best one I have ever used."

Chris T. – Reno, Nevada

### **Combined, Strong Betting and Percentage Plus Betting Are Unstoppable!**

We knew George's Strong Betting System was an outstanding performer.

And, we also knew that Russell's extraordinary Percentage Plus System gave the player a large edge over the house with every wager.

What we didn't know was how well they would perform together –

Hold on to your seat! You are about to get the ride of your life!

### **Knockout Craps Combines the Power of the World's Best Numbers System With a System That Always Has an Advantage Over the House!**

We had no idea what would happen when we combined these systems.

Sometimes two good systems combined will pull in opposite directions.

When this happens it makes no sense to combine them.

However, this is not the case with Knockout Craps.

With its built-in power to play the numbers and still gain an edge over the house with every bet, it produces explosive winnings!

Knockout Craps is the most consistent winner I have ever seen. It doesn't matter what happens at the craps table. This system wins!"

Harry S. – Williams Lake, BC, Canada

### **Ten-Dollar Bettors Win \$902 an Hour Online!**

When you think of craps play, you don't normally think of playing craps online.

However, once you learn Knockout Craps you will want to try it out online.

It beats the online craps games so soundly that we are almost afraid to announce the results!

You can get started online making \$1 bets and pulling in a very respectable \$90 an hour.

Then you'll move up to \$2 bets and give yourself a raise to \$180 an hour.

Three-dollar betting will net you \$270 an hour in all-cash winnings!

And \$5 bets will pull in \$451 an hour.

These amounts are net amounts!

When you use Knockout Craps online this is your bottom line!

### **Knockout Craps is Now the Best Professional Level Craps System For Land-based Craps Play!**

Imagine that you could walk up to any craps table, buy in for \$300 and then start winning.

This is the experience you will have as a Knockout Craps player.

First you'll set up your Percentage Plus bets. These bets will give you an edge of at least 16.67% over the house!

Then you'll start making the Strong Bets.

No matter how the game twists and turns, you will stay on top of it and win!

Slow tables? Not a problem. You'll still win and win soundly!

Hot tables? That's great news. You'll nail down profits faster and safer than the other players.

Choppy or cold tables? You'll love them. This system loves choppy.

In long-term testing we discovered that Knockout Craps may be as close to perfect as is humanly possible.

Even George Stern admits that the combined system is much more powerful than his Strong Numbers system!

He is now using the Knockout Craps system and as he says "Winning better than ever."

"Knockout Craps is the only professional level craps system that always works. I am winning \$11,000 to \$12,000 a week playing at the Black Bear Casino.  
Vern S. – Duluth, Minnesota

### **Playing the Momentum of the Game!**

The Strong Betting part of Knockout Craps is really a Powerful Momentum System!

It automatically determines the direction and momentum of each craps game and then adjusts its bets automatically!

You'll probably read about systems based on figuring who is the best shooter or counting the number of rolls before you jump in.

Strong Betting doesn't use these techniques.

You won't even have to know who the shooter is.

It simply doesn't matter.

Instead of trying to guess who might make his or her point or who won't, you'll let the momentum of the game automatically determine where you bet.

As George says, “I lost a fortune trying out all of these other systems. Take my word, no one is smart enough to evaluate shooters in advance or count rolls and then set up bets. The only way to play is to follow the momentum of the game. It took me twenty years to develop it and I can tell you that no system does this better than Strong Betting!”

### **Getting The Casino in a Vice Grip!**

While George’s Strong Betting sets up winning bets automatically, Percentage Plus betting gains an edge over the house with every bet.

This is a system that is guaranteed to give you an edge over the house with every bet and every dice roll!

There is no other system that can make this claim and then back it up with the math to prove that it is true!

Once you gain the power of Russell Hunter’s Percentage Plus System, you will have an edge over the house every time you bet!

“I am making \$14,000 a week playing craps. The best part is that this system never loses!

Arnold T. – Plano, Texas

### **Never Lose Again!**

Once we combined Strong Betting and Percentage Plus Betting to create Knockout Craps, we had a very pleasant discovery –

Knockout Craps never loses!

Want proof?

We played 6,304 games using Knockout Craps.

We played in both online games and in land-based casinos.

Our bets ranged from \$1 to \$500.

And guess what?

In all of these games we never lost a single session.

Even George Stern was impressed with this performance –

“In over 30 years of playing craps I’ve never seen a true ‘No-Loss’ System. However, you can’t argue with facts! Knockout Craps is a bona fide way to play craps and never lose again!”

## 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 sevens 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.

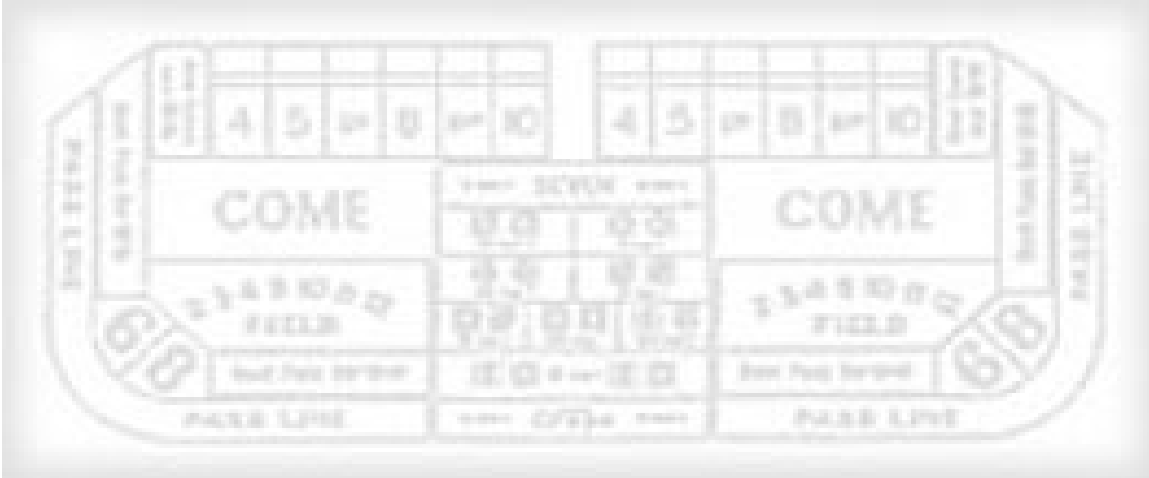
Craps is the traditional game of high rollers. It is the fastest and most exciting casino game. It is the only casino table game where it is possible to run a \$100 stake into \$10,000 in a couple of hours.

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 craps 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 sevens 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 wagers accepted, which is that your highest wager is limited to the amount you will bet for your first bet. Several years ago a player waded 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 *take* 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 *Knockout 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.

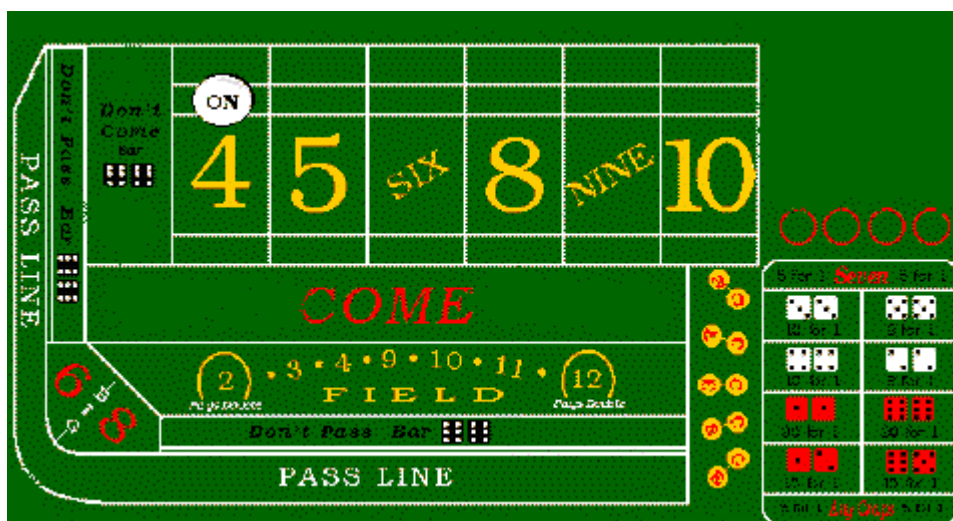
While most bets allowed by the casino are shown in the printed layout, one of the most important wagers, the odds bet, is not shown on the layout. I will show you how to make this wager a little later.

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 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.

# Craps 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 wagers 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 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>
<i>4 or 10</i>	2 to 1	9 to 5	6.67%
<i>5 or 9</i>	3 to 2	7 to 5	4.00%
<i>6 or 8</i>	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 toke.

### **C & E Bets**

If you look back at the image of a craps table layout, you will see a bunch of connected circles with the letter C & E printed on them. The *C & E* stands for craps and eleven. The reason there are so many betting spots is that this bet is quite popular with players, especially on come-out rolls.

It is a bet that can act as a hedge for either a front line player with chips in the pass line, or a back line bettor betting the don't pass.

The bet is just what it sounds like - a bet covering any craps, paying 7 to 1 and the 11, paying 15 to 1. If a 2, 3, 11 or 12 shows on the next roll, the bet wins. It is like a condensed horn bet, requiring only two units instead of four. Most stickmen will also accept nickel C & E wagers.

## CRAPS BETS, PAYOFFS AND CASINO ADVANTAGE

Bet	Payoff	Casino Advantage
<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	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**

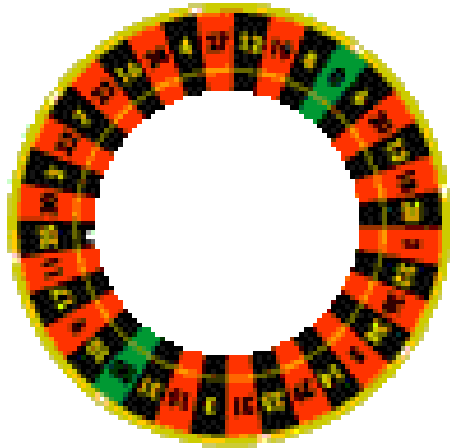
The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the casino has an edge over them.

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 Quik 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 no where 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 sevens-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 they way they did.

One man, who was up almost \$5,000, is returning home with a loss of \$3,000. He is still not quite sure what happened.

Across the aisle is a lady sitting quietly thinking how she lost her Christmas money. She didn't mean to. Her original plan was to take the \$800, win at least \$500 and then quit. Her second day she was up almost \$400, but decided to keep on playing. After all, she was on a lucky winning streak. A couple of hours later, she was down to her last \$100 hoping to at least break even.

There may be a winner or two on the plane, but not many more. Sadly, many of the passengers could have returned home winners or small losers, even playing against games with ferocious house edges. But they didn't.

I asked my friend the craps player why he wouldn't quit while he was ahead. "Hell, I can't quit them, I've got the casinos just where I want them."

I then asked him why he wouldn't pull off and take a break when he was losing.

"I can't stand to quit when the casino is ahead. If I lose all of my money I have to quit, but I don't like to give up and I won't."

Compulsion. It may be the casino's greatest weapon against the players.

## Money

Compared to your bankroll, the casino has all of the money in the world. And you don't. The casino limits the maximum size of wagers it will accept from players so that it never risks too much of its bankroll on a single hand or a single roll of the dice.

However, most players don't do this. When you are losing, it is easy to slip into a state of panic. You can't possibly absorb the losses you just took. You're hurt and a little bitter over what the casino has done to you. The main thought racing through your mind is how you are going to get your money back.

Maybe now is the time to place a few large bets. After all, since the casino has beaten you by winning many smaller wagers, it makes sense that if you can just win a few larger bets, you can win back all of your losses and maybe even get ahead.



You muster your resources and put together another five hundred dollars. But this time it will be different. Your plan is to wager \$50.00 on a hard 6 or 8 for five consecutive tries. Since the payoff for a win is 9 to 1, if you can just win a couple of times, you will recoup most of your losses. You further reason that since a 6 or 8 is almost as easy to hit as a 7, that this bet really isn't that risky, forgetting that the house edge is over nine percent.

You lay your cash on the table and ask the dealer for chips. You toss two green \$25 chips, saying, "Give me a hard 8." The shooter rolls a 5, and then an 8, 5-3, the easy way. The stickman removes your bet and asks you, "Would you like your hard 8 back up?"

The game continues. You may win, which will encourage more of the same type betting. Or you may lose quickly. But one thing is for certain. You are now out of control. Your original plan has been thrown out the window. You are now playing the game the casino wants you to play. You are over betting on a long-shot proposition heavily favoring the

house and your emotions are shot. The odds are very great the casino will wear you down in short order and keep your last heroic buy-in.

Many players come inadequately bankrolled to play against the casino. If you bring \$500 and expect to make \$1,000, you have great odds against you. If you bring \$1,000 and will settle for making \$200, then you have a much greater probability of success. I will have quite a bit more to add on bankroll in a few more chapters, but just remember that the casino has the bankroll to wait until you stumble, but you don't have that kind of money on your side. Generally, instead of trying to grind a win out of a casino, you will be much better off to use "hit and run" tactics, where you can put a comparatively small bankroll to good use by hitting the casino over and over for small wins. This is much like the strategy used by a mongoose fighting a cobra. The cobra will strike again and again at the mongoose. The mongoose knows that one successful strike will cause its demise and it jumps and weaves out of the cobra's strike path until finally the weary cobra leaves an opening and the mongoose grabs the cobra with lightening speed, overcoming a lethal adversary by using stealth and speed. The mongoose's approach is not a bad lesson for casino payers.

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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.

## Using Odds Bets to Beat the Casinos!

The house seldom gives the players a break on any wager. Every wager at craps gives the house an edge except one. And, that is the *odds* or *free odds* bet.

Although it is not shown anywhere on the craps layout, the odds bet is the single most important bet at craps.

An odds bet is one that is made after the point has been established. The size of the odds bet is limited by the size of the line bet – the wager on either the pass line or don't pass.

### Taking Odds

If you make a pass line bet and you want to make an odds bet, this is called *taking odds*. To take odds you place the odds bet behind your pass line bet. By making this wager, you are wagering that the shooter will make his point.

Taking odds on the shooter's point is a fairly popular bet because if you win, you will receive a payoff greater than the amount of your bet.

The payoffs for odds taken on the point numbers are shown below:

<b>Point Number</b>	<b>Odds Payoff</b>
4 or 10	2 to 1
5 or 9	3 to 2
6 or 8	6 to 5

The payoffs are determined by the probability of a seven being rolled compared to the probability of the point number being rolled before a seven. Since there are six ways to roll a seven and only three ways to roll a four or ten, the odds against a four or ten showing before a seven are 2 to 1.



There are four ways to roll a five or nine before a seven is rolled. Thus the odds of a seven being rolled before a five or nine is rolled are 6 to 4 or 3 to 2.

A six or eight may be rolled in five different ways compared to a seven's six ways. Thus the odds of a seven being rolled before a six or eight are 6 to 5.

In order to take odds, you must first make a pass line bet. If the shooter makes his point, you will be paid even money on the pass line wager and the correct odds on your odds wager. For example, if the point were nine and you wagered \$10 on the pass line and took odds of \$10 and won, you would be paid \$10 on the pass line bet (even-money) and \$15 on the odds bet (3 to 2).

The house has no advantage over the player on the odds bet and it is the only bet at craps where the house has no edge.

However, there is a catch. In order to take odds or in the case of a don't pass bet, lay odds against the point being made, you must first make a line bet consisting of a pass line or don't pass wager.

The house has an advantage of about 1.4% on the pass line and don't pass bets. Combined with a single odds bet, this advantage is reduced to about 0.8%. With a double odds bet, the house edge falls to a paltry 0.6%.

By requiring that a line bet be made in conjunction with an odds bet, the house keeps an edge over the combined bet.

But what if a player made both a pass line and don't pass bet on the come out and then took or laid odds after the point was established?

By making both line bets simultaneously a player can either take or lay odds knowing that he is playing even with the house on the odds bet.

Let's take an example of using this technique with making \$10 pass line and don't pass wagers and then taking odds.

Before a come out roll, you will make \$10 wagers on both the pass line and don't pass bets.

After the point is established you can take or lay odds.

Let's assume you plan to take odds, that is wager that the shooter will make his point.

You make the \$10 line wagers on the come out rolls and the shooter establishes a point of ten. You take odds of \$10, placing ten dollars in chips behind the pass line bet. The shooter rolls his point of ten. The dealer will remove your losing don't pass bet of \$10 and pay you \$10 for your winning pass line bet. These bets are a wash. You will win \$20 for the winning odds bet, so that your net profit for this wager is \$20.

Let's follow a series of wagers where you make \$10 pass line and \$10 don't pass wagers and then take single odds after the point is established.

Come out roll	3	Pass loses, don't pass wins, No gain or loss on roll
New come out roll	11	Pass wins, don't pass loses, No gain or loss on roll
New come out roll	5	With point of five take odds of \$10 placing chips behind pass line bet.
Next rolls	9, 6, 12, 4, 5	Point of five is made. Pass wins, and don't pass loses for a wash. You win \$15 on the odds bet for a net profit of \$15 on the roll.
New come out roll	2	Pass loses, don't pass wins, No gain or loss on roll
New come out roll	8	Point is now eight. Take odds of \$10.
Next rolls	5, 9, 6, 3, 4, 7	Shooter sevens out. Pass

line loses, don't pass wins  
for a wash. Odds bet loses.

There is now a new come out roll with a new shooter, and once again you will bet \$10 on the pass line and \$10 on the don't pass.

### **Laying Odds**

With pass line bets you take odds; with don't pass wagers you *lay odds*. While the pass line bettor takes odds at better than even-money, the don't pass bettor must *lay* odds at less than even-money. The don't pass bettor must put out more money on a free odds bet than he will receive if he wins the bet. This situation occurs because don't pass odds bets are always favored to win.

Let's recap the odds against making various point numbers:

4 or 10	2-1
5 or 9	3-2
6 or 8	6-5

If the point is four or ten and you have a bet of \$10 on the don't pass, you can now lay \$20 on the odds bet at 2-1. If you win the bet, you will collect \$10 at even-money on your don't pass bet and \$10 at 2-1 on your odds bet.

If the point were a five or nine you'd lay \$15. If you won the bet, you'd collect \$10 on your line bet, and \$10 on your odds bet, paid at 3-2.

Finally, if the point were a six or eight, you would lay \$12 on the odds bet to win \$10. If you won both bets, you'd win \$10 on the line bet and \$10 on the odds bet for a total of \$20.

Let's take a look at a series of rolls where you make \$10 pass line and \$10 don't pass bets on the come out roll and then take single odds after the point is established.

Come out roll	11	Pass line wins and Don't Pass loses. No gain or loss on roll
New come out roll	8	Lay \$12 against the point number of eight.
Next rolls	6, 5, 9	These rolls have no effect on the wager.
Next roll	7	Line bets are a wash. You win \$10 on the \$12 laid for a net win of \$10
New shooter coming out		
New come out roll	2	Don't Pass wins and Pass line Loses for a wash.
New come out roll	10	Point is ten. Lay \$20 against the point number.
Next rolls	4, 8, 5, 4, 9	These rolls have no effect on the wager.
Next roll	7	Line bets are a wash. You win \$10 on the \$20 laid for a net win of \$10

The rolls continue

The essence of the supporting pillar of Knockout Craps is to make simultaneous Pass Line and Don't Pass wagers of equal amounts and then lay odds against the point.

With Knockout Craps you will never *take odds*. We will only *lay odds* against the point being made.

Let's examine the logic here. Once a don't pass bet with odds is established, it is the strongest bet on the craps layout and is always favored to win. The catch is the cost of establishing this bet.

Since laying odds requires that a don't pass first be established, the major cost of this bet is the cost of establishing a don't pass bet.

Pass line bets are favored to win 8 to 3 over don't pass bets on come out rolls. Pass line bets win when sevens (6 ways to show) and elevens (2 ways to be rolled) appear. Don't pass bets win on come outs when a two shows (1 way of being rolled) or a three shows (2 ways of being rolled). This gives the pass line bet an edge of 8 to 3 over the don't pass on come out rolls.

This edge can be brutal. It is fairly common for a shooter to roll a seven, then an eleven, followed by another seven on a come out roll. This gives the pass line three wins to the don't pass bet's three losses. Even though the don't pass wager has a strong edge once the point is established, the great equalizer is losses suffered on come out rolls.

By making pass line and don't pass bets of equal amounts on come out rolls, we neutralize the pass line bet's large edge over don't pass bets on come out rolls.

The house edge against this system is very small and is easily overcome. When the house bars the twelve from winning on the Don't Pass (or the two in Northern Nevada or in a number of Native American casinos), if a twelve is rolled on a come out, the Pass Line Bet will lose while the Don't Pass doesn't win.

The appearance of twelves on come out rolls is at worst an annoyance and can easily be hedged against whenever you have larger Pass Line and Don't Pass bets by placing a wager on the twelve on the come out roll. A wager on the twelve is made by tossing a chip or chips to the stickman and telling him, "\$1 on the twelve."

### **Multiple Odds Now Offered**

Twenty-five years ago finding a craps game offering double or even triple odds was unusual. Now it is common to find craps games with five or even ten times odds

available. Some casinos offer odds as high as twenty to one hundred times the size of the line bet.

Multiple odds are advantageous to players. They are especially favorable to players using Knockout Craps because they allow for smaller pass line and don't pass bets and therefore reduce the risk of a loss to a twelve on a come out roll.

Throughout this book we assume that five-times odds are available and all of our examples are based on being able to lay odds five times the size of the don't pass bet.

If you play in a casino offering less than five times odds, you will have to make larger line bets in order to make the odds bets required by the system.

## Percentage Plus Betting

### The Percentage Plus System Gives You a Strong Edge Over the House With Every Wager!

Have you ever wanted a way to have the odds in your favor on every bet?

There is a way to do this.

All you have to do is use Russell Hunter's Percentage Plus System.

Every bet made with this system has an edge over the house!

The result is that you can use this system and just roll over any craps game.

### Advantage Bets: Winning by Laying Odds

We covered odds bets in the last chapter. Now we'll show you how laying odds against a point being made becomes the foundation bet used in Knockout Craps.

The theory supporting laying odds against a shooter making his point is fairly straight forward. In craps it is rare that any shooter will make more than two points by hitting his point number before a seven is rolled. We set up a series of four levels of bets designed to profit from a shooter's inability to make four consecutive points by hitting his point number before rolling a seven.

This odds laying system is called *Advantage Betting* because every odds bet is favored to beat the house.

Here is a brief description of our odds laying system.

1. We will make Pass Line and Don't Pass bets of equal size on come out rolls.

2. We will replace any lost bets on come out rolls so that we will always have equal bets on the pass line and don't pass before the shooter rolls the dice.
3. After the point is established we will lay odds against the point being made.
4. If we win the bet, we will repeat the process of setting up equal Pass Line and Don't Pass bets and laying odds at the same betting level. If we lose the bet, we will increase the size of our odds bet to the next level on the new point.
5. We will use four different levels of betting, each one requiring larger bets. Anytime we win a bet at any level we will return to making bets at the first level.

Laying odds is always a bit harder for players to grasp than taking odds. When you lay odds, you must wager more than you will win. This makes sense because you are always favored to win this bet.

The size of the odds bet is determined by the amount you can win with each bet.

Let's consider laying odds against a six or eight with single odds allowed.

If our don't pass wager is \$10, then a single odds bet against a point of six or eight being rolled before a seven shows is \$12. In this case we lay \$12 to win \$10, reflecting the odds of 6 to 5.

With a point of five or nine we will lay \$15 to win \$10. Since our possible win is \$10, this is considered a single odds bet when made with a \$10 Don't Pass bet.

With a \$10 don't pass bet, we will lay \$20 when the point is four or ten, since the odds are 2 to 1 in favor of this wager winnings. Since the payoff for winnings is \$10, then this is considered a single-odds bet when made with a \$10 Don't Pass wager.

Since most casinos now allow taking or laying odds at higher multiples than single odds, we must consider laying single odds, double odds or five times odds.



The table below shows the size of pass line and don't pass bets for games offering single, double and five times odds.

**Advantage Betting: Odds Laying for \$5 Minimum Bets**

Level	Profit Goal	Pass/DP 1 x Odds	Pass/DP 2 x Odds	Pass/DP 5 x Odds	Odds Bet 4 or 10	Odds Bet 5 or 9	Odds Bet 6 or 8
1	5	5 each	5 each	5 each	10	9	6
2	10	10 each	5 each	5 each	20	18	12
3	30	30 each	15 each	6 each	60	45	36
4	75	75 each	40 each	20 each	150	120	90

Here is how this table is set up:

**Level.** The level of play. This is for reference only.

**Profit Goal.** The average profit for winning bets at each level of play.

**Pass/DP 1 x Odds.** The amount of Pass Line and Don't Pass bets for casinos offering single odds (1 times odds).

**Pass/DP 2 x Odds.** The amount of Pass Line and Don't Pass bets for casinos offering double odds (2 times odds).

**Pass/DP 5 x Odds.** The amount of Pass Line and Don't Pass bets for casinos offering five times odds.

**Odds Bets 4 or 10.** The amount of odds laid against points of 4 or 10.

**Odds Bets 5 or 9.** The amount of odds laid against points of 5 or 9.

**Odds Bets 6 or 8.** The amount of odds laid against points of 6 or 8.

A series of bets using the Knockout Craps Odds System is shown below. We will assume that the table offers five times odds bets. From here on out, all of our examples

will be for games with 5x odds. To adjust these examples to single or double odds games you will have to increase the size of the pass line and don't pass bets.

### Series of Bets Advantage Bets - Laying Odds Against the Point

Shooter-Point	Lay Against	Bet Level	Odds Laid	Rolls After Point Set Up	Decision	Result	W/L	Running Total
1-5	5	1	\$9	3,4,11,9,6 5	Point made	Bet Lost	-9	-9
1-8	8	2	\$12	5,12 7	Seven-out	Bet Won	+10	+1
2-6	6	1	\$6	5, 6 7	Seven out	Bet Won	+5	+6
3-9	9	1	\$9	3, 12, 9 7	Seven out	Bet Won	+6	+12
4-10	10	1	\$10	6, 4, 5, 11 7	Seven out	Bet Won	+5	+17
5-6	6	1	\$6	9,4, 5, 6	Point Made	Bet Lost	-6	+11
5-9	9	2	\$18	6, 11, 4,8 7	Seven out	Bet Won	+9	+20

In the series of bets as shown above, we made +20 on five shooters. We did not show come out rolls as they are not relevant except when a twelve shows causing a loss on the Pass Line bet. No 12s were rolled on come outs during this series of plays.

There were a total of 29 rolls made after points had been established in this series of rolls.

## Playing the Strong Bets: Come and Don't Come Bets

This first step in Knockout Craps is laying odds against the shooter's point. As shown in the previous chapter you will make Pass Line and Don't Pass Bets of equal amounts on come out rolls. Then, after the point is established, you will lay odds against the point. This system is called Advantage Betting.

In addition to laying odds against the shooter making a point you will make a Come or Don't Come bet after the point is established. With this system the table will determine which bets are made. This system is called **Strong Betting** since the bets follow the action of the table.

To begin a game we usually start out by making a Come Bet. If the Come Bet wins, we will stay in Come Betting mode. If the Come Bet loses we will change to Don't Come betting. Likewise, when we are in Don't Come betting mode we will change back to Come betting following a loss.

For \$5 Base Betting, we will use the following Betting Series for Come and Don't Come Bets:

### \$5 Strong Bets: Come and Don't Come Betting Series

Level	1	2	3	4	5	6	7
Bet	\$10	\$16	\$26	\$42	\$78	\$110	\$178

### Here are the rules for using the \$5 Strong Bet Series

1. Begin betting with a Level 1 bet. If the bet loses, switch to the opposite bet (Come to Don't Come or vice versa) and raise the next bet to Level 2.
2. With any losing bet, raise the bet one level and switch to the opposite bet for the next wager. For example, if you lose a Level 1 Come Bet of \$10, make a Level 2 bet of \$16 on Don't Come when you make your next wager.

3. With any win, continue betting on the same side and drop one betting level. If you win a Level 3 bet of \$26 betting Come, your next wager will be on Come for \$16.

4. If you win two bets in a row or two out of three bets, drop back to a Level 1 bet, sticking with the same bet side. Example: Betting Don't Come, if you win a Level 5 bet for \$78 you will drop to a Level 4 bet of \$42 for your next Don't Come bet. If you win this bet also, you will drop back to making a Level 1 Don't Come bet of \$10 on the next round of betting. Example 2: You win a Level 5 bet of \$78 and drop back to a Level 4 bet of \$42 and lose. You increase your bet back up to a Level 5 bet of \$78 and win. Since you won two out of three bets, your next bet will be a Level 1 bet of \$10.

### **The timing of making Strong Bets is Strictly Controlled**

In general, we will only make one Come or Don't Come bet for each point number. The only exception is for Come and Don't Come bets which win on their first roll. In these cases we will make a second bet during the same round of play.

#### Examples of Come and Don't Come Bet Timing

Round 1. Shooter establishes a point. We lay odds against the point and make one Come Bet. Our come bet loses.

Round 2. Shooter establishes a new point. We change to Don't Come betting and lose the bet.

Round 3. Shooter establishes a new point. Since we lost the last Don't Come bet we make a Come bet. On the first roll for the Come bet the shooter rolls an 11 and the Come bet wins. Since the Come bet won on its first roll, we make another Come bet immediately, not waiting for a new point.

The following table show a series of Come and Don't Come bets as they will be made using Knockout Craps.

### A Table Showing a Series of Strong Bets

Shooter - Point	Bet on Come or Don't Come and Point	Amount of Come or DC	Outcome of Come or DC Bet	Point Decision	Come-Don't Come Score
1-6	Come bet on 8	\$5	8 Rolled = W	Seven Out	+5
2-4	Come bet on 5	\$5	Seven Out = L	Seven Out	-0-
3-8	DC bet against 9	\$8	Seven Out = L	Seven Out	+8
4-9	DC bet First roll wins on 3 Second DC Bet against 6	\$5 \$5	6 rolled DC lost	Point made	+13 +8
4-6	Come bet on 5	\$8	5 Rolled = W	Point made	+5
4-4	Come bet on 4	\$5		Point made	
4-9	Come bet left over from previous roll	\$5	Seven Out = L	Seven out	-0-
5-5	DC bet against 9	\$8	9 rolled = L	Seven Out	-8
6-9	Come Bet on 6	\$13	Seven Out = L	Seven Out	-21
7-8	DC bet against 10	\$21	Seven Out = W	Seven Out	-0-
8-9	DC bet against 6	\$13	Seven Out = W	Seven Out	+13
9-6	DC bet against 8	\$5	Seven Out =W	Seven Out	+18
10-10	DC bet against 8	\$5	8 Rolled = L	Point made	+13
10-6	Come bet on 9	\$8	9 Rolled = W	Seven Out	+21

## Using the Complete Strategy

Knockout Craps consists of using two strategies at the same time:

### Advantage Betting: Laying Odds Against the Point

We will lay odds against each shooter's point.

We will set up each odds bets as follows:

1. We will make equal bets on the Pass Line and Don't Pass on Come Out Rolls.
2. As soon as a point is established we will lay odds against the point.
3. We will use a betting system whereby we will use four levels of bets. We will start with a level 1 bet. Anytime we win an odds bet, we will return to making a Level 1 bet. Anytime a point is made and we lose our odds bet we will raise our bet one level on the next round of play.
4. The size of the Pass Line and Don't Pass bets will vary dependent upon the multiple of odds allowed by the casino. In this book we assume that five times odds are accepted. If you play in a casino offering lower odds you will have to wager more on the Pass Line and Don't Pass bet in order to take the odds bets we recommend.

The following table shows the Pass Line and Don't Pass bets and the Odds Bets for 1, 2 and 5x odds.

### Knockout Craps Odds Laying for \$5 Minimum Bets

Level	Profit Goal	Pass/DP 1 x Odds	Pass/DP 2 x Odds	Pass/DP 5 x Odds	Odds Bet 4 or 10	Odds Bet 5 or 9	Odds Bet 6 or 8
1	5	5 each	5 each	5 each	10	9	6
2	10	10 each	5 each	5 each	20	18	12
3	30	30 each	15 each	6 each	60	45	36
4	75	75 each	40 each	20 each	150	120	90

## **Strong Bets: Come and Don't Come Bets**

In addition to laying odds against the shooter making a point, one additional Come or Don't Come Bet will be made for each round of play.

For these bets we will use a Betting Series. The recommended Betting Series for making \$5 Base Bets is as follows for Come and Don't Come Bets:

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Bet</b>	<b>\$10</b>	<b>\$16</b>	<b>\$26</b>	<b>\$42</b>	<b>\$78</b>	<b>\$110</b>	<b>\$178</b>

You will notice that we use a minimum bet of \$10 for these wagers even though the minimum bet used for making Pass Line and Don't Pass bet is \$5. This is done to balance the performance of the profits obtained from laying odds and making Come and Don't Come bets.

### **The rules for using this Betting Series are as follows:**

1. Always start the series with a Level-1 bet. Anytime a bet loses, move to the next level for the next bet. For example, if you lose a Level-1 bet, your next bet will be a Level-2 bet.
2. Lower your bet one level following a win. If you win a Level-3 bet, the next bet will be a Level-2 bet.
3. If you win two bets in a row or win two bets out of three, the series is completed with a win and your next bet will be a Level-1 bet. Example: Win a Level-5 bet of \$78. Drop back to a Level-4 bet of \$42 for the next wager. If this bet wins you have won the Betting Series and your next bet will be a Level-1 bet. Example-2: Win a Level-5 bet of \$78. Drop back to a Level-4 bet of \$42 and lose the bet. Move up to a Level-5 bet of \$78 for the next bet and win. With two out of three wins, you will drop back to a Level-1 bet.

### **Rules for Bet Timing:**

1. Start a game making a Come Bet after the point is established. If the bet wins on its first roll make another Come Bet, following the rules for the betting series. Example: We bet \$16 and win when an 11 is rolled. Make another Come Bet one level lower for \$10.
2. So long as the Come Bets win you will continue to make Come Bets, determining the size using the Betting Series. If a Come Bet loses either to a craps on its come out roll or because the shooter sevens out you will change to Don't Come betting after a new point is established.
3. Following the loss of a Come Bet, as described above, make a Don't Come bet following the Betting Series rules. For example, if you lose a Level-2 Come bet of \$16 you will make a Level-3 Don't Come bet of \$26.
4. If the Don't Come bet wins on its first roll because a craps number shows, make another Don't Come bet immediately. If a Don't Come bet loses because the point number is rolled, change back to Come betting after a new point is established.
5. The system entails changing from Come to Don't Come betting based on outcomes. If you win a bet, you will stick with the same side. If you lose a bet, you will change sides after a new point is established.
6. Losses are limited to one losing bet per point. For example, if a Come bet loses to a craps number on its come out roll you will switch to making a Don't Come bet, but only after a new point is established. If you win a Come Bet because its number is rolled, cease making Come Bets until the next point.
7. If you win or lose a bet you will not make another bet until there is a new point. Exceptions are made for wins on come out rolls. If you win a Come or Don't Come bet on its come out roll, you may make another bet in the same round of play.
8. Any loss of a Come or a Don't Come bet signals a switch after a new point is



established. If you lose a Come bet in round 1, you will make a Don't Come bet in the next round of play.

To use Knockout Craps correctly you will need to keep track of wins and losses of the point numbers, where you are laying odds against the point being made and Come and Don't Come bets.

### **Sample Game Showing Knockout Craps**

#### **Table Key:**

**Round/Point** – The number of the round of play and the point number established by the shooter.

**DP Odds Level** – The betting level for the Don't Pass Odds bets. Levels run from 1 to 4.

**DP Odds Laid** – The amount of the odds wager.

**Odds W/L** – The amount won or lost from laying odds

**Come Bet** – The size of any come bets made.

**Come W/L** – The amount won or lost on the Come bet.

**DC Bet** – The size of any don't come bets made.

**DC W/L** – The amount won or lost on the Don't Come bet.

**Won or Lost for Round** – The round winnings from all bets.

**Balance** – A running total of the amount won or lost for the game.

## Sample Game 1

Round-Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Level	DP Odds Laid	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		
1-6	1	6	W +5	10	W +10			+15	+15
2-8	1	6	L -6	10	L -10			-16	-1
3-9	2	18	W +12			16	W +16	+28	+27
4-10	1	10	W +5			10	W +10	+15	+42
5-8	1	6	L -6			10	L -10	-16	+26
6-5	2	18	W +12	16	W +16			+28	+54
7-4	1	10	W +5	10	W +10			+15	+69

### Round by Round Explanation of Play:

1. We bet on P and DP until the shooter establishes a point of 6. We lay \$6 odds against the point and win. After the point is established we make a Come Bet of \$10 which wins. We win +15 for the round.
2. We set up P and DP bets. The shooter's point is 8. At Level-1 we lay \$6 against the point and lose. We make a Come Bet which loses to a craps on its come out roll. We lose -16 for the round.
3. Since the shooter made a point we increase our Lay bet one level. He establishes a point of 9 and we lay \$18 (Level-2 odds) against the point. We win the bet when he sevens out. After the point is established we make a Don't Come bet of \$16 which wins when the shooter sevens out. We win +28 for the round.
4. Since we won our Odds bet we drop back to Level-1. The shooter sets his point of 10. We lay \$10 against the point and win +5 when he sevens out. After the point is set we make a Don't Come bet of \$10. We win the bet. We win +15 for the round.
5. The shooter's point is 8. At Level-1 we lay \$6 against the point and lose. We make a Don't Come bet of \$10 which loses. We lose -16 for the round.

6. We move up to Level-2 and lay odds of \$18 against the shooter's point of 5. We win the bet. After the point is set we make a \$16 come bet which wins. We win a total of +28 for the round.

7. Dropping back to Level-1 we lay odds of \$10 against the point of 4 and win the bet. We make a Come Bet of \$10 which wins. We win +15 for the round. Our winnings for this game hit +69 and we decide to call this game completed.

## Bankroll, Profit Goals and Playing for Winning Games

Before reading this chapter you should understand how to use Knockout Craps.

Before you start playing you need to have the correct bankroll for your level of play. Many times the minimum wager accepted by the casino where you will play will have a major influence on the bankroll needed. If you decide to use the house minimum as your minimum bet then you must make sure that you have adequate funds to play at this level.

We use two bankroll concepts:

**Game Bankroll** – The amount of money you will use to buy in for one session of play. For example, if you are playing in an online casino accepting \$1 bets and you decide to make \$1 your minimum bet, then you must have at least \$45 as your *buy-in* to play at this level.

If you are playing with \$1 minimum bets, you will need at Game Bankroll of at least \$120.

**Total Bankroll** – is the total amount of money you need to have to play *Knockout Craps. Knockout Craps.* We recommend a low Total Bankroll requirement of just two times the Game Bankroll, whereas most strategies require a total bankroll of at least five times the size of the Game Bankroll. *Knockout Craps.* doesn't need a higher Total Bankroll because it controls losses very well and a Total Bankroll two times the size of the Game Bankroll is adequate..

**Profit Goal**– is the amount of winnings we try to reach before calling a game completed.

The following table below summarizes Base Bets, Game Bankrolls, Profit Goals and Total Bankrolls for minimum bets ranging from \$1 to \$1,000.

### Knockout Craps Bankroll and Profit Goals

<b>Base Bet</b>	<b>Game Bankroll</b>	<b>Profit Goal</b>	<b>Total Bankroll</b>
\$1	\$120	\$20	\$240
\$2	\$240	\$40	\$480
\$3	\$360	\$60	\$720
\$5	\$600	\$100	\$1200
\$10	\$1200	\$200	\$2400
\$15	\$1800	\$300	\$3600
\$20	\$2400	\$400	\$4800
\$25	\$3000	\$500	\$6000
\$35	\$4200	\$700	\$8400
\$50	\$6000	\$1000	\$12000
\$75	\$9000	\$1500	\$18000
\$100	\$12000	\$2000	\$24000
\$200	\$24000	\$4000	\$48000
\$300	\$36000	\$6000	\$72000
\$500	\$60000	\$10000	\$120000
\$750	\$90000	\$15000	\$180000
\$1000	120,000	\$20000	\$240000

You should follow the bankroll guidelines when you use Knockout Craps.

Here are some rules to help you.

1. You must have the minimum bankroll needed for your level of play. If you play with less than the recommended amounts, you will not have a large enough bankroll to use this strategy correctly.
  
2. You will always buy in for at least the amount of the Game Bankroll. You can buy in for more but never for less. For example, if you are a \$10 bettor, the required Game Bankroll is \$1,200. You can buy in for \$1,500 if you like, as many players will buy in for amounts rounded up. However, you should not buy in for a lesser amount such as \$1,000.

3. You should stop playing if you reach your **Profit Goal**. You will find that you will hit the Profit Goal very quickly, especially in online games. You don't have to physically leave a casino craps table or exit an online game. All you have to do is **reset your play**. You will do this by starting over exactly the same way you did when you first started playing. You will set aside your winnings and start by making bets on Pass Line and Don't Pass and then laying odds once the point is established. Once you do this you will proceed in exactly the same manner as when you start any other game. The only difference is that you may rack up three to five games in a session before quitting. The terms Session Bankroll and Game Bankroll mean the same thing as you can always play several games in a row using the same original buy-in.

4. If you lose a Level-4 Odds bet, you will have completed all of the bets in this series. You could call a game completed and accept a loss. However, we have found that continuing to play may make more sense. If you decide to continue to play, you may want to start play at Level-2 rather than Level-1. This will give you a faster win rate with very little additional risk of losing. I like to use this technique and I have had good results with it.

5. If you lose all of the bets in the Come-Don't Come betting system you should take a break from play. These losses are so rare that you may not encounter one, but you should be prepared to take a break from play if you lose a Level-7 bet in this system.

6. Play for Session Wins rather than just Game Wins. After playing thousands of games using Knockout Craps we found that we never lost a session so long as we considered four games to constitute a session. We believe that if you play for Session Wins, where each Session includes four games, you will never have a losing session with Knockout Craps.

I want to make a few more comments about when you "should" call a game over and when you "must" call a game over. Whenever you reach the level of your Profit Goal, you really don't have to stop playing. Just set "lock up" your profits and you can continue playing. Locking them up means removing the amount won from play. In a land-based game you can move your winning chips to a separate win stack. With online play you can write down your trapped profits and continue to play.

## Sample Games

Let's take a look at some more games. We'll use the same format that was used for Sample Game 1.

### Sample Game 2

Round-Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Level	DP Odds Laid	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		
1-8	1	6	W +5	10	L -10			-5	-5
2-4	1	10	W +5			16	W +16	+21	+16
3-6	1	6	L -6			10	L -10	-16	-0-
4-5	2	18	L -18	16	L -16			-34	-34
5-6	3	36	L -36			26	W +26	-10	-44
6-9	4	120	W +80			16	L -16	+64	+20
7-5	1	9	W +6	26	L -26			-20	-0-
8-6	1	6	W +5			42	W +42	+47	+47
9-6	1	6	L -6			26	L -26	-32	+15
10-5	2	18	W +12	42	W +42			+54	+69
11-4	1	10	W +5	5	W +5			+10	+79
12-8	1	6	W +5	5	W +5			+10	+89
13-5	1	9	W +6	5	W +5			+10	+99

We won \$99 in thirteen rounds of play. This game lasted 49 rolls. Let's go through it round by round.

1. We start with a Level-1 odds bet, laying \$6 against the point of 8. We make a Come Bet of \$10. The shooter sevens out. We win the odds bet and lose the Come Bet for a net loss of -5 for the round.
2. We make a Level-1 odds bet, laying \$10 against the shooter's point of 4. Since we lost a Come Bet, we change to Don't Come betting, wagering \$16. The shooter sevens out and we win the odds and the Don't Come bets.
3. The shooter sets up a point of 6. We lay \$6 odds against the point being made. We

make a Don't Come bet of \$10. We lose the Don't Come bet when the shooter rolls its number. We lose the odds bet when the shooter makes the point.

4. We increase our odds bet to Level-2, wagering \$18 against the point of 5. We change to Come Betting, betting \$16 on the come. We lose the Come Bet to a come out craps and do not replace the bet. The shooter makes his point and we also lose the odds bet.

5. Our odds bet goes to Level-3. We bet \$36 against the shooter's point of 6. Having lost a Don't Come bet in the last round, we switch to making a Come Bet in the amount of \$26. We win the Don't Come on a come out craps and take the bet down. The shooter makes his point and we lose the odds bet.

6. To set up a Level-4 odds bet we bet \$20 each on the Pass Line and Don't Pass. We lay odds of \$120 against the shooter's point of 9. We make a Don't Come bet of \$16 and a seven is rolled on the Don't Come come out roll. We lose the Don't Come bet but win the odds bet.

7. After winning the odds bet we revert to making a Level-1 bet of \$9 against the point of 5. We make a Come Bet of \$26. The shooter sevens out. We win the odds bet and lose the Come Bet.

8. We set up a Level-1 odds bet of \$6 against the point of 6 being made. We make a \$42 Don't Come bet. The shooter sevens out and we win both bets.

9. We make a Level-1 odds bet of \$6 versus the point of 6. We make a Don't Come bet of \$26. The shooter rolls our Don't Come point and we lose the Don't Come bet. Then the shooter makes his point and we lose the odds bet as well.

10. Having lost the Level-1 odds bet, we move up to Level-2 and lay odds of \$18 against a point of 5. We make a Come Bet of \$42. The shooter rolls a seven on the Come Bet's come out roll. This give us a double win on the Come Bet and the odds bet.

11. At Level-1 we lay odds of \$10 against the point of 4. We make a \$5 Come Bet. We win both bets.



12. We make a Level-1 odds bet and a \$5 Come Bet. We win both bets.

13. Still at Level-1 we lay odds of \$9 against the point of 5. We make a \$5 Come Bet. The shooter rolls the Come Bet's point and then sevens out. We win both bets. We check our winnings and see that we are up \$99. We decide to call this game over.

### Sample Game 3

Let's play another game. In this game we'll experience losing the Pass Line bet to a 12 on a Come Out roll (round 8) and winning two Come Bets in the same round (round 7).

### Sample Game 3

Round-Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Laid Level	DP Odds W/L	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		
1-6	1	6	W +5	10	L -10			-5	-5
2-8	1	6	L -6			16	W +16	+10	+5
3-10	2	20	W +10			10	W +10	+20	+25
4-5	1	6	W +6			10	W +10	+16	+41
5-4	1	10	W +5			10	L -10	-5	+36
6-6	1	6	W +5	16	L -16			-11	+25
7-9	1	9	W +6			26 16	W +26 CO W +16	+48	+73
8-6 (12 - 5)	1	6	L -6 L12 -5			10	L-10	-21	+52
9-8	2	12	L -12	16	W +16			+4	+56
10-9	3	45	W +30	10	W +10			+40	+96

In this game we won \$101 in 61 rolls.

1. We begin by setting up Pass Line and Don't Pass bets for Level-1 betting. After the shooter establishes a point of 6 we lay odds of \$6 against the point. After the point is set we make a Come Bet of \$10. The shooter sevens out. We win the odds bet and lose the

Come Bet.

2. We set up a Level-1 odds bet of \$6 against a point of 8. Having lost the last Come Bet, we switch to Don't Come increasing our bet one level betting \$16. We win the Don't Come bet when a craps number shows on its come out. The shooter makes his point and we lose the odds bet.

3. We make a Level-2 odds bet, laying \$20 against the point of 10. We make a \$10 Don't Come bet. We win both bets when the shooter sevens out.

4. We set up Level-1 Pass and Don't Pass bets. After the point is set, we lay odds of \$9 against the point. We make a Don't Come bet of \$10. We win both bets when the shooter sevens out.

5. We set up a Level-1 odds bet, betting \$10 against the point of 4. We make a \$10 Don't Come bet. A seven is rolled on the Don't Come bet's come out roll and it loses. The odds bet wins on the seven.

6. We make a Level-1 odds bet, wagering \$6 against the point of 6. We switch to Come Betting, betting \$16. The shooter sevens out. We win the odds bet and lose the Come Bet.

7. Staying at Level-1 we lay odds of \$9 versus the point of 9. We make a Don't Come bet of \$26 which wins on its come out roll. We make another Don't Come bet of \$16. We win both bets when the shooter sevens out.

8. We lose the Pass Line bet of \$5 to a come out 12. We reset the Pass Line and Don't Pass bets and lay \$6 against the point of 6. We make a Don't Come bet of \$10. We lose the Don't Come bet when its number is hit. Then the shooter makes his point and we lose the odds bet. We show the loss to the come out 12 in the Odds W/L column.

9. We make a Level-2 odds bet of \$12 against the point of 8. We switch to Come Betting, making a \$16 Come Bet. The shooter hits our Come Bet for a win. The shooter makes his point and we lose the odds bet.

10. We make a Level-3 odds bet, laying \$45 against a point of 9. We make a \$10 Come bet which wins when the shooter hits the come point. The shooter sevens out and we win the odds bet. We check our winnings and see that we are up \$96. We call the game over.

## Increasing Your Win Rate By “Goosing” the Bets

When you lay odds against a point you are more heavily favored to win against points of 4 and 10, where the odds are 2 to 1 in your favor and 5 and 9, where the odds favor you by 3 to 2.

You can increase your win rate by Goosing your bets when the shooter’s point is 4, 5, 9 or 10.

To goose your bet you will move up your betting one level for bets levels 1 and 2.

Here’s an example. You are making a Level-1 bet and have Pass Line and Don’t Pass bets of \$5 each in place. The shooter’s point is 10. Instead of laying \$10 odds against the point, you bump the bet up to a Level-2 bet and lay \$20 against the point.

If you win this bet, you will win twice as much as a Level-1 bet. If you lose the bet, you will have to move up to making a Level-3 bet on the next round.

You should limit the use of this technique as follows:

At Level-1	Lay Level-2 odds if the point is 4,5, 9 or 10
At Level-2	Lay Level-3 odds if the point is 9 or 10
At Levels 3 and 4	Do not goose the bets. Stay at the same betting level regardless of the point.

Let’s replay Sample Game 3 and Goose the bets when appropriate.

The Goosed Version of Sample Game 3 follows:

### Sample Game 3 Goosing the Bets

Round-Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Level	DP Odds Laid	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		
1-6	1	6	W +5	10	L -10			-5	-5
2-8	1	6	L -6			16	W +16	+10	+5
3-10	3*	60	W +30			10	W +10	+40	+45
4-5	2*	18	W +12			10	W +10	+22	+67
5-4	1	10	W +5			10	L -10	-5	+62
6-6	1	6	W +5	16	L -16			-11	+51
7-9	2*	18	W +12			26 16	W +26 CO W +16	+54	+105
8-6 (12 - 5)	1	6	L -6 L12 -5			10	L -10	-21	+84
9-8	2	12	L -12			10	W +10	-2	+82
10-9	3	45	W +30			10	W +10	+40	+122

\* On rounds 3, 4 and 7 we increased the odds bet by one level with points of 4, 5, 9 or 10. If you play this way you will have to increase the size of your Pass Line and Don't Pass bets to allow for "goosing" the odds bet.

In this version of Sample Game 3 we goosed or enhanced our bets in rounds 3, 5 and 7.

Round 3. We set up our Pass Line and Don't Pass bets of \$5 each anticipating making Level-1 odds. When the point was set at 10 we increased the odds bet to Level-2, laying odds of \$20 instead of \$10.

Round 4. Starting out at Level-1 we goosed our bet to Level-2 when the shooter established a point of 5.

Round 7. We jumped from making a Level-1 to a Level-2 bet against a point of 9.

Note that we did not increase the bet in round 10. We started out at level 3 and we will not goose the bets at this level.

If you decide to goose your bets and you are called upon to made a Level-2 bet, you will need to make Pass Line and Don't Pass bets large enough to accommodate a Level-3 bet

should you goose your bet. Example: At Level-2 you make Pass and Don't Pass bets of \$6 each (Level-3 bets) so that you have large enough bets to support a Level-3 bet should you decide to goose your bet.

### **Comparison of Results**

When you played without goosing bets we won \$96 as shown in Sample Game 3. When we goosed our bets as shown in *Sample Game 3 Goosing the Bets*, we won \$122 against the same decisions.

While there is always some additional risk making bets at a higher level, we have found that goosing the bets is an effective way of boosting your profits even more!

## **Extending Play After Losing a Game**

Knockout Craps is the only system where we recommend continuing to play after losing a game.

In Sample Game 4 we lost a Level-4 Odds Bet in round 12. At this point we could have called the game over with a loss. However, we decided to continue playing using Level-2 betting as our new base.

We have used this technique many times and it is a good way to either reduce a loss or turn a losing game into an outright winner.

We will only use the technique when we have lost a Level-4 Odds Bet. In the rare case of losing the highest Come-Don't Come bet we will just accept the loss.

Before we started this game we decided to Goose Our Bets when the point was a 4, 5, 9 or 10. You will notice that we goosed the bets in rounds 4, 7, 8, 10 and 16. In round 16 we violated our own rules in Goosing what would have normally been a Level-2 bet to Level-3, but we felt we were on a win streak and decided to take the risk.

This game represents adding some flexibility to the system. As you gain more experience using Knockout Craps you will want to start adding a little flexibility to your own play!

### **Round by Round Review of Sample Game 4**

1. We start with a Level-1 bet and lay odds of \$6 against a point of 8. We make a \$10 Come Bet. We lose both bets.
2. We make a Level-2 odds bet, laying odds of \$18 against a point of 5. Following the loss of the Come Bet we change to Don't Come and wager \$16. We lose both bets.

3. We set up Pass Line and Don't Pass bets for Level-3 and lay odds of \$36 against a point of 6. We make a Come Bet of \$26. We win the odds bet and lose the Come Bet for a net win of +4.

### Sample Game 4 – Extending a Game

Round-Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Level	DP Odds Laid	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		
1-8	1	6	L-5	10	L -10			-16	-16
2-5	2	18	L-18			16	L -16	-34	-50
3-6	3	36	W-30	26	L -26			+4	-46
4-9	2	18	L -18			42	L -42	-60	-106
5-8	3	36	L -36	78	W +78			+42	-64
6-9	4	120	W +80	42	L -42			+38	-26
7-4	2	20	W +10			78	W +78	+88	+62
8-9	2	18	W +12			10	W +10	+22	+84
9-6	1	6	L -6			10	L -10	-16	+68
10-8	2	12	L -12	16	NA			-12	+56
11-6	3	36	L -36		NA			-36	+20
12-8	4	90	L -90		L -16			-106	-86
13-6	2	12	W +10			26	W +26	+36	-50
14-10	3	60	W +30			16	W +16	+46	-4
15-5	2	18	W +12			10	W +10	+22	+18
16-10	3	60	W +30			10	L -10	+20	+38

4. We set up bets for a Level-1 odds bet and decide to goose the bet to Level-2 against a point of 9. We lay \$18 odds. We change back to making a Don't Come bet, wagering \$42. We lose both bets.

5. We move up to making a Level-3 odds bet and lay odds of \$36 versus a point of 8. We switch back to Come Betting, wagering \$78. We win the Come Bet and lose the odds bet.

6. We take our odds bet up to Level-4. We lay odds of \$120 against the shooter making a 9. We make a \$42 Come Bet. We win the odds bet and lose the Come Bet for a net



round win of +38.

7. We drop our odds bet back to Level-1. The shooter's point is 4. We goose the odds bet to Level-2, laying odds of \$20 against the 4. We make a Don't Come bet of \$78. We win both bets. With the Don't Come win we have won two out of three bets and we will drop back to Level-1 on the next round.

8. We set up Pass Line and Don't Pass bets for a Level-1 bet, but raise it to Level-2 against the shooter's point of 9. We make a \$10 Don't Come bet. We win both bets.

9. We make a Level-1 bet. The shooter sets a point of 6 and we lay \$6 against the point being made. We make a Don't Come bet of \$10. We lose both bets.

10. We move our odds bet up to Level-2 and lay \$12 versus a point of 8. We make a Come Bet of \$16. We lose the odds bet when the point is made. The Come Bet stays in place.

11. We make a Level-3 odds bet and lay \$36 against a point of 6. Our Come Bet from the previous round stays up. We lose the odds bet.

12. We move up to Level-4 and lay odds of \$90 against a point of 8. Our Come Bet made in round 10 is still up. We lose both the odds and come bets this round. With the loss of a Level-4 odds bet we could call the game over with a loss of -86. We decide to keep playing using Level-2 as our new starting platform for odds bets.

13. We make a Level-2 bet, laying \$12 odds against the point of 6. We make a \$26 Don't Come bet. We win both bets when the shooter sevens out.

14. We make Pass Line and Don't Pass bets of \$6 each, suitable for a Level-3 bet. Our intention is to make a Level-2 bet if the point is 6 or 8 and goose the bet to Level-3 if the point is 4, 5, 9 or 10. The shooter sets his point at 10 and we lay Level-3 odds of \$60 against the point. We make a Don't Come bet of \$16. We win both bets when the shooter sevens out. We check our winnings and see that we are now down only -4. We decide to continue playing using Level-2 as our base for odds bets a little longer.

15. We decide to stay at Level-2 for this round. We lay odds of \$18 versus a point of 5. Having won the last Don't Come bet we are down to a first level bet. We make a \$10 Don't Come bet. We win both bets bringing our winnings up to +18.

16. We make a Level-2 bet using Level-3 bets for the Pass and Don't Pass bets. The shooter sets a point of 10 and we decide to goose our bet to Level-3. We lay \$60 against the point of 10. We make a Don't Come bet of \$10. The shooter rolls a seven on our Don't Come come out roll. We win the odds bet and lose the Don't Come. We check our winnings and decide that we have done well enough for a Recovery Game!

## Twenty-Five Games of Knockout Craps

One of the best ways to understand the power of this system is to review how it performed over a period of time.

We have thousands of games of documented play and I selected 25 games in the order they were played.

All of these games were played using \$5 Base Bets with the following Betting Series:

### Advantage Bets - \$5 Base Bets

Level	Profit Goal	Pass/DP 1 x Odds	Pass/DP 2 x Odds	Pass/DP 5 x Odds	Odds Bet 4 or 10	Odds Bet 5 or 9	Odds Bet 6 or 8
1	5	5 each	5 each	5 each	10	9	6
2	10	10 each	5 each	5 each	20	18	12
3	30	30 each	15 each	6 each	60	45	36
4	75	75 each	40 each	20 each	150	120	90

### Strong Bets - \$10 Base Bets

Level	1	2	3	4	5	6	7
Bet	\$10	\$16	\$26	\$42	\$78	\$110	\$178

These games were played in both land-based and online craps games offering five times odds.

Here are the games in the order in which they were played:

## Twenty Five Games Using Using \$5 Base Bets

Ref	Dice Rolls	Advantage Bets	Strong Bets	Total Won	Running Total of Winnings
1	89	-44	+42	-2	-2
2	73	+53	+34	+87	+85
3	57	+47	+38	+85	+170
4	85	-108	+31	-77	+93
5	31	+32	+21	+53	+146
6	48	+38	+24	+62	+208
7	60	+104	+5	+109	+317
8	46	+102	+32	+134	+451
9	27	+58	+18	+76	+527
10	83	-25	+13	-12	+515
11	41	+70	+11	+81	+596
12	61	+55	+28	+83	+679
13	67	+47	+23	+70	+749
14	76	+50	+26	+76	+825
15	76	+61	+17	+78	+903
16	60	+56	+26	+82	+985
17	61	+43	+24	+67	+1052
18	58	+49	+22	+71	+1123
19	55	+44	+27	+71	+1194
20	66	+73	+21	+94	+1288
21	70	+78	+24	+102	+1390
22	66	+70	+24	+94	+1484
23	62	+72	+16	+88	+1572
24	73	+61	-0-	+61	+1633
25	63	+61	+18	+79	+1712
<b>Total</b>	<b>1554</b>	<b>\$1147</b>	<b>+565</b>	<b>+1712</b>	

We won \$1712 for an average win of \$68.48 a game.

Our winnings broke down as follows:

Advantage Bets (Odds Laid)	\$1147	67%
Strong Bets (Come & Don't Come)	<u>565</u>	<u>33%</u>
Total Won	\$1712	100%

You will notice that 33% of our winnings came from Strong Bets and 67% from Advantage Bets. If you wish to adjust the system so that equal wins come from both sides, you should combine the Advantage Betting Series for \$5 betting with a Strong Betting Series using \$15 as its minimum bet. For example, instead of using Strong Bets as follows: 10 16 26 42 78 110 178, you could have used these Strong Bets:

15 24 39 63 102 165 267.

If you decide to play partners, with one partner making Advantage Bets and the other making Strong Bets you may want to rebalance the system in this way.

### **What We Can Learn Looking at These 25 Games**

We can develop quite a bit of useful information from these 25 games. There were 1,554 dice rolls over 25 games for an average of 62.14 rolls a game.

In land-based play, where there are about 60 dice rolls per hour, each of our games would have lasted about one hour.

In online play, where 300 to 350 rolls an hour are common, each game would have lasted a little less than 13 minutes. Online, we could easily play four to five games per hour.

With these rates of play in mind we can easily forecast our win rates for different levels of play in land-based and online casinos.

### **Land-based Winnings**

We know that we will win an average of \$68.48 an hour as a \$5 Base Bettor playing in a land-based game. Let's assume we call four hours a day a full day's play in a land-based casino. With this assumption, we set up the following table showing win rates for "four hour work days" at different levels of play in land-based games.

These games show:

As a \$5 Base Bettor, we'll win \$548 a day with four hours play.

If we decide to make \$10 Base Bets, our daily winnings grow to \$1,096 a day.

Moving up to \$15 bets, we increase our daily winnings to \$1644 a day.

As a \$20 bettor, we'll pull in \$2192 a day.

And, once we move up to \$25 bets, we'll net a very tidy \$2,740 a day.

### **Daily Win Rates for Four-Hour Days in Land-Based Play**

Base Bets	Daily Winnings
\$5	\$548
\$10	\$1096
\$15	\$1644
\$20	\$2192
\$25	\$2740
\$50	\$5480
\$75	\$8220
\$100	\$10,960

Twenty-five dollar betting is very popular with our players in land-based games. It's easy to see why –

Four days a week at this level will bring in over \$10,000 a week in winnings!

Move up to \$50 play in a land-based game and you'll pull in \$5,480 a day. This is considered professional level play. Yet, it is no harder to do than playing at the \$5 level. All it takes is a larger bankroll which can be built up with your winnings.

You'll also note we show \$75 and \$100 play for land-based players. As a \$10 bettor you can expect to win over \$10,000 a day. At this level of play you'll get lots of casino comps including free meals and a free room.

### **Online Winnings**

For online play we will assume a play rate of four games per hour. The following table shows the daily win rate if we play online four hours a day, the same length of time used for land-based play.

### Daily Win Rates for Four-Hour Days in Online Play

Base Bets	Daily Winnings
\$1	\$220
\$2	\$440
\$3	\$660
\$5	\$1096
\$10	\$2192
\$15	\$3288
\$20	\$4384
\$25	\$5480
\$50	\$10950

You can get started as a \$1 bettor online. A four-hour workday will net you \$220.

Move up to \$2 bets and you'll net an average of \$440 a day.

Three-dollar betting will get you \$660 a day and when you move up to \$5 betting you'll break the \$1,000 a day amount, winning \$1,096 a day

Ten-dollar betting will get you \$2,192 a day. This is the favorite level for online bettors since five days play will bring in over \$10,000 a week!

However, the best overall level for online play is \$25 betting. You will have to play in a game allowing higher bet limits to play at this level. However, \$5,480 a day winnings is serious money and well worth your effort to play at this level.

There is no question that Knockout Craps play is extraordinarily profitable! In the next chapter we'll see how the strategy did in long-term play.

## Long-Term Win Rates

In long-term testing Knockout Craps was very profitable. We played 6,304 documented games in both land-based and online casinos.

Whenever possible we played where at least five-times odds were offered. The main advantage of playing in higher odds games is that the amounts needed for Pass Line and Don't Pass bets are reduced and the risk of losing a larger amount to a come out 12, where the Pass Line Bet loses and the Don't Pass bet neither wins nor loses is reduced.

Online we played mostly using \$3 and \$5 base bets. In land-based games our play ranged from \$5 base bets up to \$100 base bets.

To facilitate comparability, all winnings were adjusted to the equivalent of \$5 base betting as was shown in the examples in this book.

For Five-Dollar Base betting the following betting system were used for Advantage Bets and Strong Bets:

### Advantage Bets - \$5 Base Bets

Level	Profit Goal	Pass/DP 1 x Odds	Pass/DP 2 x Odds	Pass/DP 5 x Odds	Odds Bet 4 or 10	Odds Bet 5 or 9	Odds Bet 6 or 8
1	5	5 each	5 each	5 each	10	9	6
2	10	10 each	5 each	5 each	20	18	12
3	30	30 each	15 each	6 each	60	45	36
4	75	75 each	40 each	20 each	150	120	90

### Strong Bets - \$10 Base Bets

Level	1	2	3	4	5	6	7
Bet	\$10	\$16	\$26	\$42	\$78	\$110	\$178

Let me give you a few examples of what we experienced in long-term play:



In Land-based play –

We averaged winning \$77.20 an hour with \$5 bets

Making \$10 bets netted us an average of \$154.44 an hour.

As a \$25 bettor in land-based games, we won an average of \$386.10 an hour.

But, our win rates really jump when we move up to making \$50 and higher base bets –

As a \$50 bettor we averaged winning \$772.20 an hour.

And, \$100 base bets netted us \$1,544.40 an hour.

As your bankroll grows you'll want to make even larger base bets.

As a \$200 Base Bettor, you'll net \$3,088.80 an hour. This is the level where I usually play.

Online play is extraordinarily profitable for Knockout Craps players.

Online you can get started as a \$1 bettor and pull in \$90.09 an hour.

Move up to \$2 bets and you'll bring in \$180.18 an hour.

And, \$3 bets will get you \$270.27 an hour.

However, most online bettors will want to make \$5 bets or larger.

Five-dollar bettors net \$450.45 an hour online.

And, \$10 bettors bring in a rock solid \$900.90 an hour.

If you want to become an online pro you'll want to move up to making \$25 bets.

As a \$25 bettor you'll average winning \$2,252.25 an hour.

Ten hours a week at this level will net you \$22,522 a week!

### **Results of Long-term Play**

We tested Knockout Craps in 6,304 games. To facilitate comparability, all of these games were converted to the equivalent of playing with \$5 base bets.

Here are the results of our testing:

#### **Summary of Results of Long-term Testing Converted to \$5 Base Betting Level**

Total Games	6304
Games Won or Broken Even	5713
Games Lost	591
Sessions Played	1576
Sessions Won	1576
Game Win Percentage	90.63%
Session Win Percentage	100.0%
Total Dice Rolls	399,910
Net Won	\$514,564
Average Winnings per dice roll	\$1.287
Average Winning per game (all games)	\$81.62
Total Won excluding losing games	\$565,193
Number of Winning Games	5713
Average Winnings per winning game	\$98.93
Average Loss per losing game	\$85.67
Average Number of Rolls per Game	63.44 rolls

We played 6,304 games. We won or broke even in 5,713 games for a 90.63% win rate.

However, here's the amazing thing we discovered –

When we grouped our play into four-game sessions, where each session contained four games, there were no losing sessions!

This means that our Session Win Percentage was 100%. Stated another way, this is a No-Loss Craps System!

There were 1,576 sessions in this test and there was not a single instance of a session loss!

What's more, there were 399,910 total dice rolls in our test, so this is a fairly large sample.

We won \$514,564 which works out to \$81.62 average winnings per game. Our average game took 63.44 spins. This means that we would average playing one game an hour in a land-based casino and four to five games an hour online.

As a \$5 base bettor our net winnings average \$1.287 per dice roll. This is a significant number, because once we know the average amount won per roll we can forecast winnings at different rates of play.

The following table shows the average win rates of play ranging from \$1 to \$500 base bets. Our average hourly win rates are based on 60 rolls per hour for land-based play and 350 dice rolls per hour online.

This table is very handy when you want to plan your winnings. For example, if you want to win \$1,000 an hour in land-based play you can see that you should become a \$75 base bettor!

In land-based play we did not calculate win rates for \$1 through \$3 play as most land-based craps games have \$5 or higher minimum bets.

For online play we did not show winnings for bets larger than \$50 as it is rare to find online casinos that will accommodate bets this large.

If you want to win large amounts quickly you may want to start out playing online.

As a \$1 bettor you'll net \$90 an hour.

### **Knockout Craps Hourly Win Rates Based on Long-term Testing**

<b>Base Bet</b>	<b>Land-Based Hourly Win Rate (60 Rolls per Hour)</b>	<b>Online Hourly Win Rate (350 Rolls per Hour)</b>
1	NA	\$90.09
2	NA	\$180.18
3	NA	\$270.27
5	\$77.22	\$450.45
10	\$154.44	\$900.90
15	\$231.66	\$1351.35
20	\$308.88	\$1801.80
25	\$386.10	\$2252.25
35	\$540.54	\$3153.15
50	\$772.20	\$4504.50
75	\$1158.30	NA
100	\$1544.40	NA
200	\$3088.80	NA
500	\$7722.00	NA

You can quickly move up to making \$2 bets and double your winnings, bringing in \$180 an hour.

While this isn't bad, you'll want to move up to making \$3 bets and winning an average of \$270 an hour.

Your next stop will be \$5 betting. As a \$5 online bettor you'll net \$450 an hour. If you play online 20 hours a week that works out to \$9,000 a week in all-cash winnings!

You can continue the process. As a \$10 online bettor, you'll net \$901 an hour.

Take the next step to \$15 play and you'll be rewarded with winnings of \$1,351 an hour.

Twenty-dollar play will get you \$1801 an hour, and as a \$25 bettor your average winnings will be \$2252 an hour.

Please note that all of these amounts are averages and are net of the infrequent game losses.

These are realistic win amounts that you can rely on!

As a land-based player you will tear a sizable hole in the casino's bankroll.

You can get started as a \$5 player and net \$77 an hour.

Move up to \$10 betting and you'll double your winnings to \$154 an hour.

And, \$25 play will net you \$386 an hour.

However, you'll want to move up to making \$50 and \$100 bets as soon as possible.

As a \$50 bettor you'll net \$772 an hour, and when you start making \$100 bets you'll pull in \$1,544 an hour!

Our files are filled with success stories from players who helped us test this system. I am certain that you will have great success as a Knockout Craps player as well!

## Planning a Casino Trip

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 a home craps set and practice the system. I encourage and recommend this. However, the best way 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. Secondly, 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 Knockout 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 two 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.

**Knockout Craps Base Bets, Game Bankroll,  
Profit Goals and Total Bankroll**

<b>Base Bet</b>	<b>Game Bankroll</b>	<b>Profit Goal</b>	<b>Total Bankroll</b>
\$1	\$120	\$20	\$240
\$2	\$240	\$40	\$480
\$3	\$360	\$60	\$720
\$5	\$600	\$100	\$1200
\$10	\$1200	\$200	\$2400
\$15	\$1800	\$300	\$3600
\$20	\$2400	\$400	\$4800
\$25	\$3000	\$500	\$6000
\$35	\$4200	\$700	\$8400
\$50	\$6000	\$1000	\$12000
\$75	\$9000	\$1500	\$18000
\$100	\$12000	\$2000	\$24000
\$200	\$24000	\$4000	\$48000
\$300	\$36000	\$6000	\$72000
\$500	\$60000	\$10000	\$120000
\$750	\$90000	\$15000	\$180000
\$1000	120,000	\$20000	\$240000

Using this table, you can plan on the amount of capital you will need for a trip using Knockout 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 Knockout 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 only \$800. 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 Base Bets is \$1200. You can see that you don't have a large enough bankroll to play at this level.

You decide that you can grow your bankroll to \$1200 by playing online first and using your winnings to fund your bankroll for play in the land-based games.

Let's try another example. You want to play craps online making \$2 bets. Here you will need a total bankroll of \$480 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 bankroll instantly! Many online casinos will give you a 100% cash bonus when you make your first deposit. Let's say you have only \$240 but would like to be able to play at the \$2 betting level, which requires a total bankroll of \$480. Just sign up and deposit \$240 with one of the 100% bonus casinos. With the \$240 bonus you will have a \$480 bankroll.

Now you decide to see how long it will take you to build up your bankroll to the \$25 betting level playing online.



You determine that you will start with \$2 minimum wagers and estimate that your playing speed will be about 350 spins per hour.

You review the table presented earlier showing Hourly Win Rates by Level of Play and Game Speed. This table shows that making \$2 base bets in a game with an average speed of 350 spins per hour, your average hourly winnings will be \$180 an hour.

You calculate that at an \$180 an hour win rate, you will make \$240 in winnings, bringing your bankroll up to \$720 in 1.33 hours of play. With a \$720 bankroll you can start making \$3 Base Bets and your hourly winnings will be \$270 an hour.

Your next step is to see how long you will need to play at the \$3 Base Bet level to grow your bankroll to \$1200, the amount needed to make \$5 Base Bets.

The answer is about 1.77 hours. In just 106 minutes on the average, you will win an additional \$480 bringing your bankroll up to \$1200, the level needed to make \$5 Base Bets.

The next two steps are presented in the following table. It will take you 2.67 hours to move from \$5 to \$10 betting.

In another 1.33 hours of \$10 betting, you will qualify for \$15 Base Bets.

And, in just another 53 minutes of \$15 betting you will have a bankroll of \$3,600, the amount needed to qualify as \$20 bettor.

From \$20 betting to \$25 betting will only take another 40 minutes. In less than nine hours you can set up a solid income of \$2,252 an hour as a \$25 bettor!

**Table Showing Time and Levels of Play to Turn a \$350 Bankroll  
into a \$6,000 Bankroll and Move up From Making \$2 to \$25 Base Bets**

<u>Base Bet</u>	<u>Starting Investment</u>	<u>Bankroll Needed at Next Level</u>	<u>Hourly Win Rate at 350 Spins/Hr.</u>	<u>Winnings Needed to Reach the Next Level</u>	<u>Playing Time in Hours to Reach Level</u>	<u>Ending Bankroll</u>
\$2	\$480*	\$720	\$180	\$240	1.33 hrs	\$720
\$3	\$720	\$1200	\$270	\$480	1.77 hrs	\$1200
\$5	\$1200	\$2400	\$450	\$1200	2.67 hrs	\$2400
\$10	\$2400	\$3600	\$901	\$1200	1.33 hrs	\$3600
\$15	\$3600	\$4800	\$1351	\$1200	0.88 hrs	\$4800
\$20	\$4800	\$6000	\$1801	\$1200	0.67 hrs	\$6000
\$25	\$6000		\$2252	NA	8.65 hrs	
					Rounded 9 hrs	

\* You deposit \$240 and the casino gives you a \$240 bonus.

## Summary of Knockout Craps

Knockout Craps really consists of two separate systems:

**Advantage Betting** with the objective being to lay odds against a point by making Pass Line and Don't Pass bets of equal amounts on Come Out Rolls and then laying odds against the point once it is established.

**Strong Betting** where Come and Don't Come bets are made following the trends set by the craps game.

Each of these systems can be played as a stand-alone system. For example, you could win at craps using just Advantage Betting. Or you could use Strong Betting as a system.

I know several players who like to play with partners. If you decide to do this, each partner will handle his own system and his own bankroll. As partners you may want to stop each system after a winning bet. The partner who finishes first can stop betting until his partner also reached a stopping point.

In normal play, Base Advantage Bets are twice as large as Base Strong Bets. In the Sample Games in this book we have used \$5 Base Bets for Advantage Bets and \$10 Base Bets for Strong Bets. Using these bet ratios, Advantage Bets will contribute about 67% of the winnings while Strong Bets will contribute 33%. To equalize winnings you will change the ratios of Base Bets so that the Base Bets used for Strong Bets are three times the size of the base bets used for Advantage Bets.

The rules for using each system follow.

### **Advantage Betting:**

The object of Advantage Betting is to lay odds against each shooter's point. Since it is rare for shooters to make four points in a row, we will use a betting series increasing the size of our odds bets following losses up to four levels of betting. This system has been tested and proven to perform.

We like to lay odds in craps games allowing multiple odds. Our preferred level is five times odds or higher. The Sample Games shown in this book are for games allowing five times odds. If you are playing in a game which does not allow five times odds, you can make the same odds bets we do but you will have to make larger Pass Line and Don't Pass bets to support the odds bets.

The Betting Rules for Laying Odds Are:

1. Determine your level of play. Always start out using Level-1 bets. If you lose a bet, increase your next odds bet one level. As soon as you win an odds bet you will drop back to making Level-1 bets.
2. A betting series is used for each level of play. For \$5 Base Bets, the following betting series is used:

### **Knockout Craps Odds Laying for \$5 Minimum Bets**

<b>Level</b>	<b>Profit Goal</b>	<b>Pass/DP 1 x Odds</b>	<b>Pass/DP 2 x Odds</b>	<b>Pass/DP 5 x Odds</b>	<b>Odds Bet 4 or 10</b>	<b>Odds Bet 5 or 9</b>	<b>Odds Bet 6 or 8</b>
1	5	5 each	5 each	5 each	10	9	6
2	10	10 each	5 each	5 each	20	18	12
3	30	30 each	15 each	6 each	60	45	36
4	75	75 each	40 each	20 each	150	120	90

3. The only edge the house has against this system is on come out rolls where the Pass Line bet will lose if a 12 is rolled while the Don't Pass neither wins nor loses. In thousands of games of play we have found that occasional losses to come out twelves is not much more than a nuisance. If you like, you can hedge larger Pass Line bets by making a one-roll bet on the 12 on the come out roll. For example if your Pass Line bet is \$25 you might want to make a \$1 bet on the 12 which pays 30 to 1 and will hedge the Pass Line bet if a 12 is rolled.
4. If you lose all four levels of odds bets, you could stop the game and consider it a loss. We have had good luck extending a game after losing a Level-4 bet. You should review the portion of this manual dealing with extending a game and try this technique when you

lose a Level-4 bet.

### **Strong Bets**

The object of Strong Betting is to make at least one Come or Don't Come Bet for each round of play. These bets are made independently of laying odds. For example, while the shooter may have made his last point you may be making a Don't Come bet since each betting system follows its own rules.

With Strong Bets you will use a Betting Series consisting of seven levels of bets. You will use a betting series matching your level of play. In the Sample Games in this book we used Strong Bets with a minimum bet of \$10 with the \$5 Based Advantage Betting. As noted above, if you are playing as partners and want approximately equal wins for Advantage and Strong bets, your base Strong Bet will be three times the size of your base Advantage Bet.

#### **Strong Bets - \$10 Base Bet**

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Bet</b>	<b>\$10</b>	<b>\$16</b>	<b>\$26</b>	<b>\$42</b>	<b>\$78</b>	<b>\$110</b>	<b>\$178</b>

#### **Rules for Determining the Size of Strong Bets:**

1. Always start the series with a Level-1 bet. Anytime a bet loses, move to the next level for the next bet. For example, if you lose a Level-1 bet, your next bet will be a Level-2 bet.
2. Lower your bet one level following a win. If you win a Level-3 bet the next bet will be a Level-2 bet.
3. If you win two bets in a row or win two bets out of three, the series is completed with a win and your next bet will be a Level-1 bet. Example: Win a Level-5 bet of \$78. Drop back to a Level-4 bet of \$42 for the next wager. If this bet wins you have won the Betting Series and your next bet will be a Level-1 bet. Example-2: Win a Level-5 bet of

\$78. Drop back to a Level-4 bet of \$42 and lose the bet. Move up to a Level-5 bet of \$78 for the next bet and win. With two out of three wins you will drop back to a Level-1 bet.

### **Rules for Bet Timing:**

1. Start a game making a Come Bet after the point is established. If the bet wins on its first roll make another Come Bet, following the rules for the betting series. Example: We bet \$16 and win when an 11 is rolled. Make another Come Bet one level lower for \$10.
2. So long as the Come Bets win you will continue to make Come Bets, determining the size using the Betting Series. If a Come Bet loses either to a craps on its come out roll or because the shooter sevens out you will change to Don't Come betting after a new point is established.
3. Following the loss of a Come Bet, as described above, make a Don't Come bet following the Betting Series rules. For example, if you lose a Level-2 Come bet of \$16 you will make a Level-3 Don't Come bet of \$26.
4. If the Don't Come bet wins on its first roll because a craps number shows, make another Don't Come bet immediately. If a Don't Come bet loses because the point number is rolled, change back to Come betting after a new point is established.
5. The system entails changing from Come to Don't Come betting based on outcomes. If you win a bet, you will stick with the same side. If you lose a bet, you will change sides after a new point is established.
6. Losses are limited to one losing bet per point. For example, if a Come bet loses to a craps number on its come out roll you will switch to making a Don't Come bet, but only after a new point is established. If you win a Come Bet because its number is rolled, cease making Come Bets until the next point.

7. If you win or lose a bet, you will not make another bet until there is a new point. Exceptions are made for wins on come out rolls. If you win a Come or Don't Come bet on its come out roll you may make another bet in the same round of play.

8. Any loss of a Come or a Don't Come bet signals a switch after a new point is established. If you lose a Come bet in round 1, you will make a Don't Come bet in the next round of play.

To use Knockout Craps correctly you will need to keep track of wins and losses of the point numbers, where you are laying odds against the point being made and Come and Don't Come bets.

### **Bankrolls and Profit Goals**

Proper play requires using a minimum bankroll for each level of play. The Game Bankroll is the amount you need to buy-in for a single game. The Total Bankroll is the total amount of money you need to have set aside to play at each level of play.

In addition to suggested bankroll levels we also have suggested Profit Goals for each level of play. If you wish to keep your games shorter you can set lower Profit Goals. For example, we suggest a Profit Goal of \$100 for \$5 Base Bets. However we show a number of games in this book where we stopped the game short of this goal. You can use flexibility in how you set and use Profit Goals.

### Knockout Craps Bankroll and Profit Goals

<b>Base Bet</b>	<b>Game Bankroll</b>	<b>Profit Goal</b>	<b>Total Bankroll</b>
\$1	\$120	\$20	\$240
\$2	\$240	\$40	\$480
\$3	\$360	\$60	\$720
\$5	\$600	\$100	\$1200
\$10	\$1200	\$200	\$2400
\$15	\$1800	\$300	\$3600
\$20	\$2400	\$400	\$4800
\$25	\$3000	\$500	\$6000
\$35	\$4200	\$700	\$8400
\$50	\$6000	\$1000	\$12000
\$75	\$9000	\$1500	\$18000
\$100	\$12000	\$2000	\$24000
\$200	\$24000	\$4000	\$48000
\$300	\$36000	\$6000	\$72000
\$500	\$60000	\$10000	\$120000
\$750	\$90000	\$15000	\$180000
\$1000	120,000	\$20000	\$240000



**Advantage Betting**  
**Summary of Lay Bets Assuming Five Times Odds**

Base Bet	Level 1		Level 2		Level 3		Level 4	
	P-D	Odds 4-10, 5-9, 6-8	P-D	Odds 4-10, 5-9, 6-8	P-D	Odds 4-10, 5-9, 6-8	P-D	Odds 4-10, 5-9, 6-8
1	1	4-3-3	1	8-6-6	3	24-18-12	7	60-48-36
2	2	8-6-6	2	16-12-12	5	48-36-20		120-90-48
5	5	10-9-6	5	20-18-12	6	60-45-36	20	150-120-90
10	10	20-18-12	10	40-36-24	12	120-90-72	40	300-240-180
20	20	40-36-24	20	80-72-48	24	240-180-144	80	600-480-360
25	25	50-45-30	25	100-90-60	30	300-225-180	100	750-600-450
50	50	100-90-60	50	200-180-120	60	600-450-360	200	1500-1200-900
100	100	200-180-120	100	400-360-240	120	1200-900-720	400	3000-2400-1800
200	200	400-360-240	200	800-720-480	240	2400-1800-1440	800	6000-4800-3600
500	500	1000-900-600	500	2000-1800-1200	600	6000-4500-3600	2000	15000-12000-9000

**Strong Betting**  
**Summary of Come and Don't Come Betting Series**

Base Bet	1	2	3	4	5	6	7
1	1	2	3	5	8	13	21
2	2	4	6	10	16	26	42
3	3	5	8	13	21	34	55
5	5	8	13	21	34	55	89
10	10	16	26	42	78	110	178
15	15	24	39	63	102	165	267
20	20	32	52	84	136	220	356
25	25	40	65	105	170	275	445
35	35	56	91	147	238	385	623
50	50	80	130	210	340	550	890
75	75	120	195	315	510	825	1335
100	100	160	260	420	680	1100	1780
200	200	320	520	840	1360	2200	3560
500	500	800	1300	2100	3400	5500	8900

# Appendix A Player Cards

## Player Cards for Advantage Betting

### \$1 Base Bets

Knockout Craps-Advantage Bets \$1 Base Bets 5 x Odds				
		Odds Against Point		
Level	Pass- DP	4-10	5-9	6-8
1	1	4	3	3
2	1	8	6	6
3	3	24	18	12
4	7	60	48	36

### \$2 Base Bets

Knockout Craps-Advantage Bets \$2 Base Bets 5 x Odds				
		Odds Against Point		
Level	Pass- DP	4-10	5-9	6-8
1	2	8	6	6
2	2	16	12	12
3	5	48	36	20
4	12	120	90	48

### \$5 Base Bets

Knockout Craps-Advantage Bets \$5 Base Bets 5 x Odds				
		Odds Against Point		
Level	Pass- DP	4-10	5-9	6-8
1	5	10	9	6
2	5	20	18	12
3	6	60	45	36
4	20	150	120	90

### \$10 Base Bets

<b>Knockout Craps-Advantage Bets</b>				
<b>\$10 Base Bets 5 x Odds</b>				
		<b>Odds Against Point</b>		
<b>Level</b>	<b>Pass- DP</b>	<b>4-10</b>	<b>5-9</b>	<b>6-8</b>
<b>1</b>	10	20	18	12
<b>2</b>	10	40	36	24
<b>3</b>	12	120	90	72
<b>4</b>	40	300	240	180

### \$20 Base Bets

<b>Knockout Craps-Advantage Bets</b>				
<b>\$20 Base Bets 5 x Odds</b>				
		<b>Odds Against Point</b>		
<b>Level</b>	<b>Pass- DP</b>	<b>4-10</b>	<b>5-9</b>	<b>6-8</b>
<b>1</b>	20	40	36	24
<b>2</b>	20	80	72	48
<b>3</b>	24	240	180	144
<b>4</b>	80	600	480	360

### \$25 Base Bets

<b>Knockout Craps-Advantage Bets</b>				
<b>\$25 Base Bets 5 x Odds</b>				
		<b>Odds Against Point</b>		
<b>Level</b>	<b>Pass- DP</b>	<b>4-10</b>	<b>5-9</b>	<b>6-8</b>
<b>1</b>	25	50	45	30
<b>2</b>	25	100	90	60
<b>3</b>	30	300	225	180
<b>4</b>	100	750	600	450

### \$50 Base Bets

Knockout Craps-Advantage Bets \$50 Base Bets 5 x Odds				
Level	Pass- DP	Odds Against Point		
		4-10	5-9	6-8
1	50	100	90	60
2	50	200	180	120
3	60	600	450	360
4	200	1500	1200	900

### \$100 Base Bets

Knockout Craps-Advantage Bets \$100 Base Bets 5 x Odds				
Level	Pass- DP	Odds Against Point		
		4-10	5-9	6-8
1	100	200	180	120
2	100	400	360	240
3	120	1200	900	720
4	400	3000	2400	1800

### \$200 Base Bets

Knockout Craps-Advantage Bets \$200 Base Bets 5 x Odds				
Level	Pass- DP	Odds Against Point		
		4-10	5-9	6-8
1	200	400	360	240
2	200	800	720	480
3	240	2400	1800	1440
4	800	6000	4800	3600

## \$500 Base Bets

<b>Knockout Craps-Advantage Bets</b>				
<b>\$500 Base Bets 5 x Odds</b>				
		<b>Odds Against Point</b>		
<b>Level</b>	<b>Pass- DP</b>	<b>4-10</b>	<b>5-9</b>	<b>6-8</b>
<b>1</b>	500	1000	900	600
<b>2</b>	500	2000	1800	1200
<b>3</b>	600	6000	4500	3600
<b>4</b>	2000	15000	12000	9000

## Player Cards for Strong Betting

### \$1 Base Bets

#### Knockout Craps-Strong Bets \$1 Base Bets

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Bet</b>	1	2	3	5	8	13	21

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

### \$2 Base Bets

#### Knockout Craps-Strong Bets \$2 Base Bets

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Bet</b>	2	4	6	10	16	26	42

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

### \$3 Base Bets

#### Knockout Craps-Strong Bets \$3 Base Bets

<b>Level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Bet</b>	3	5	8	13	21	34	55

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$5 Base Bets

### Knockout Craps-Strong Bets \$5 Base Bets

Level	1	2	3	4	5	6	7
Bet	5	8	13	21	34	55	89

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$10 Base Bets

### Knockout Craps-Strong Bets \$10 Base Bets

Level	1	2	3	4	5	6	7
Bet	10	16	26	42	78	110	178

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$15 Base Bets

### Knockout Craps-Strong Bets \$15 Base Bets

Level	1	2	3	4	5	6	7
Bet	15	24	39	63	102	165	267

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$20 Base Bets

### Knockout Craps-Strong Bets \$20 Base Bets

Level	1	2	3	4	5	6	7
Bet	20	32	52	84	136	220	356

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$25 Base Bets

### Knockout Craps-Strong Bets \$25 Base Bets

Level	1	2	3	4	5	6	7
Bet	25	40	65	105	170	275	445

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$35 Base Bets

### Knockout Craps-Strong Bets \$35 Base Bets

Level	1	2	3	4	5	6	7
Bet	35	56	91	147	238	385	623

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.



## \$50 Base Bets

### Knockout Craps-Strong Bets \$50 Base Bets

Level	1	2	3	4	5	6	7
Bet	50	80	130	210	340	550	890

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$75 Base Bets

### Knockout Craps-Strong Bets \$75 Base Bets

Level	1	2	3	4	5	6	7
Bet	75	120	195	315	510	825	1335

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$100 Base Bets

### Knockout Craps-Strong Bets \$100 Base Bets

Level	1	2	3	4	5	6	7
Bet	100	160	260	420	680	1100	1780

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$200 Base Bets

### Knockout Craps-Strong Bets \$200 Base Bets

Level	1	2	3	4	5	6	7
Bet	200	320	520	840	1360	2200	3560

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## \$500 Base Bets

### Knockout Craps-Strong Bets \$500 Base Bets

Level	1	2	3	4	5	6	7
Bet	500	800	1300	2100	3400	5500	8900

**Come-Don't Come Bets.** Maximum one per round except when win on come out. If lose bet, switch to opposite bet on next round.

## **Knockout Craps Game Tracker**

You can print the blank playing form on the next page and use it to track your craps play. This is the same form I have used in the examples presented in this book, and you may want to use the same notation I used to track your play.

**Knockout Craps Automatic Game Tracker**

Location \_\_\_\_\_ Date \_\_\_\_\_

Base Bet Levels: Advantage Bets \_\_\_\_\_ Strong Bets \_\_\_\_\_

Game Bankroll \_\_\_\_\_ Game Goal \_\_\_\_\_ Time Played \_\_\_\_\_ Amount Won \_\_\_\_\_

Round/ Point	-----Advantage Bets-----			-----Strong Bets-----				Won or Lost for Round	Balance
	DP Odds Level	DP Odds Laid	Odds W/L	Come Bet	Come W/L	DC Bet	DC W/L		

## **Horizontal Layout**

You may prefer to record and track your play using a form laid out horizontally. I prefer to use this version when I play online as well as in land-based games

The rows are set up as follows for in this tracker:

Round: The round number.

Odds Level: The level of the odds bet, such as Level 1, 2 3 etc.

Odds W/L: The amount won or lost on the odds bet. Example +5 for win.

Come Bet: The amount of the come bet.

Come W/L: The amount won or lost on the Come Bet. Example -8 for loss.

DC Bet: The amount of the don't come bet.

DC W/L: The amount won or lost on the Don't Come Bet. Example +13 for win.

Balance: Amount won or lost for the game after the round of play.

**Knockout Craps Game Tracker**

Location \_\_\_\_\_ Date \_\_\_\_\_

Base Bet Levels: Advantage Bets \_\_\_\_\_ Strong Bets \_\_\_\_\_

Game Bankroll \_\_\_\_\_ Game Goal \_\_\_\_\_ Time Played \_\_\_\_\_ Amount Won \_\_\_\_\_

Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Odds Level														
Odd W/L														
Come Bet														
Come W/L														
DC Bet														
DC W/L														
Balance														

Round	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Odds Level														
Odd W/L														
Come Bet														
Come W/L														
DC Bet														
DC W/L														
Balance														

Round	29	30	31	32	33	34	35	36	37	38	39	40	41	42
Odds Level														
Odd W/L														
Come Bet														
Come W/L														
DC Bet														
DC W/L														
Balance														