

Martin J. Silverthorne

# The Silverthorne System

A Casino Craps Winning System



SILVERTHORNE  
PUBLICATIONS

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## Introduction

Would you like an easy and relaxing way to make an additional \$5,000 to \$10,000 next week?

*The Silverthorne System* wins so consistently it has been called "the relaxed system."

When you use it, you can win an easy \$149.15 an hour starting with \$1 bets! If you use \$5 as your base bet, you can make up to \$745.75 an hour!

A friend of mine, Joel K, uses this system regularly and averages \$1,163.30 a day in winnings, playing for just a few hours a day.

How would you like to be able to walk up to any craps table or sign on to an Internet casino and make a quick \$500 in less than thirty minutes?

If you are willing to learn a few simple rules and are willing to set aside \$300 for casino play, then you can create a guaranteed income of at least \$1,000 a day. And, if you want to make even more, this carefully constructed strategy will show you exactly what to do. Here's how a friend of mine does . . .

Joel K. is an accountant by profession. He has told me more than once that most of the time, accounting is about as exciting as going to the dentist.

However, Joel and I share a secret. We both use the Silverthorne System to consistently beat the craps tables. I recently asked Joel how he was doing with the system and here's what he said.

"Martin, I had not played the system for a couple of months because of my heavy work load. I completed a big job and found that I could spare a couple of hours a day. I visited the new Sandia Casino just north of Albuquerque. They have two craps tables going all of the time and while it is not Vegas, it is only fifteen minutes from my office - a great convenience."

"Because I felt rusty, I decided to start all over risking only \$300 and then build up from there. My first session was on a Monday afternoon and I played very poorly. After about an hour and a half I left with just \$357 in winnings."

"The next morning, I felt totally refreshed and ready for my next session. I hit the same casino again. This session was much better. I stayed until 1:30 in the afternoon and walked out a cool \$872 ahead! This was more like it!"

"I played one more day this week, this time switching to the Santa Ana Casino a few miles north. This session took less than three hours for a net win of \$1,047.00. I took off for a few days and didn't play again until the following Monday. I visited Sandia again for a \$1,476 win on Monday, followed by a return trip netting me \$985 on Tuesday. This brought my earnings for five days up to \$4,737 or \$947.40 a day! While this was great, I knew I could do even better. I decided to increase the size of my buy-in for the next week, using the system's patented 'step-up' approach."

"In the next five sessions of play I cleared a cool \$10,844, which works out to exactly \$2,168.80 a day! Just to prove to myself that this wasn't a fluke (OK, and because I needed the money too), I decided to add a long weekend to the week just to top off the winnings."

"I was well rewarded. In two days of five-hour sessions I pulled down another \$6,487 in net winnings and took a break."

I asked Joel if he was still satisfied that The "Silverthorne System" is the best money-making system he has ever seen.

"Marty, you have got to be kidding. I pulled in a little over \$22,000 in less than forty hours at the tables. I sure don't make \$500 or \$600 a hour practicing accounting, and I don't have nearly as much fun."

"Besides the money, which is absolutely great, I guess the thing I enjoy the most is always being in control and being able to quit when I am ahead. I have gotten to know several of these dealers and they have told me that no one else wins like I do. I guess they haven't met you!"

"This is still the best, most reliable and most relaxing way ever discovered for making money. I salute you for your contribution."

This system is not new. It is a powerful system I developed over thirteen years ago after years of trying to find a safe way to beat the casinos. It took over two and a half years to perfect the system, playing hundreds of sessions against tens of thousands of dice rolls in casinos.

Once I knew that the system was a consistent winner, I revealed it to a relative handful of players. You heard what Joel, a member of the original group, said about this system.

After releasing this information to a few selected persons almost thirteen years ago, the strategy was sealed to protect the investments of the original group of players.

Now, thirteen years have passed. I kept my promise to keep the strategy secret at least ten years. Gambling has expanded at a very high rate since then. There are now thousands more craps tables in land-based casinos. The Internet has created thousands more virtual tables. With the explosive growth in gaming, I know that it is now safe to release this system to a limited number of additional players.

Let me tell you more about this remarkable strategy.

You don't even have to know how to play craps to use it. Anyone can learn how to win in just a few hours of practice.

You don't have to find hot or cold tables to win. It works everywhere.

You don't have to stand around waiting for the right spot to jump in. You will calmly walk up to a table or sign on to an Internet casino and put the system to work immediately.

The best part is you won't have to worry about losses. Instead of fearing losses you will focus on your daily profit goal. When you first start out, you will probably want to use \$1,000 a day as your goal.

As your winnings build, you can increase your daily target wins. You can go from \$1,000 to \$2,000 a day, then move up to

\$3,000 a day. I know several players who regularly win \$5,000 a day using the same strategy I am going to send you!

I know that the Silverthorne System can change your life. Anyone who uses this strategy can become financially independent. If you want to make more money, you can either play longer or use the unique "step-up plan" to increase the amount of your hourly wins.

Why don't you give yourself the ultimate reward? If you want to make a lot of money with this proven strategy, all you have to do is try.

This manual reveals -

- The special bets you will make to cut the house edge to a fraction of what most players' face.
- The unique betting strategy you will use to gain a real edge over the casinos.
- The precise method of "flowing" with the craps table. This is the special key that will unlock huge profits for you.
- How to set and reach your daily profit goals- consistently and reliably.
- Why a loss is merely a temporary bump on your road to financial success and why you won't have to worry about losing.
- How this system will overcome the house edge in any craps game and put thousands in your pocket!



This book contains all of the information from the original manual first published in 1989. In addition, a great deal of new information has been added to make this manual an even greater resource. I have included a much more detailed description of the craps game, including its origins and a complete description of all craps bets. While this information is not needed in order to use *The Silverthorne System*, you may find it interesting, especially if you are new to craps. In addition, a chapter on playing on the Internet has been added. This system is great for Internet play. You may want to take the partnership concepts of this system and use them while playing in Internet casinos. It is easy for one person to track "both sides" of the partnership using paper and pencil while playing online.

Finally, I have included higher getting series in the Addendum "Higher Betting Levels." When this book was first written, \$1 and \$3 minimum craps tables were common and the primary betting series were developed for \$1 minimum craps table. Now, it is difficult to find a table with less than a \$5 minimum and I have developed betting series to match these higher minimum wager tables.

I wish you the best. I have used this strategy countless times and I have always had good results. You may lose a game or two, but if you follow the system to the letter, you will end up a net winner.



## The Craps Game

Dice have been used as gambling devices for several thousand years. Even the language of dice reflects its influence on history. When Caesar made his decision to take his army across the Rubicon in defiance of the edicts of the Roman Senate, he chose his response from the language of the dice player: "*Iacta alea est.*" **The die is cast.**

Gambling with dice is pervasive. It has been found in almost every culture, from American Indians to Africans. The Greeks and Romans used dice made of bone or ivory; others used dice made of bronze, onyx, alabaster, marble or even porcelain.

Early forms of dice were called *astragals* by the Greeks. Usually made from the knucklebones of sheep they had only four sides. Sliding these dice down their hands and across the top of their fingers before tossing them, Greek women often used them not only for gambling but as an implement in fortune telling.

During Christ's time, the Romans played dice games. During Christ's crucifixion, the Roman guards tossed the bones playing for his clothing.

Herodotus wrote that dice were used in Lydia in Asia Minor. The rulers would often encourage their people to play dice games in times of famine to take their minds off of hunger.

The Romans loved to play high stakes games. Nero was an inveterate dice gambler. Caligula would be considered a degenerate gambler if he were alive today. He frequently lost large amounts of money at dice. He often resorted to seizing the property of his subjects to pay his gambling debts. That this resulted in death, enslavement or imprisonment for his unfortunate victims apparently gave Caligula little cause for concern.

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

The American colonists found that Indians often played dice games. The rattling and clicking noises made by dice were usually accompanied by a frenzied atmosphere. Toms-toms announced the beginning of each gambling bout, and drums pounded incessantly all through the games which often lasted for days. A line from an old Indian song describes the fever of the games: "I will go home if I am beaten, to get more articles to wager."

Once into their wagering, the Indians played a true "no limits" game. An early Jesuit explorer, Pierre Francois Xavier de Charlevoix, in describing the Hurons said: "At this game, of which these people are fondest, they sometimes lose their rest and in some measure their reason. At the game they hazard all they possess, and many do not leave till they are almost stripped quite naked and till they have lost all they have in their cabins.

Some have been know to stake their liberty for a time, which fully proves their passion for this game, for there are no men in the world more jealous of their liberty than savages."

Craps is of American origin. Some time after 1800 around New Orleans, the American Blacks begin playing a version of the game, no doubt adapted from the English game Hazard, which the French sometimes called craps.

The New Orleans version of craps moved up the Mississippi on the nineteenth century river boats. By about 1890, the game began appearing in the form of bank craps in some American casinos. The big casino game at this time was Faro, and craps did not become really popular until World War II after thousands of GIs learned backroom craps or street craps.

The great Chicago fire of 1891 might have been started because of a craps game. The usual story of the origin of the fire was that Mrs. O'Leary was milking her cow when the cow kicked over a lantern and started the fire. During the trial, Mrs. O'Leary stated that she was not in the barn when the fire broke out. In 1944 Louis Cohn told of the true origin of the fire. He was winning a craps game in the barn and got so excited that he kicked over the lantern.

Street craps, also called private craps, backroom craps or even back alley craps, was where a lot of gamblers first cut their teeth.

Street craps always favors the wrong better who bets against the shooter making his point. The mathematics of dice, which we'll talk about a bit later, favors the wrong bettor in any back alley game. Most people don't know this, and most players wouldn't change their betting style if they did.

There are a couple of problems with betting wrong all of the time. For one thing, a lot of players don't like it. They figure you are running some kind of scam or are a dice hustler. The second risk is that when the dice get hot and stay hot, the wrong bettor can find himself facing escalating losses which can wipe out hours of winnings in a few minutes.

The casinos have simplified the game of craps by banking the game. It is no longer necessary to find another player to fade your bet; the house or bank fades or "banks" all the bets. This can be a real advantage for the wrong bettor. He doesn't have to disguise his moves because the house doesn't really care how he bets since they figure that they hold the hammer on all players anyway. But the casinos did one thing to hurt the wrong bettor. They took away his mathematical advantage over right betters.

With street craps, the right bettor (betting for the dice to pass) fights odds of about 1.4% against him. The wrong bettor (betting for the dice to miss) has an advantage of about 1.4% working for him. This is why the only sensible way to bet in street craps is to bet wrong.

When the casinos cleaned up the game, they barred the number 12, or in some cases the number 2, as a win for the don't bettor on a come out roll. With this rule change, the wrong bettor bucks about the same odds of losing as the right bettor. So in theory it doesn't make much difference which way you bet in bank craps. The casino has an edge on all bets.

So why play craps? Because its origins are ancient? Because some old dice degenerate taught me how to beat the game? Naw. Not good enough. I don't think that anyone ought to play the game unless they play to win. Not for fun. Not because the game

is the number one casino action game. These reasons are not good enough. The only reason to play the game is to learn how to hold the hammer over the bastard casinos.

And I am not trying to talk anyone into taking up gambling. I don't have to. Nearly everyone gambles. And most do it badly. If you don't gamble, don't take it up on my account. But if you do, I want to present a little theory on why you should consider craps, and if you do pick craps, how you can learn to hammer the game.

Let's assume that you don't know zip about casino gambling and you are thinking about the choice of games. I plan on presenting a pretty good case for choosing craps. But don't take my word for it. Consider for a minute the house edge or advantage over the player in most casino games. The following table summarizes the house advantage in certain casino games.

If you look at the numbers in the table, the only number with a minus in front of it, meaning the player has an advantage over the house, is for card counting at blackjack. Most card counting systems were developed using computer simulations and don't work very well in the real world. Casinos are well aware of card counters and do everything possible to thwart them and make their lives miserable. Most card counting systems take months to learn to use effectively, require huge bankrolls, and produce spotty, inconsistent results.

If you want to learn a very effective blackjack card counting strategy that produces consistent winnings, try my book *Advantage Blackjack* - (See [www.casinogamblersbookcase.com/AdvantageBlackjackStrategy](http://www.casinogamblersbookcase.com/AdvantageBlackjackStrategy)). If you want to beat the game without having to learn card counting, then I modestly suggest another of my creations *Power Blackjack*..

Other than the advantage available to expert blackjack card counters, where do you see the best odds in the table? The best odds are in the craps section. When you can get numbers down to less than two percent against you, the game is beatable if you know what you are doing. And that's why I'm here. I'll show you what you need to do to beat craps.



Craps has some advantages over the other casino games that don't show up in tables of house advantages. It is the only game that lets you bet that a number won't show. Ever try that in roulette. Walk up to the table and tell the croupier that you want to bet a no-36 on the next roll. They'll send for the men in little white coats.

But in craps, you can always bet that a number does or doesn't show. You have the ultimate flexibility in putting together a winning strategy

Before I start talking about strategies, I want to review the game with you. Read on to learn about the most fascinating game in the casino.



## Playing Craps

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 roulette wheel. There is hardly a whimper from the players. The blackjack players are using hand signs to signal the dealer. A blackjack player could play for a week and not utter a word. In craps, the players are constantly talking to the dice, the dealers and each other.

### CRAPS LAYOUT



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

The game moves very fast for the newcomer, but after you learn the game, you will notice the times when the game is slowed down (to your irritation) much more than the times it is speeded up. The game is fast, but it only seems fast when you don't understand the bets or what the dealers and players are doing.

Because of the speed of the game, and the variety of bets available, what is normally the best casino game for a player becomes a trap for many. Many people lose money at a ferocious rate at craps because they lay down too many bets and have no patience. Most casinos figure to keep about 20% of the *drop* at craps, that is, win 20% of all money exchanged for chips at the craps table.

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

When the shooter starts to make pass after pass with lots of numbers in between, the action can get serious. When the majority of players have black (\$100) or purple (\$500) chips in play, the casino can drop \$50,000 to \$100,000 in short order.

I have seen individual players win over \$100,000 at the craps table. The bosses will try to slow down the game, excessively examine the dice between rolls, bring in fresh racks of chips and in general make total nuisances of themselves, but the players are allowed to keep on winning. Isn't this a great game?

I recently showed a young man how to play craps in a casino. He was a died-in-the-wool blackjack aficionado, with delusions of counting down multiple decks. After an hour at the craps table I asked him what he thought. He calmly turned to me and said, "Well, I guess I'm finished with blackjack."

If you have played the game before, forgive me my waxing eloquent. If you haven't played, then please take the time to try it or better yet, use my system so you will win.

Most casinos will have at least one craps table, except for the slot palaces specializing in the one-armed bandit trade. Some states allow slots and blackjack, or some other combination of casino games, and exclude craps. The "real" casinos will have at least one craps table. The big joints in Nevada and Atlantic City will have eight or more craps tables per casino.

Now that the casinos in many other states have come of age, you can experience Las Vegas style craps all over the country. I have played in a number of these casinos and always enjoyed the hospitality. Of course I enjoyed winning money from them too.

The area of the casino where the craps tables are grouped is called the craps pit. The casino employee in charge of this area is known as the craps pit boss.

Casino craps tables may range in size from 14 to over 20 feet. They look like oversized billiard tables. In the old days some of the floating craps games and games in sawdust joints used to convert billiard tables by attaching boards to the sides of billiard tables to act as backstops for the dice. This was also handy when the law showed. Pull the sideboards down and the boys were just having an innocent game of billiards.

The number of players who can play at a craps table is limited only to the number who can squeeze in. If the table is crowded, it is considered polite to ask if you can fit in, rather than just shoving your way into the table. Some craps players have been known to shove back, and asking is usually the better policy. If the table is crowded, the nearest dealer will usually ask the players to scoot over, if you ask nicely.

The tables are covered with felt which is usually colored green, but I have seen them in shades of blue, purple and even eye jarring red. I don't recommend the red ones though, and especially not for all night sessions; they are way too hard on the eyes.

The possible craps bets are marked on the felt in a pattern of betting areas called the craps layout. In the old days, these were drawn on billiard tables with chalk. Now they are all nice and printed.

The table layout has three sections. The middle section, called the center, rests under the watchful eye of the person on stick. The end sections are mirror images of each other, with one dealer per end.



The center bets contain the lousiest bets in the game such as the hardways bets and a number of one-roll bets. I will tell you about these bets, but in general, you can enjoy a long and successful craps career without ever tossing a chip to the center section for a wager.

The more important wagers are available on the end sections of the table. Here you will find pass line bets, which are made by over 90% of all craps players, place bets, come bets, don't pass wagers, don't come bets, field bets, the Big 6 and Big 8 wagers, and buy and lay bets. Odds bets, which are not marked on the table, are also made on the end sections of the table.

There are usually four casino employees at a craps table. The person seated in the middle of the table, in front of the casino's chips, is the boxman. Today, many of these boxmen are box women, so I guess you ought to call them box people, which doesn't quite sound right. Anyway, these box people are in charge of the craps table. They count your cash when you buy in and drop your cash into the dropbox, watch the dealers, settle disputes with players, and in general act as managers of the game. Many times a floorman, who also may be a female, will be standing behind the boxman. If you have casino credit and need a marker to buy in, the floorman will accommodate you. They will also rate you if you are trying to get a comp. A comp is a "freebie" from the casino, which can range from a buffet lunch, to RFB, which stands for Room, Food and Beverages. This means the casino pays for just about everything.

Many times the floorman may be joined by the pit boss, the big honcho of the craps pit. If the game is very active, another boxman may be brought in as well.

In addition to all the bosses, there are three working stiffes who handle all of the players' wagers. The dealer in the center of the table, called the stickman, handles all of the center bets for players, calls the game and moves the dice around with a stick. The dealers on each end handle the bets for the end sections of the table.

There are four dealers to a crew, and they rotate positions every twenty minutes, with one of the crew taking a break at that time. Each dealer takes turns at the stick and at each end of the table.

The dealers at each end of the table, sometimes called *inside dealers* oversee all bets on his or her end of the table. They make change for players and place, book and arrange player bets. They make sure that all bets are for the correct amounts and placed properly on the table.

The major job of the stickman is to control the flow of the dice. A stickman will also advertise the different betting options of the game available to the players. For example, if the last shooter just sevened out, the stickman will ask the next player, "Would you like to shoot the dice?" Or, he may say, "Do you want your bets working on the come-out." Or, "Who wants their hardways working on the come-out roll?"

An active stickman can really liven up the game. The action of the game can be announced in a very enthusiastic and colorful fashion. This tends to stimulate the players to make more and bolder wagers, which is exactly what the house wants.



The person on the stick will constantly extort players to make bets in the center of the table where the odds range from miserable (Hard Six or Hard Eight — 9.09% in favor of the house) to ridiculous (any of the one roll bets — house odds from 11.11% to 16.67%).

The stickman often uses craps superstitions to exhort the players to make the worst bets. One craps superstition is that if the player's point is one of the even numbers of 4, 6, 8 or 10, for which there is a corresponding *hardway* bet, betting the number to show the hard way will help bring out the number.

In general you can ignore the betting advice of the dealers on stick. Their recommended bets are the best wagers for the house, not for you.

The stickman also sets the pace of the game. He must observe both the players and the dealers so that potential bets are not missed and the inside dealers are not rushed into making mistakes. Stickmen will also help dealers with the payoffs of bets when possible.

Either the inside dealers or the stickman can book the proposition bets located in the center of the table. If the stickman gets bogged down, an inside dealer will usually pitch in so that they work together as a team. A boxman may also help the stickman.

While players should be given a reasonable amount of time to make the prop bets, the game shouldn't be slowed down. If you want to wager on a proposition bet, be sure that the stickman or the nearest inside dealer hears you and acknowledges the bet. Once the dice are in the shooter's hands, the stickman's eyes will be glued on the dice and he may not see incoming bets.

Each table has its own table limits. These limits are usually shown on small plaques at each end of the table, on the side rail next to the standing dealer. Both minimum and maximum bets for the table are shown. Typical table limits are \$2 minimum, \$200 maximum (smaller casinos) or \$5 minimum, \$1,000 maximum (larger joints). Sometimes the plaques are colored to match the chip color of the minimum wager required. The color red is used for tables with \$5 minimums, while green might signify a \$25 minimum bet requirement. Minimum wagers will vary from casino to casino and from table to table in the same joint. A \$5 minimum table may be operating next to a \$25 minimum table. Table minimums will be raised whenever more players are available such as at night or on weekends. It is always to the casino's advantage to have higher minimums set. Many players, who should be making \$2 wagers, will make \$10 or even \$25 wagers if that's what the house mandates.



From a player's viewpoint, higher minimum wagers can be devastating. If the house does not offer a minimum wager within your range, then don't play the game. Many players have no idea of the relationship between the bankroll used for a craps session and the minimum wager that should be used. As a result, they get cleaned out in short order playing beyond their means.

If you want to play where the maximum wagers won't restrict your style, try Binion's Horseshoe Club in downtown Las Vegas. The place caters to craps players, offering ten times odds and wall-to-wall craps tables. Your maximum wager is limited to the amount of your first wager. If you want to bet a million bucks a pop, just clear it with one of the managers, they will accommodate your action.

The Horseshoe Club still follows Benny Binion, its founder's rule for maximum 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 sevened 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 *sevened 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 shooter is coming out, the disk usually is placed in the don't come betting area,

with the black side marked "Off" showing. I have also seen the pucks placed in the center of the table in front of the boxman's chips between points.

There is one puck at each end of the table and the inside dealer working that end of the table handles one. After a point is established, the puck will be in the come point box for the shooter's point, with the white side marked "On" showing.

There are two sides to each puck. When the white "On" side is up all odds, place and buy bets are working. When the black "Off" side is up these bets are off unless stated otherwise by the player. If some bets are working and some are off, on and off buttons are placed on top of the wagers to show the status of each bet.

By observing the disk you can always tell if the shooter is trying to establish a point, or if a point has already been made. This is important as pass line and don't pass wagers are made before a point has been established, and other wagers, such as come and don't come bets are always made after the point is established.

I have one more word of advice before moving into the intricacies of the game. Keep track of your own bets. Dealers track individual bets by positioning the chips in each betting area to correspond with the position of the player at the table. By observing where the dealer places your chips, you can tell exactly which bets are yours. When the table action is heavy, it is not uncommon for a dealer to miss paying off a winning bet, or to place your winning chips in front of another player. It is your responsibility to watch your own bets and know when they win or lose so that you won't reach for another player's winnings or let another player pick up your winnings.

I was playing on one of the casinos in northern New Mexico shortly after Indian gaming became legal. I was ready to finish the session and had only one bet remaining up, a \$100 wager on a don't come six. Naturally since my bet would win only when the shooter rolled a seven, his roll continued on and on with every number hitting except my no-6. I waited and waited, not wanting to make any additional bets since I had already had a good win and was ready to leave. Finally, the shooter rolled a seven. Since he had had a good roll, the table was covered with lots of come bets with odds and place bets and my singular black chip on the no-6. When the 7 was rolled, the dealer swept all of the chips in the point boxes over to the house side of the table, appropriating these bets for the house. This was correct except for one small detail. The shooter's seven was a winning roll for me and the dealer owed me \$200. When I pointed out the error, the dealer just stared at the mound of chips he had created when he swept all of the losing wagers into a pile. Fortunately the boxman remembered my wager and instructed the dealer to slide two black chips my way.

Whenever you win a bet, remember to pick up the chips promptly. Chips left on the table will probably be considered a wager, and if you forget to pick up your winnings, you will probably be making another wager whether you intended to or not. Many players act like the dealers are the enemy at the craps table. They're not. Most are decent people working at a thankless job where obnoxious players are the rule rather than the exception.

There are a few dealers with an "attitude." When I encounter one of these people, I just change tables. Life is too short to put up with aggravating people. But most dealers are competent, efficient and friendly if you give them half a chance. A good dealer will remind you to take odds or to make some bet that you normally make. Most dealers are rooting for you to win. A dealer's salary is very low, and dealers

depend on tips or tokes to make a decent living. When you are at a table with friendly, helpful dealers, you should plan on tipping or toking them.

Many players *toke* or tip dealers by tossing a couple of chips for the boys on the hardway bets. These are long shot bets which pay either 7 to 1 (Hard 4 and 10) or 9 to 1 (Hard 6 and 8). Most dealers appreciate a bet made on their behalf on a wager with a better chance of winning. If you are wagering on the pass line, you should make an occasional pass line wager "for the boys." When you make a wager for the dealers, tell your dealer that the bet is for the dealers. He will tell the boxman, and if the wager wins, you will have toked the dealers. You will notice that when you make a dealer bet which wins, a dealer will place the winnings in his breast pocket. The dealer's word for a tip "toke" comes from the word "token."

It is not necessary to tip the dealers as frequently if you are losing. They will understand. If you are winning, they appreciate the occasional tip. It is better to tip the dealers while you are playing rather than tipping as you prepare to leave. When the dealers know that you are not a stiff, their normally good service becomes even better.

If you are using the Silverthorne Strategy you will be winning most of the time. I like to tip dealers early in the game so that they know that I am a "George" or tipping player. Believe me, dealers receiving tips will go out of their way to watch out for your interests.

I have had many occasions when dealers whom I was regularly tipping have overpaid me. I have also had losing bets ignored and left up. If a dealer overpays you, you should never call attention to it. I have felt on many occasions that the dealers were repaying me for my tipping with an unspoken agreement between us.

One time a dealer was consistently overpaying me on come bets. My come bets were going "off and on" which means that I would have a new come bet in the come box replacing a come bet which had just hit. In this situation a good dealer will leave both of the come bets up and just place the winnings in a separate stack in the come betting box. This particular dealer overpaid me for a couple of bets. I made a come bet for the boys which promptly won and I gave the chips to the dealer. My next winning come bet was overpaid by a chip. I continued to make occasional wagers for the dealers, and the dealer continued to overpay my come bets. I believe that we had formed a kind of partnership that was benefiting both of us. Whenever the boxman was watching my end of the table the dealer paid off the bets correctly. However, there were two large bettors at the other end of the table, and the boxman's attention was focused there.

Even if you are not rewarded by overpaid bets, the atmosphere at the craps table will improve once you are perceived to be a tipper. What's more, all of the casino personnel will respect you as a class gambler who knows the rules and respects and appreciates the hard work the dealers perform.



## HOUSE ADVANTAGE IN CERTAIN CASINO GAMES

<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 Craps Layout

The layout of the craps table is printed on the felt surface of the craps table. The layout consists of boxes, spaces and other defined areas showing the various types of bets accepted by the casino. Players, who typically stand around the craps table, may view their bets at any time by observing the chips, representing their wagers, placed in the appropriate betting box.

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

Most layouts are printed with white letters and lines against a green background. Some casinos use yellow printing on green felt. The Las Vegas Hilton uses a blue felt cover for its craps tables, and I have had the displeasure of playing on eye-jarring red colored layouts in some casinos.

Green is the best background color for craps layouts. It is easy on the eyes and the lettering is easy to read. Playing with different color combinations, dreamed up by some marketing department, can be extremely fatiguing, especially the red background with white lettering combination.

The Las Vegas craps layout is shown below. This is the most common craps layout in the United States and is the one you are most likely to encounter. The layout is divided into three distinct parts. The two end sections are mirror images of each other, and between them is a betting area known as the center. This section contains all of the hardway and proposition bets.

### Las Vegas Craps Layout

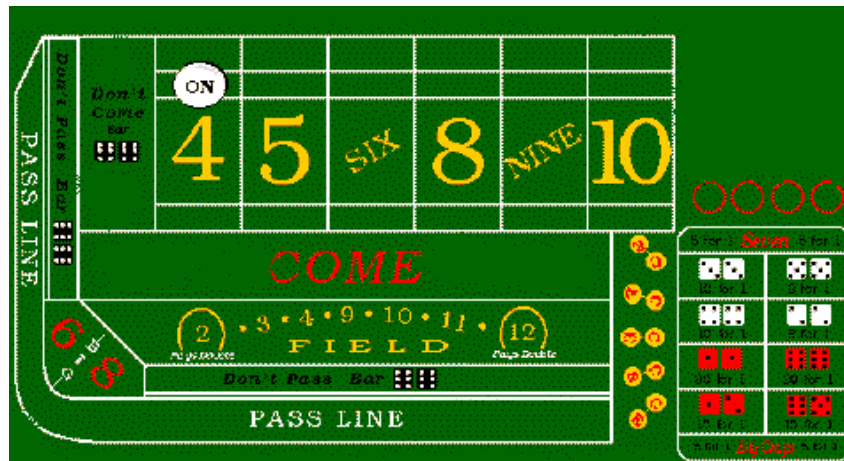


Photo with man pointing out proposition bets in center of table layout.



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

The end sections of the table are controlled by a standing dealer at each end. These sections contain the wagers we will be most concerned with.

Some of the end section wagers include the pass line wager, which the majority of craps players make. This is the bet which is perfect for those who want to wager that the shooter will make his point.

Other important wagers located at the end sections are the come bets and the place bets. While these types of wagers are made in different ways, they each accomplish the same thing. These wagers are

on the *box or point numbers* of 4, 5, 6, 8, 9 or 10, printed across the row of boxes near the top of each end section. If a player wagers one or more of these numbers, either through come or place bets, he sets up a game within a game where he can win on many different numbers and not just the shooter's point.

Don't pass and don't come wagers are made in boxes much smaller than the pass line and come boxes as these wagers are not nearly as popular.

Buy and lay bets are also made with the assistance of the standing dealer at an end section.

Field bets dominate a large area on the bottom half of the end section. Field bets are one-roll wagers that one of the wagers printed on the layout, that is a 2, 3, 4, 6, 8, 9, 10, 11 or 12 will show on the next roll.

The large irregularly shaped areas at the lower corners of the end sections are the Big 6 and Big 8 wagers. These wagers offer decent payoffs under the rules played in Atlantic City, but are terrible wagers on most craps tables. I will have a lot more to say about this later.

Some of the most important wagers in the craps game are odds bets which are also made at the end sections of the table. These are the only wagers which pay off at correct odds and offer no advantage or "vig" to the house. Naturally, there are no boxes for these wagers on the layout but they are easy to make. I'll show you exactly how to make these wagers.

In England, you will find *win* instead of pass line wagers and *don't win* replacing don't pass wagers. Some foreign casinos do not allow come or don't come wagers, and if you wish to bet on the numbers, you must do so with place bets.

Before we learn more about the specific wagers which can be made at craps, let's get some background on the math behind this game.



## Dice Math

The combinations possible with two six-sided dice determine all of the possible payoffs in craps.

Each die is imprinted with from one to six dots so that the lowest number which can be rolled with two dice is a 2 (1-1) and the highest number, 12 (6-6). Together, a total of thirty-six combinations are possible ranging from 2 to 12.

Casino dice are different from the ordinary dice sold with most games. The casino dice measure about  $\frac{3}{4}$  of an inch in diameter and are precisely made so that each side is the same size as every other side. They are made of clear transparent plastic and are usually colored red.

Each die has a code number imprinted on it corresponding to a numbering scheme implemented by the casino where the dice are used. The code numbers of the five dice used at a craps table are noted by the boxman, so that no other dice resembling the official dice may be introduced into the game by dice cheats.

## **Dice Combinations**

The combinations of numbers possible with a pair of six-sided dice are 2, 3, 4, 5, 6, 7, 8, 9, 10, 11 and 12 for eleven numbers. Not all of these combinations are equally likely to appear. The differences in the likelihood of different combinations appearing form the basis for all payoffs and probabilities in craps.

The most common number is 7. There are more ways that a 7 can be rolled than any other number. If you examine a die, you will notice that the totals of any two opposite sides always equal 7.

A 7 can be made no matter what number is on one die, for a 7 can be made with either a 1 or a 6 showing on one die, which no other number can do. For instance, a 6 cannot be rolled if a 6 is showing on one die, and an 8 is not possible with a 1 showing. The key number in dice is 7. It determines most of the odds of the game because of its unique status determining winners and losers on both come-out rolls and against established points.

The next most common numbers are 6 and 8. They can be rolled five different ways. The 5 and 9 follow with four combinations possible and then the 4 and 10 with three combinations possible. The 3 and 11 can be rolled two ways while the 2 or 12 can only be rolled in one way.

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



## COMBINATIONS OF DICE

<u>Number</u>	<u>Combinations</u>	<u>Ways Number Can be Made</u>
2	1-1	1
3	1-2, 2-1	2
4	1-3, 3-1, 2-2	3
5	1-4, 4-1, 2-3, 3-2	4
6	1-5, 5-1, 2-4, 4-2, 3-3	5
7	1-6, 6-1, 2-5, 5-2, 3-4, 4-3	6
8	2-6, 6-2, 3-5, 5-3, 4-4	5
9	3-6, 6-3, 4-5, 5-4	4
10	4-6, 6-4, 5-5	3
11	5-6, 6-5	2
12	6-6	<u>1</u>
<b>Total</b>		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**

<i><u>Number</u></i>	<i><u>Ways to Roll</u></i>	<i><u>Odds Against on Next Roll</u></i>
<i>2</i>	1	35-1
<i>3</i>	2	17-1
<i>7</i>	6	6-1
<i>11</i>	2	17-1
<i>12</i>	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

<i>Point Number</i>	<i>Ways to Roll <u>Point</u> Number</i>	<i>Odds Against <u>Point</u> Number</i>
<b>4</b>	3	2-1
<b>5</b>	4	3-2
<b>6</b>	5	6-5
<b>8</b>	5	6-5
<b>9</b>	4	3-2
<b>10</b>	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.

Its the stickman's job to make sure that both dice are rolled properly. The dice should roll down the table. The shooter should not loft the dice or try to slide them down the table. When a roll is considered fair is up to the stickman. If the roll is very weak and does not bounce off the back wall the stickman may call "No roll."

Weak or erratic rolls are common from players new to the game and most casino personnel will advise the shooter on how to improve his roll, rather than embarrassing him by calling no roll.

Some casinos permit setting the dice and others discourage it. Setting the dice consists of arranging the dice so that certain spots face up before shooting them. Most casinos will not object to you setting the dice so long as you do it quickly and do not delay the game.

Next we will take a look at how the bets are made and paid off at craps.





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

The dice continued around the table. A few disgruntled right bettors left, but amazingly most of the players just sort of shrugged their shoulders and switched to betting wrong. This was highly unusual behavior, as most players will pick one playing style or the other and would rather fight than switch.

Finally, at one memorable point, every player at the table was betting wrong and actually cheering for the seven to appear. We grew quite noisy, cheering for the sevens. Most wrong bettors never cheer when they win, fearing the wrath of the 90% of the players who bet right.

Our cheering started to attract attention as a noisy craps table is usually the sign of a hot table where 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:

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

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

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.

Incidentally, *call bets* are not accepted by dealers on place bets or any other bets unless your cash in on the table. Old time dealers remember a scam which was used at 25¢ craps tables. A player would call out "six fifty across" just before the dice left the shooter's hand. If the dealer accepted the wager, the player calling the bet would wait for the outcome. If a place number hit, he would hand the dealer \$650 and collect his winning wager. If the toss was a loser, he would hand \$6.50 to the dealer to cover the losing bet.

This type of scam is possible at the 25¢ tables, as the minimum place bets are \$1.25 on the 4, 5, 9 and 10 and \$1.50 on the six and eight. If the bet lost, the player would simply bet the minimum amounts. Most dealers are wise to this trick and will not accept call bets unless your money is on the table.

### **Put Bets**

Put bets can be made on any box number of 4, 5, 6, 8, 9 or 10 at any time. These bets are considered a flat-bet on the particular number. They are put in the come point-box of numbers after they are bet or on the pass line if the number is the pass line point. Put bets can take odds up to the amounts allowed for the flat-bet.

Often put bets are unknowingly made by inexperienced players. If a player throws a five-dollar chip down and says "Gimme a five," the dealer very well may "put" the bet. This is especially true for off beat amounts, like \$5 bets on a 5 or 9 (a proper place bet would be for an even amount) or a \$5 bet on a 6 or 8 (place bets on the 6 or 8 should be in multiples of \$6).



Odds can be added to a put bet, but often the same money placed will pay better. Assume that a player puts a bet on a 5 and decides to take \$6 odds. If he wins the bet, he will win \$5 on the flat-bet and \$9 on the odds for a total of \$14. However, if he had placed the bet for \$10, a dollar less than the put bet with odds, he would still have won \$14. Would you rather risk \$11 to win \$14 or \$10 to win \$14? Place bets will almost always pay better than put bets with odds.

There is a place for put bets. Assume that you are playing in a house that offers double odds. You made a \$5 pass line bet and the point is 6. You would like to take maximum odds on the wager which would be \$10. However, most casinos would let you "put" another \$1 on the pass line wager for a total bet of \$6. Now, you could wager \$20.00 on the odds portion of the bet.

Most put bets are made by persons who don't understand how to make place bets. However, judicious use of put bets in connection with taking odds can sometimes improve your position as in the case on increasing a pass line or come wager enough to take better odds.

### **Buy Bets**

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

The commission is called *vigorish* or "vig" for short and is the charge the house collects for offering true odds. The vig will be returned to you if you decide to take the bet down. However, if the bet wins or loses the house will keep the vig as its fee for offering you the chance to play at true odds.

The vig will be collected each time you make a buy bet. Let's say you decide to buy the 10 for \$40, giving the dealer \$42 in chips to cover the \$2 vig. Two rolls later the 10 is rolled. The dealer will place your \$80.00 winnings in front of you and ask "Do you want to keep the bet up?" If you do, just place an additional two one-dollar chips on the layout and the dealer will leave your \$40 buy-10 up, having collected an additional two bucks vig for the second wager. Isn't this the easiest \$78.00 (\$80.00 for the wager less \$2 commission) you ever made?

If your place bet on 4 or 10 is larger than twenty units on one number, or ten units each if both the 4 and 10 are placed, you should buy the numbers rather than placing them. With a \$20 wager on one or both numbers, the casino will charge you a \$1 vig for the privilege of buying the numbers. A \$20 place bet on the 10 will pay off \$36, while a buy bet on the same number will pay off \$40, less the \$1 commission, for a net \$39. So long as your combined wager on the 4 or 10 is at least twenty units (which is five bucks at twenty five-cent craps), the buy bet is a better deal than the place bet.

Most casinos will let you buy a 4 or 10 for \$25 and only charge you a \$1 vig. If you must play these numbers, try to buy them for at least \$25 and take advantage of the lower house edge.

## **Lay Bets**

The *lay bet* is the opposite of a buy bet, and is used by wrong bettors who are wagering that a 7 will show before the number laid against. Lay bets are paid off at correct odds, but the bettor must pay the house a commission of 5% of the projected win to get this payoff.

Because odds are laid instead of taken, lay bets always pay off less than even money. These wagers are not contract bets and may be increased, decreased or taken down at any time.

The bets are based on the size of the minimum payoff. The minimum payoff for a lay bet is \$20.00. To lay behind the 4 or 10, the minimum lay bet is \$40.00 plus \$1.00 vig for a total of \$41.00. The \$1 vig is computed on the possible winning of the bet. A \$40 lay against a 4 or 10 would pay a player \$20.00 winnings plus return of the bet of \$40.00 for a total of \$60.00 less the \$1 vig.

Laying no-4s or no-10s can be quite profitable at times. If you find a very cold craps table where the shooters seven out after a couple of rolls, then laying odds against either the 4 or 10 can be very profitable.

To lay against the 5 or 9 you would invest \$31.00, consisting of a \$30.00 wager plus the \$1.00 vig. If a 7 shows before your number, you will win \$20.00 less the \$1 vig.

To lay against a 6 or 8, give the dealer a minimum of \$25.00, comprised of a \$24.00 bet and \$1.00 vig. A win here will pay you \$20.00 less the \$1.00 vig.

Lay bets are placed in the rear of the point-boxes with buy buttons on top. A winning lay bet will be paid on the don't pass line on the Las Vegas Layout and on the don't pass/don't come line with the Northern Nevada Layout. Payoffs will then be moved in front of the player to pick up. If you want to keep a winning lay bet up, tell the dealer, "Keep me up on my no-4," and place the amount of vig on the table.

Lay bets may be made at any time and normally work on come-out rolls unless called off. They are made by placing your chips on the table, along with the required commission and telling the dealer what you want to do as in "\$40 no-4," while placing \$41.00 on the table."

### **Big 6 and 8 Bets**

*Big 6 and Big 8 bets* are prominently marked on the craps layout. These bets can be made at any time. Like the place bets, with these wagers you are betting that the number you bet on, either 6 or 8 or both, will repeat before a 7 shows on the dice. If it doesn't show before a 7, you lose your bet. If a 6 or 8 (whatever you bet on) is rolled before a 7, you win your bet.

Players make these bets and it is not necessary for the dealer to book them. For this reason, many novices like the bets because they don't know how to place the same numbers, which entails having the dealer handle the bets.

These wagers usually pay off at even money. With an even money payoff, instead of the correct odds of 6 to 5, the wager gives the house a 9.09% advantage. In Atlantic City casinos, the bet pays off at 7 to 6, the same as placing the 6 or 8.

Some players play the Big 6 and Big 8 at \$1 or \$2 minimum tables and wager less than the \$6 required to make a place bet on 6 or 8.

Wagers on the Big 6 and Big 8 cannot be split between the two numbers like a split wager made at roulette. In other words, if a player wants a bet on each number he must place a wager in each betting box. Players should track their own Big 6 and 8 wagers which should be easy as the bets are seldom made by most craps players.

My advice is to never make these bets, except where the wagers are paid off the same as place bets. If you are short of bankroll and want to bet on the 6 and 8, you should find a twenty five-cent craps table, where the 6 and 8 can be placed for \$1.50 each.

### **Field Bets**

Players make their own bets in the field by placing their wagers in the large rectangular shaped box at each end of the craps table.

*Field bets* are one roll bets that one of the numbers shown in the field, 2, 3, 4, 9, 10, 11 or 12 will show on the next roll. Seven out of the possible eleven dice numbers are in the field, which makes the wager look like a good one to many players. Field bets lose if a 5, 6, 7 or 8 shows on the next roll. While it looks like there are many more numbers paying off than losing on a field bet, there are only 16 ways for the dice to show for a winning field number compared to 20 ways which will cause the wager to lose.

The field bet is paid off slightly differently in downtown Las Vegas and in Northern Nevada. In downtown Las Vegas, the casinos usually pay off a 2 at 2 to 1 and a 12 at 3 to 1. In Northern Nevada, most casinos pay triple on a 12 and double on a 2. In either case, field numbers other than 2 or 12 are paid at even money. When either the 2 or 12 is paid at 3 to 1, the house edge is 2.77%.

Players are responsible for making and keeping track of their own bets. Many players new to the craps game like to play the field bets since they can make their own wagers without involvement of a dealer. However, it is not unusual for players to sometimes forget that they have a bet in the field. These orphaned bets are called *sleeper bets* and if left unclaimed will be appropriated by the house and returned to the casino's side of the table.

Most casinos pay 2 to 1 on either a 2 or 12, and even money on any other field number. With these payoffs, the house advantage is 5.56%.

In either case, the house edge is too high for field bets to offer much interest to those who want to win at craps.

### **Proposition Bets**

We now come to the center of the table, where bets are placed and paid off by the stickman. These are all one roll bets except for the hardways. All of the wagers pay off at high odds for the players and include wagers on specific numbers such as 2, 3, 7, 11 or 12. You can wager on single numbers, or groups of numbers such as Any Craps and the Horn Bet.

Players sometimes cover two bets with one chip as long as they are next to each other on the layout. These are called split bets. Hardway bets cannot be bet this way. However, you can make a split bet on Any Craps and Eleven (called C & E), the High-Low (2 and 12). There may be other split proposition bets depending on the casino's layout.

A split bet is really two bets. Consider a \$2 C & E bet. The Any Craps bet pays 7 to 1 and the eleven pays 15 to 1. If the eleven shows on the next roll, you will be paid \$14.00 and not \$15.00. All

casinos will keep your prop bets up and working after wins unless you ask to take them down. The \$14.00 payoff has been reduced by \$1.00 so that the losing \$1.00 Any Craps bet can be put back up. If you call the bet "down" you will receive \$16.00 (the \$14.00 payoff plus return of the \$2.00 C & E bet).

### **Hardway Bets**

A *Hardway Bet* is a bet on one of the even numbered point numbers of 4, 6, 8 or 10 that the number will be rolled as a pair, before either a 7 or the number rolled any other way shows. For example, if you bet the Hard 6, you are wagering that a 6 will be rolled as a 3-3 (a pair) before it is rolled as a 1-5, 5-1, 4-2, 2-4, or before a 7 is rolled. Rolling a number as a pair is referred to as the "hard way." If the number is rolled any other way, it is referred to as the "easy way" or rolling the number soft.

Hardway bets can be made any time and stay up until they either win or lose. They may be called off on come-out rolls. Casinos usually pay 9 to 1 (usually shown as 10 for 1, which is the same payoff) on the Hard 6 or 8, and 7 to 1 (8 for 1) for the Hard 4 or 10. With hardway wagers on 6 or 8, the house edge is 9.09%. Hardway bets on the 4 or 10 give the house an 11.11% edge.

Many times players will make a hardway bet on the shooter's point. Assume that the shooter establishes 4 as his point. Players having pass line bets will be rooting for the 4 to show. Some will toss a chip or two to the stickman and make a wager on the 4 to show hard. You might toss the stickman a nickel chip (\$5 chip) and say "\$5 Hard 4." Two rolls later the shooter rolls a 3-1, making his point, but causing your hard 4 to lose because 4 showed the easy way.

The same shooter sets up a 6 as his point after the next come-out and you toss the dealer another \$5 chip saying, "I want a Hard 6." Two rolls later, the dice land 3 and 3 for a hard six. The dealer pays you \$35,

leaving your \$5 wager up on the Hard 6. If you ask the stickman to take the bet down, you will receive \$40.00. Not bad for a couple of rolls work!

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

### **Any Seven**

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

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

### **Any Craps**

The *Any Craps* wager is a one-roll bet that a craps number of 2, 3 or 12 will show on the next roll. The bet is paid off at 7 to 1 (8 for 1). Since craps numbers can be rolled only four ways out of thirty-six, the true odds on rolling a craps number are 8 to 1. The lower payoff gives the casino an advantage of 11.1%

Many players like to hedge a pass line or come bet by telling the stickman, "Craps check for \$\_\_\_!" If you have a \$10 pass line, you



might tell the stickman "\$1.00 Any Craps." If a 2, 3 or 12 showed on the next roll, you would lose your pass line bet but be paid \$7 with a \$1 bet left up for the Any Craps bet.

### **Betting the 2, 3, 11 or 12**

These are all one-roll bets that win or lose depending on whether the number bet on appears on the next roll of the dice.

The 2 or 12 can be rolled only one way, and the odds against rolling either of these numbers on the next roll are 35 to 1. The casinos usually pay these wagers at 29 to 1 (30 for 1), for a house edge of 16.67%. Some casinos pay these bets at 30 to 1, reducing the house edge to 13.89%.

If a 2 and 12 are bet at the same time, the player may call out to the stickman, "High-low for \$\_\_\_."

The 12 is often called *boxcars* or *midnight*, while the 2 is called *aces* or *snake eyes*.

The 3 or 11 can be rolled two ways each, and the correct odds against rolling either number on the next dice roll is 17 to 1. With typical payoffs of 14 to 1 (15 for 1), the house edge is 16.67%. With a payoff of 15 to 1, the house edge falls to 11.11%.

The 11 is a popular bet on come-out rolls and is often referred to as *Yo* as in yo-leven. If you wanted to make a \$5 bet that the 11 would show on the next roll, just toss a nickel chip to the stickman and call out, "\$5 Yo, please."

The house loves the action on any of these bets with the sucker-like odds in favor of the casino

## **Hopping Bets**

*Hop Bets* are not usually shown on the craps layout. They are bets that a particular number or a particular dice combination will show on the next roll. Numbers with one way of showing, such as a 3-3 or a 5-5, are usually paid at 30 to 1 (correct odds are 35 to 1). Wagers on numbers which can be made two ways, such as 5-4 or 2-3 are paid at 15 to 1, where the correct odds are 17 to 1.

The hopping hardway bets all pay 30 to 1 or in some casinos, only 29 to 1, giving the house an edge of either 13.89% or 16.67%.

Other combinations of bets can also be bet to show on the next roll, such as a "hopping 5-4," or a "3-1 on the hop," indicating that the player wants to wager the 9, in the form of a 5-4 combination, or that a 4, in a 3-1 combo, will show in the next roll. These hopping bets usually pay 15 to 1 giving the house an edge of 11.11%. Some casinos only pay 14 to 1 for these wagers, increasing the house edge to 16.67%.

Since I seldom make these wagers I rarely bother to check the house payoffs on them, but they will usually be paid in the same proportions as the single roll bets on a 2 or 12 for the hopping hardways and a 3 or 11 for the other hopping bets.

## **Horn Bets**

With this wager, the 2, 3, 11 and 12 are covered with one bet. At least four chips must be used for the wager. If any of these numbers show on the next roll, the casino will pay the usual payoff for that number, and keep the three losing chips. Most casinos pay 15 to 1 for the 3 and 11 and 30 to 1 for the 2 and 12. The vigorish for the 3 and 11 bets is 11.11%; for the 2 and 12 it is 13.89%.

Let's say you toss the stickman \$4 and say, "\$4 horn bet." The next roll is a 3 paying 15 to 1. However, the other three bets are lost. The stickman will pay you \$12 (\$15.00 won less \$3.00 lost) so that the horn bet will stay up for the next roll.

If you really want to impress the table instead of tossing four dollar-chips down, try throwing the stickman a nickel chip and say "Horn, high eleven." This means that \$2 will be bet on the 11. If you are showing off for your girl friend, you have got to try this one.

### **World or Whirl Bets**

You will seldom find this bet in the books on craps and I have heard it called both a world and a whirl bet, so I am not sure which is more correct. The bet is a horn bet with the fifth chip covering any seven. The theory behind the bet is that you cover every number that is not a point number.

If your friend is not impressed with your "Horn, high eleven," try throwing a nickel chip to the stickman and proclaim, "\$5 world bet."

Just don't watch the boxman snicker, since you have just made one of the worst bets at the craps table.

### **Three-Way Craps**

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

### **Two-Way Craps**

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

### **C & E Bets**

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

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

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

## CRAPS BETS, PAYOFFS AND CASINO ADVANTAGE

<i>Bet</i>	<i>Payoff</i>	<i>Casino Advantage</i>
<i>Pass Line</i>	1 to 1	1.41%
<i>Come</i>	1 to 1	1.41%
<i>Don't Pass</i>	1 to 1	1.40%
<i>Don't Come</i>	1 to 1	1.40%
<i>Taking Odds — Pass or Come</i>		
<i>4 or 10</i>	2 to 1	None
<i>5 or 9</i>	3 to 2	None
<i>6 or 8</i>	6 to 5	None
<i>Laying Odds — Don't Pass or Don't Come</i>		
<i>4 or 10</i>	1 to 2	None
<i>5 or 9</i>	2 to 3	None
<i>6 or 8</i>	5 to 6	None
<i>Place Bets</i>		
<i>4 or 10</i>	9 to 5	6.67%
<i>5 or 9</i>	7 to 5	4.00%

<i>Bet</i>	<i>Payoff</i>	<i>Casino Advantage</i>
<i>6 or 8</i>	7 to 6	1.52%
<i>Buy Bets</i>		
<i>4 or 10</i>	2 to 1	4.76%
<i>Lay Bets</i>		
<i>4 or 10</i>	1 to 2	2.44%
<i>5 or 9</i>	2 to 3	3.23%
<i>6 or 8</i>	5 to 6	4.00%
<i>Big 6 and Big 8</i>		
	1 to 1	9.09%
	6 to 5	1.52%
	(Atlantic City)	
<i>Field</i>		
<i>With 2 and 12 paying 2 to 1</i>	1 to 1 except 2	5.55%
<i>With 2 or 12 paying 3 to 1</i>	and 12	2.78%
	1 to 1 except 2 and 12	
<i>Hardways</i>		
<i>4 or 10</i>	7 to 1	11.11%

<i>Bet</i>	<i>Payoff</i>	<i>Casino Advantage</i>
<i>6 or 8</i>	9 to 1	9.09%
<i>Any Craps</i>	7 to 1	11.11%
<i>2 or 12</i>	30 to 1	13.89%
	29 to 1	16.67%
<i>11 or 12</i>	15 to 1	11.11%
	14 to 1	16.67%
<i>Horn Bet</i>		
<i>2 or 12</i>	6.75 to 1	
<i>3 or 11</i>	3 to 1	12.50%



## The Casino's Edge

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.

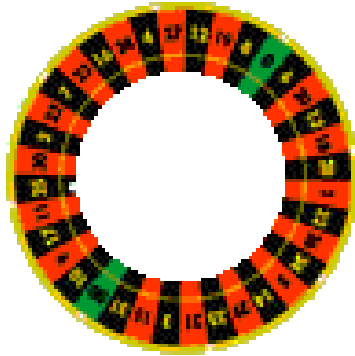
There is no question that the house edge is like an insurance policy the casinos carry, insuring them that if the mob of players play long enough the casino will grind out its inevitable win percentages. However, the casinos rely on a lot more than percentages to beat most players. Casinos are experts at creating the psychological triggers that give them a much bigger edge than the house edge.

The Silverthorne System 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 the way they did.

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

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

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

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

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

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

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

### **Money**

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

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

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



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

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

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

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

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

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Compulsion, the casino environment and the house edge are the big guns in the casino's arsenal and should be feared in that order. I believe that most casinos would still be profitable even without the house edge as player compulsion is the greatest single contributor to casino profits.



Compulsion entails keeping tabs on yourself at all times. Having a plan will help you greatly. Most players just grab whatever amount of money that can find and play games that are most familiar to them, with no plan other than "winning." When you use the Silverthorne System approach, you will know exactly how much to risk in each game, how much you expect to win, your maximum acceptable loss, when to leave a table. The value of having and following a plan is almost immeasurable. It will help you more than any other thing you might conceive of to beat the casinos.

Although the house edge is the least harmful of the casino's weapons, I am assuming that you will have the good sense to avoid the bets with the highest house edge against you. At craps if you consistently wager large amounts on the one-roll proposition bets and the hardways, you will lose much more often than if you stick to lower house edge wagers such as pass line, don't pass and the inside place numbers.



## The Player's Edge

As powerful as the casinos may seem to be, you can walk into a casino knowing that you have an edge over the house. As a successful gambler you have to be able to win more than you lose. What are the tricks you will use to gain an edge over this formidable adversary?

Your edge will consist of the following actions:

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

Most players never realize what an advantage these offer. The casino cannot be flexible. It must continue to offer the same games, with the same rules, without the ability to react to changing conditions. The nimble player can weave and dodge and even choose not to play a particular game. Let's elaborate on the player's edge:

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

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

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

**4. You can pick where to play.** You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are. The casinos, which pay triple on a

field roll of 12, turn this wager from a weak one to one with acceptable risk.

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

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

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

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

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

The book *How to Survive and Prosper as a Professional Gambler* offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you. You can get this book for free by registering at - [www.silverthornepublications.com/PowerBlackjack/popup01.htm](http://www.silverthornepublications.com/PowerBlackjack/popup01.htm)

The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their dealers, floor bosses and staff. If it works for them, you know that it will work for you too!



## Bets Used in the System

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

These bets are two of the most common and easiest bets to learn in casino craps. Both bets pay even money, so that a win will be equal to the amount of your bet. Both bets can be played on any craps layout in the world. And both bets offer good odds to the player, as the house advantage on either bet is about 1.4% against the player. This house advantage is the mathematical commission the casino earns from the player making these two bets. If a player were to make bets each time for the same amount on either pass line or don't pass, then, in the long run, the casino would be expected to win about 1.4% of the amount bet by the player.

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



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

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

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

The concept of partnership play is introduced as a major component of the Silverthorne System. By using this approach to craps, the odds against the player are reduced to a level where the player can plan on predictable winnings and turn a "craps shoot" into a well executed strategy to relieve the casino of some of its money.



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



## Formulating the Silverthorne System

### UP-AS-YOU-LOSE – A BAD PROPOSITION?

Increasing bets as one loses – how often do we hear that this is a bad proposition? The advocates of the up-as-you-win school certainly don't think much of it. By their thinking, increasing a bet after you have lost amounts to throwing good money after bad, and you are likely to just lose more. Let's examine this line of thinking.

Assume that we are going to play against eight dice decisions, and our object is to come out a winner. We have three players, each with his own betting pattern. Player A decides to bet \$10 on the don't pass and to continue to bet \$10 on each decision, win or lose. Player B is an "up-as-you-win" type and plans to double his bet after each win and to drop back to \$10 after each loss. Like Player A, he will start with a \$10 bet and work his way up. Player C is from the "up-as-you-lose" school and plans to start with a \$10 bet and to double his bet after a loss and to drop back to a \$10 bet after winning a bet. Like Player A, Players B and C will bet don't pass. The actual dice decisions

are not favorable for any of our players as the dice pass six out of eight decisions so our players have only winning bets on one out of four decisions, or 25% of the time.

**TABLE 1 – COMPARISON OF BETTING PATTERNS**

**Players' Bets:**

P = Pass d = don't pass

<b>Decisions</b>	<b>P</b>	<b>P</b>	<b>d</b>	<b>P</b>	<b>P</b>	<b>P</b>	<b>P</b>	<b>d</b>
<b>Player A</b>								
Bet	10	10	10	10	10	10	10	10
Win (loss)*	(10)	(10)	+10	(10)	(10)	(10)	(10)	+10
Net Win (loss)	(10)	(20)	(10)	(20)	(30)	(40)	(50)	(40)
<b>Player B</b>								
Bet	10	10	10	20	10	10	10	10
Win (loss)*	(10)	(10)	+10	(20)	(10)	(10)	(10)	+10
Net Win (loss)	(10)	(20)	(10)	(30)	(40)	(50)	(60)	(50)
<b>Player C</b>								
Bet	10	20	40	10	20	40	80	160
Win (loss)*	(10)	(20)	+40	(10)	(20)	(40)	(80)	+160
Net Win (loss)	(10)	(30)	+10	-0-	(20)	(60)	(140)	+20
*Win (loss) per decision								

As the comparison of betting patterns, which has been tabulated in Table 1 shows, Player A loses \$40, Player B loses \$50, and Player C wins \$20. Not bad for a system some experts don't like. We shall see later how Player C's winnings can be increased significantly using the partnership concept of play.

Incidentally, the betting approach that Player C uses is nothing new; it is a system invented long ago for play at roulette with a player betting the even money bets at roulette, such as red

and black or odd and even. This system is the Martingale system. We don't recommend that you run out and try it as it was presented here. The flaw of this system is that the house will not let you pursue it beyond seven or eight doublings because the house sets a limit on the maximum bet you can make, as well as the minimum bet required. If the house limits are \$5 minimum, with a \$500 maximum bet allowed, then starting at a \$5 bet, your series would look like this: 5, 10, 20, 40, 80, 160, 320. You cannot bet the next bet required to double the 320 bet, which is \$640 as this bet exceeds the maximum bet allowed by the casino. Another problem with this approach is that it requires you to bet a large amount of money in order to win only \$5. If you have lost the first six bets in the series, that is, the 5, 10, 20, 40, 80, and 160, you have lost a total of \$315, and you are required to bet \$320 in order to win only \$5. An additional problem with using this system, unmodified, is that many times a win will be followed by another win, and with Martingale, the second win will be on your lowest bet. In this case, it is a \$5 bet, and therefore, not worth very much compared to the previous win at a higher level.

Nonetheless, the principles of Martingale are sound if modified to overcome some of the drawbacks we have discussed.

One tremendous advantage that an up-as-you-lose approach has over betting the same amount each time or increasing your bets after winning bets is that if you increase

your bets after losses, you don't have to win your bet more than a fraction of the time to have a profit. As we saw in the comparison of Players A, B and C, only 25% of their bets won. Yet, only Player C had a profit. It is this principle of being able to generate a net win, even if less than fifty percent of your bets win, that makes the up-as-you-lose approach a sound one if properly modified to overcome the disadvantages of the system.



## **PARTNERSHIP BETTING**

The concept of partnership play is not seen very often at craps, and I have not seen it employed in craps except by persons following the Silverthorne System. Yet in actual play, the concept of playing with a partner can significantly reduce the ups and downs of casino craps, and smooth out the partners' expectations of winning and losing far beyond playing the game solo.

Partners, betting the pass line and the don't pass line, have reduced the house advantage to an absolute minimum. The house edge against partners betting pass and don't pass is the

come out twelve which causes the pass line bet to lose and is a standoff for the don't pass which doesn't win or lose. This is the only casino advantage against the system. Other than the occasional appearance of the twelve on a come out roll, the partners are playing even with the house. Against this, the partners have considerable advantages. They are betting from a hedged position where a loss for one partner will be a win for the other partner. They are playing with a definite game plan where each partner knows what his or her bet is and what the next bet will be whether this bet wins or loses.

They come to the table knowing exactly how much they are going to risk in a contest with the casino, and there will be no temptation to risk more in a single contest. They will have a pre-set stopping point which will tell them when it is time to quit. Craps superstitions will have no effect on their play; the dice might as well be rolled by a machine.

And finally, they will have the psychological advantage of a partner committed to the same objectives, with a powerful game plan in place which both partners know will produce profits for them.



With this combination of weapons on the player's side, the house advantage on the come out twelves begins to fade in importance. The partners will not win every game against the casino, but they will win the majority of games. Their total winnings will continue to increase on a fairly predictable basis--house advantage or not.



## The Silverthorne System

### THE BETTING SERIES

The Silverthorne system is ideally played with two partners betting opposite on the pass and don't pass bets, although it can be played by only one person. It is based on the up-as-you-lose principle in which bets are reduced after a win and increased after a loss. A maximum of eight betting levels are allowed in a betting series. The partners will generally begin a series by betting the lowest bet in the series simultaneously, and then continuing to bet individually depending on the bet called for in the betting series.

There are three different betting series which are used in the Silverthorne System:

Series 1: 1, 3, 5, 10, 15, 25, 40, 50

Series 2: 3, 6, 10, 20, 30, 40, 80, 100

Series 3: 4, 10, 15, 30, 45, 60, 120, 150



The amount of money required by each partner to play a particular series is determined by multiplying the highest bet in the series times three, then multiplying this amount times the basic betting unit used. For example, if you are using \$1 as your basic betting unit and are in Series 1, then each partner will need to use \$150 for playing the series, determined by multiplying the highest bet in Series 1 (\$50) times three, times your basic betting unit of \$1 ( $50 \times 3 \times 1 = 150$ ).



If, in playing Series 1, your basic betting unit is \$5, then each partner would need \$750 in order to begin a game. This is determined by multiplying the highest bet of 50 times 3, times your basic betting unit of \$5 ( $50 \times 3 \times 5 = 750$ ).

Playing with \$1 as the basic betting unit, the amounts which each partner will need to cash in at the craps table before beginning a game are:

Series 1 \$150 per partner needed to play

Series 2 \$300 per partner needed to play

Series 3 \$450 per partner needed to play

With two partners, the total amount cashed in to begin a game will be double the amounts listed for each individual partner's play. That is \$300 for Series 1, \$600 for Series 2, and \$900 for Series 3.

### **NUMBER OF DECISIONS IN A GAME**

Considerable experimentation has been conducted to determine the optimal length of time that partners should play craps using the Silverthorne system to maximize results.

A number of different approaches have been devised and tested in actual play against the casinos in an attempt to find the best time to call a game. One approach which has been tested extensively is to play for a pre-set target profit for the game and

to quit when this objective has been reached. Using this approach, and using \$1 as the basic betting unit, the profit objectives were \$80 for a game using Series 1, \$150 when using Series 2, and \$200 when using Series 3 betting levels.

To clarify this approach, if my partner and I were playing at the Series 1 level, with \$1 as our basic betting unit, we would have started the game with \$150 in chips each. We would keep an approximate running tabulation on our profits by counting our chips every four or five dice decisions. When our winnings totaled about \$80, we would call a game. When we called a game, we would physically leave the table, record the results of our game on our score keeping form, and then either return to a craps table for another game or take a break. This decision would be made depending on the time of day, our level of fatigue, and how much we were up for the day.

This approach generally works fine; however, additional testing and play in casinos shows that this approach has some distinct drawbacks. First, there is a judgmental factor when partners are playing for a set profit. Playing at the Series 1 level, I have seen times when my partner and I were up about \$75, but because the system called for an \$80 win, we stayed at the table too long and watched a \$75 win dwindle down to \$25. I am a strong believer in the power of casino influences, and any aspect of a system which relies too much on an individual's judgment in the casino atmosphere will not produce as consistent results as a nonjudgmental rule will produce. Secondly, the Silverthorne System does not win the same amounts at the same rates every game. Because of the mechanics of the system, the partners will win faster when one partner has made higher bets in the betting

series (such as the \$40 and \$50 bets in Series 1), and that partner has not only won these bets, but he has also won enough subsequent bets to be down to the lower bets in the series, such as the \$3 and \$5 bets. Many times this does not occur. The highest bet called for by either partner during a game may be the \$25 bet, and when this happens, the system wins more slowly. If we are relying upon a target dollar amount of winnings as our signal to call a game finished, then on these slower games we will end up playing longer, perhaps to the detriment of our pocketbooks.



In general, longer games are not favorable for the player using this system. The rationale behind the system is that in a limited number of dice decisions, neither the pass line decisions nor the don't pass decisions will establish a dominance over the other side greater than seven decisions. If this happens, the system loses, pure and simple. In playing for a target amount, the games can become prolonged when the number of passes and don't passes run about equal, and longer games will produce a higher number of losses.

To counter these criticisms of playing for a target profit, a variation has been tested and re-tested which produces superior results and takes most of the judgmental factors out of the players' hands. This is accomplished very simply by playing for about twenty-five decisions.

The only additional rule used in conjunction with the twenty-five decision rule is to quit after the larger bet made by either partner wins. Application of the winning bet rule means that the partners may decide to call some games earlier at 22 or 23 decisions, especially if one partner has just won a bet betting one of the highest three bets allowed in a betting series. In Series 1 this would be a bet of \$25, \$40 or \$50 at the \$1 basic bet level. Sometimes, it may be necessary to play for 27 or 28 decisions in order to end the contest on a winning bet. The key here is to end the game right after the partner wagering the larger amount wins the bet.

### **MAXIMIZING PROFITS-CHOOSING THE BETTING SERIES**

At this point, we have not applied the up-as-you-win approach to betting. There is, however, a place for this approach to betting. It can be used profitably when a player expects to win more bets than he loses. As we know, there is no way that a person can predict the outcome of the next dice decision; therefore, this method of play is not appropriate for use on individual bets made on the craps table. However, this system can be used with *games* played using the Silverthorne System as this system wins more games than it loses. It makes sense to

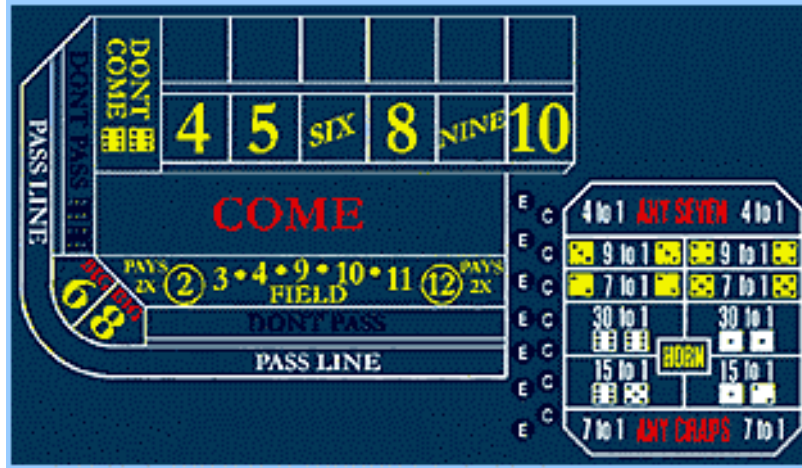
increase the amount wagered when the likelihood of a winning game is greater than that of a loss game.

This is accomplished by the partners changing their betting series to the next higher series after a win game and dropping to the next lower series after a loss game.

Extensive testing of the Silverthorne System has shown that wins and losses of games will come in streaks, just like dice decisions do. Data gathered on over thirty thousand dice rolls in actual games played showed that the longest winning streak of games was ten consecutive games won, and the longest streak of consecutive games lost was five straight losses. With this information, it is easy to see that a profitable strategy is to bet larger amounts during the winning streaks and to reduce the amount wagered during the losing streaks. My same comments apply here as with respect to predicting dice decisions; there is no known way of predicting whether the next game will produce a win or a loss. However, since the system wins more games than it loses, and the winning streaks are longer than the losing ones, the next best thing to having psychic powers is to switch the betting series used, with the next higher betting series used after a win, and the next lower betting series used after a loss.

In actual play, the partners will start with betting Series 2. If this betting series wins a game, then the next game will be played using Series 3. Assume that the second game also wins. The players will continue to use the Series 3 level of betting until a loss occurs. The game after the loss game at the Series 3 level will be played at the Series 2 level. If this game loses also, the betting series will be lowered one more level to Series 1. After a

win at the Series 1 level, the players will use the Series 2 betting series. If a win occurs at this level, then they are back up to Series 3 and will continue at this level until a loss occurs. At this point, the process begins again.



This approach forces the partners to flow with the tide of their wins and losses. It tends to reduce the amount lost when a series of losses occur and to maximize winnings during a winning streak.

A couple of game series played recently using the Silverthorne System will help illustrate this point. Our first series of games was easy, and we won \$996 in eight games, with seven winning games and one loss game (about four hours' work). Since our target for our day's play was \$1,000, we called it quits after this series of games.

Our next day's play was just awful. After we had played nine games, our tally showed that we were down \$303, and we had lost five out of nine games. However, we were playing at the Series 1 level at this point and could not get hurt too badly. We

continued to play. By game fifteen our tally showed that we were down \$349, and our record stood at seven losses and eight wins. We decided to play for twenty games, and win or lose, call it a day after the twentieth game. We won the next five games and finished up this miserable series winning \$423. From game seventeen on we were playing at the Series 3 level thus maximizing our wins betting at the higher levels.

Two factors were in play in turning this series around. First, because we dropped to a lower betting series after losses, the inordinately high number of losses did not cause us to suffer a large loss overall. Secondly, when our wins finally started coming, we took advantage of the winning streak by playing these games using the higher level betting series. Our final result for this series was thirteen wins and seven losses.

Some of you may be tempted to change your betting series in the middle of a game. Don't. If you want to bet more, wait until the game is over and begin a new game using the next higher level of betting series. Never change to a different betting series in the middle of a game. The key to your success in using the system is to flow with the games. You can't fight losses by changing the rules, and your wins will be more than satisfactory if you stay with the system. There is an old saying on Wall Street. "Bears make money and bulls make money, but pigs never make money." Don't be a pig. Stay with the basic betting series, and you will finish your bout with the casino a winner.



## **HOW TO WIN \$1,000 A DAY**

The secret to success at craps is knowing when to quit. Even players using the old stand-by systems such as pass line with full odds and come bets with odds are very likely to be ahead some time in their play. Do these players quit when they are ahead? I would say that over ninety percent of the time they won't quit until all of their winnings are gone as well as the bankroll they brought with them. Why should they quit? With a system dependent on a lot of passes being made and numbers being rolled between passes, there is no logical starting or stopping point. If the player leaves the table now, he may miss the next hot roll.



I once watched a craps player at the Golden Nugget in downtown Las Vegas. I don't know what he had before my partner and I arrived at the table, but he had thirty to forty thousand dollars in five-hundred dollar chips (the pink ones) in

his trays. His method of play was to bet pass line, take double odds and place all of the numbers except the shooter's point.

I don't recall that the table was particularly cold (more don't decisions than passes or numbers being thrown). We played the Silverthorne System quite successfully and quit when we were up about \$150. By the time we quit, our five-hundred dollar chip man was looking worried, and about half of his chips were gone. My partner and I took a break at the cocktail lounge in the casino (which is delightful if you haven't been to the remodeled Golden Nugget in Vegas).

We tallied up our daily win and relaxed a little (craps playing is hard on your feet) and enjoyed the casino ambience. After a few minutes we got curious and decided to re-visit the table with the big-chip man. When we got to the table the first thing we noticed was that the man had almost a sickly pallor, and he was down to less than ten of his pink chips. His playing looked desperate, and it was apparent that his visit to the Nugget was not nearly as pleasant as our visit was. During our casual visit, while we had relaxed and added another \$150 to our winnings, he had lost twenty-five to thirty-five thousand dollars. His system had no ending point. I'm sure that when his tray was still full of chips, he planned to hit the casino for a hundred big ones; he just couldn't stop when the table turned against him.

In order to win at craps, you must know in advance of play how much you are willing to lose and how much you reasonable expect to win. Knowing when to stop a game with our system is absolutely certain. You will stop a game when

either partner loses his or her bet series. At the Series 1 level, if either partner loses the top bet of 50 units, the game is over. No additional bets will be made in this game by either partner.



On the other side of the coin, you will also know when to stop on a winning game. Simply stop around twenty-five decisions, after the partner with the larger bet wins the bet.

Using this approach and playing with Series 1, 2 or 3 as recommended, two partners, with one betting only pass line and the other betting only don't pass, can win about \$1,000 per day using \$1 as their basic betting unit.

One of the best ways to win \$1,000 a day is to quit after the \$1,000 has been reached. This may take from three hours to as long as ten hours of craps playing. If you don't want to play craps this long, you may wish to reduce your daily expected win to a lower amount, for example \$500. The time required to reach this objective will probably be less than one-half the time to reach the \$1,000 daily win.

The reason that it may take less than half the time to reach a win of one-half as much is that the system very seldom wins straight up. You may be up \$800 and have some loss games which put your total winnings back to \$500; and therefore, you are required to play longer to reach a \$1,000 profit.

A second way to approach the problem of time required to win is to use a basic betting unit higher than the \$1 unit. A good unit to use is \$2. Using a \$2 basic betting unit, the amounts to be wagered in each of the betting series will be exactly double the amounts required using the \$1 base. On the average, this approach will produce wins at double the speed which the \$1 betting unit produces. The drawback here is that your bankroll will have to be twice as large, and you may not feel comfortable playing with so much money.



Whatever your approach, it is important that you set your game plan in advance and then stick with it. I do not recommend, for example, that if you are up \$2,000 using the \$1 base bet approach you jump to the \$2 base level unless this was your plan all along, you are comfortable playing at the higher levels, and you have adequate capital for play at this level. Unless indicated otherwise, the data presented here relates to games played with \$1 as the basic bet.

So, first you have set your daily target and are playing with a betting level within your comfort zone. You plan to quit for the day when your target is reached. What do you do if you are in one of those occasional series of games where you can't seem to get ahead? Here are two suggestions. You can continue to play the series until you turn a profit. Any profit. If you are tired, then quit. A small win may not seem like much when you are at the tables, but it will look much better the next morning when you are rested and you realize that even though the previous day's play was frustrating, at your worst you still made a profit. That is considerably better than most craps players did the previous day.

A second suggestion is to continue to play for a target number of games, such as twenty games, and then quit. This is what I did in that frustrating series which only turned a \$423 profit. Either way, decide on your game plan in advance, and as much as possible, stick with it.

## DRAWDOWNS

The Silverthorne System lets you flow with the dice decisions in such a way that eventually you should have a profit. However, some frightening things may happen along the way when you have a series of games in which the losses outnumber the wins. I call these periods “drawdowns” as your losing games will draw down your previous winnings.

Let’s take a look at what might happen to your winnings if you are unfortunate enough to lose five straight games. Assume that you are betting at the level of Series 3 when your first loss occurs. You drop back to Series 2 the next game and it loses. Having lost this game also, your next betting level is Series 1. You lost this game also and the two following games as well. Your drawdown will probably be about \$800 as computed below:

Game 1. Series 3 loss	\$300
Game 2. Series 2 loss	200
Game 3. Series 1 loss	100
Game 4. Series 1 loss	100
Game 5. Series 1 loss	<u>100</u>
Total loss	<u>\$800</u>

I can’t offer any remedy to prevent this from occurring other than suggesting that you never gamble in the first place. I am mentioning it here because you must be psychologically prepared for a drawdown when it occurs. The drawdowns are as inevitable as changes in the weather, and about as predictable. I

can't help but wonder when a losing series might start, especially when I am enjoying a good run of consecutive wins. I never know, and neither will you.



There are two ways to prepare for drawdowns. First be aware that they will happen and that you can't control the timing. It will be extremely unfortunate if the first time you try this system in a casino, you start out with a drawdown series. If this fate befalls you, do not panic or immediately abandon the system.

If you follow my suggestions, you will have tested this system at home, and you will be thoroughly familiar with it. You will know from personal experience that it does win. Stick with the system. Many times a series of loss games will be followed by a longer series of winning games.

The second thing you can do to prepare for drawdowns is to bring the correct amount of money needed for the system to work. I will show you in a few paragraphs exactly how much money you will need to bring. This is a principle borrowed from successful speculating. You must have adequate capital resources to withstand the ups and downs of speculating in order to end up a winner. The same statement is true in order to win at craps.

### **THE PLAYERS' BANKROLL**

The amount you bring with you for your gaming contest with the casino is critical; you must not be undercapitalized. Nor is it necessary that you bring too much money. You must bring the correct amount of money in order to withstand the occasional drawdown without having your basic playing capital impaired.

After untold thousands of dice decisions and hundreds of games using the Silverthorne System, I have come up with a simple formula whereby you can compute the amount you will need to bring with you as your casino bankroll.

Your bankroll is the total amount required for both partners to play at the Series 2 level multiplied by four. To this total you must add the cash needed for rooms, meals, cab fare



and other items. If you plan to use credit cards for hotels and meals, then you only need to bring an additional amount of cash for taxis and incidentals.

Your bankroll calculation is very easy to make. If you intend for your base bet to be \$1, then the amount you will need to play a game at the Series 2 level is \$600 (\$300 for each partner x 2). Multiply \$600 times four, and the required amount of your casino bankroll is \$2,400. At the \$2 base bet level, your bankroll should be \$4,800.

These bankrolls should prove adequate for you to withstand the occasional drawdowns, even if one occurs when you first begin play. With an adequate bankroll, you will have no need to feel panicky and to quit play or, worse yet, to throw this system in the trash and to revert to your old ways.

### **STATISTICS OF THE SILVERTHORNE SYSTEM**

My training as an accountant has probably shown through a time or two, and you have probably been wondering when I would get around to telling you some statistics on Silverthorne craps speculation. Here they are. These statistics were compiled from the results of over forty thousand dice rolls, recorded while playing the Silverthorne System. This information is not derived by some computer simulation, nor is it simulated in any way. It is based on real dice rolls on real craps tables.

Table 2, “Statistics of the Silverthorne System,” is based on games played with \$1 as the basic betting unit. The average number of decisions per game is less than twenty-five as the loss

games can occur at any time from eight decisions on. However, the win games average very close to twenty-five decisions for a winning game.



The average win per game was computed by dividing the total winnings for all games played, including loss games, by the total number of games played. The average win per game played was \$50.68 per game or, rounding off, about \$50 per game.

The average win per winning game was computed by dividing the total winnings for winning games only, excluding games that lost, by the number of winning games. The average win for games won was \$149.15 or about \$150.

The average loss per losing game was figured by dividing the total losses from losing games only, excluding games that won, by the number of losing games. The average loss, computed for losing games only was \$196.31, rounded to \$200.

Comparing the total number of winning games and losing games with the total number of games played gives us the

percentages of average losing and winning games. The Silverthorne System wins 71.5% of the time (rounded to 70%) and loses 28.5% of the time (rounded to 30%).

With this information, it is possible to compute expected winnings for a given number of games. Simply multiply the average win per game of \$50 times the number of games to be played. For example, if twenty games are to be played, then the expected winnings are \$1,000 ( $\$50 \times 20$  games).

It is important to remember that these are averages based on thousands of dice decisions, and they will not necessarily hold true for a small number of games. You are not guaranteed a win of \$1,000 for each twenty games played. It may take you more games to win this amount, or it may happen with fewer games. This information is presented so that you may have an idea of what I have experienced in using the system. Your results may vary considerably, especially playing a small number of games.

**TABLE 2-STATISTICS OF THE SILVERTHORNE SYSTEM**

*(\$1 basic betting unit, approx 25 decisions per winning game)*

<b>Average win per game played</b>	\$50.68	(Rounded to \$50)
<b>Average win per winning game</b>	\$149.15	(Rounded to \$150)
<b>Average loss per losing game</b>	\$196.38	(Rounded to \$200)
<b>Percentage of games lost</b>	28.5%	
<b>Percentage of games won</b>	71.5%	



## The Player's Bankroll

Your bankroll is the amount of money you bring with you for gambling. Without it, you can't even start the game. If you lose your bankroll, the game is over. The object of gambling should be to increase your bankroll. I define increase as to leave the area where you have been gambling with more money than you came with when you began the gambling excursion.

If your major objective is to leave with more money than you started, then a corollary objective must be to not lose all of your money. In between these two objectives of not losing everything and leaving a winner, I have developed a number of rules to help me achieve my two major objectives.

First, let's consider the "not losing" side of the equation. It is actually easier to not lose at gambling than to win. This one is easy. In order not to lose at gambling, you don't gamble at all. If you have \$100 and want to keep it, just don't gamble to begin with.

This approach sort of defeats the purpose of trying to learn how to win at craps. It is more than a little cynical to state that if you don't want to lose at craps, then don't play. However, there are a number of precautions we can take to never lose our bankrolls and still be in the game.

Perhaps the first thing to do is to decide that it is important to you to never lose every single cent on you in any single gambling contest. I don't know how you reach this conclusion, but if you decide to agree with me that it is important not to lose all of your bankroll in any single gambling excursion, then it is easier to learn to apply some rules I am going to show you to prevent this from ever occurring.

First, I have to convince you that losing all of your gambling bankroll in a single session, or even during one casino excursion, is a bad idea. Perhaps the main reason that losing all of your bankroll is a bad idea is that it feels bad. Or rather, you feel bad. It is simply bad psychology to lose all of your money in a gambling contest.

I know all the statements that you can make to rationalize that it is all right to lose a sum of money brought exclusively for gambling.

"It's OK to lose because it's my gambling money."

"I don't plan to win anyway."

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

Notwithstanding these statements, trust me for a moment that losing all of your gambling money is a bad idea. Maybe I can convince you if I tell you that not losing is the first step to becoming a winner. Let me give you an example.



You have just come off a table with a hot roll with an additional \$2,700. Are you a winner? Answering this question depends on a number of factors, not the least of which is "how much have you lost before winning?" If you have only lost \$500 prior to this win, then you are definitely a winner. If you have lost \$6,000 prior to this session, you are still in the hole.

This is a simplistic example, but it will serve to make a point. When you are gambling, controlling your money is the key to winning. Of course knowledge of the game is important. Strategy is important. Self-discipline is important. But the way I look at it, if you are knowledgeable and use planned strategies and employ self-discipline, then it is impossible not to control the amount of money used for gambling.

Controlling your bankroll for long-term play means bringing a large enough bankroll to outlast the inevitable lengthy losing periods.

The most important thing you can do with your gambling bankroll is to divide it up into smaller bankrolls. Each of these smaller bankrolls will be used for one session, which is typically played during a set period of time, or even at a single table.

The idea behind this is to give you several opportunities to develop some winnings without being overexposed to losses during any single session.

It is also part of our strategy for controlling losses and preserving our bankrolls.

Using smaller bankrolls also will allow you to accept losses. If you are playing with \$300 at a table and have lost half of it, it is not too difficult to walk away with a \$150 loss. But what if you are playing

with \$3,000 at a time? You will be less likely to walk away with a \$1,500 loss even though we are talking about the same concept.

*Game bankrolls* (I use the terms "game bankrolls" and buy-ins interchangeably) do more than allow you to accept smaller losses. They also become an important part of your plan to take some of the casino's money and run. By splitting your gambling bankroll into smaller game bankrolls, you will have several shots at the casino's bankroll with limited risk on each try. Meanwhile, you will never give the casino a single shot at winning all of your bankroll.

Using game bankrolls helps control the emotional aspect of gambling. When you lose a portion of a smaller bankroll, it is fairly easy to take a break, change tables or even stop for the day. After all, winning at gambling is all about controlling emotions.

Game bankrolls can act like guides and tell us when to take a break from a losing session, or on a happier note, when to take our winnings and run.

Game bankrolls can be any size within certain limits. Our objective in setting the size of your buy-in is to have a large enough bankroll to have a reasonable chance of winning, but not so large that we jeopardize our gambling bankroll.

For a typical casino excursion, you should divide your bankroll into at least five session bankrolls. I have found this to be the optimum number of sessions for several days of continuous craps play using the Silverthorne System. If you plan on playing professionally, you should divide your gambling bankroll into at least seven game bankrolls.



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

1. Determine your optimal starting bet level. The size of your session bankroll is directly related to the betting level you chose. Once you know “how you want to play” you can easily determine how much money you need to play at this level.
2. Base the size of your bankroll on the minimum bets allowed where you play craps.
3. Set aside a certain amount of money for gambling and then determine which level of play best fits your comfort level.
4. Use a combination of all of these rules to decide on your bankroll.

Your level of play determines your bankroll. I usually like to start my play with at least a \$500 buy-in. For partners betting opposite, this is \$500 per partner. With this size of session, I will use the betting progressions and levels of play shown in the examples in the previous chapters as follows:

While most of my examples of games played entail using a buy-in of several hundred dollars to \$1,000, the Silverthorne System can be adapted to just about any level of play.

If you can find a table with minimum bets of one dollar, then you can play the complete system with a \$150 buy-in. per partner. Dollar minimum tables can still be found in downtown Las Vegas and on the Las Vegas Strip in very small sawdust joints. If you are on a very limited budget or just want to play without risking much money, you may want to seek out these games.

## **Building Your Bankroll**

I recommend that you start with \$1 to \$3 minimum tables and use the full Silverthorne System. To do this, you will need to be able to buy in for \$150 per partner and have a gambling bankroll of \$750 each.

Wherever you start, be sure that you meet the minimum bankroll requirements I am recommending. As you have seen from the illustrations throughout this book, the Silverthorne System is subject to large drawdowns, and the only way you can survive these is to be adequately capitalized.

Casinos are masters of illusion. They can create an aura of self confidence not supported by reality. It is not unusual for gamblers, under the casino's spell, to think they are doing pretty well, and to be almost shocked when they finally realize that they have lost most of their money.

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There is much more to becoming a winner than just learning a system. How you act and how you apply the system will ultimately determine how much you win. Let's take a look at some of the skills you need to bring to the casino.



## Player Decisions

There are a number of decisions you can make in becoming a Silverthorne System player. You must decide where to play and whether you will tip or not.

You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

### **Picking where you play**

Your first choice in deciding to become a craps winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable.

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for craps games offered by small casinos might be \$3 minimum bets and \$250 maximum bets. These limits will be acceptable for 90% of the players using the Silverthorne System. But a few players may require higher betting limits.

A more typical problem faces players in casinos which set minimum bets too high. Many East Coast casinos set their minimum craps bets at \$10.

Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more craps tables with lower minimums if you play during the week instead of on weekends.

Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos.

Fortunately, most persons working in casinos are reasonable people and problematic dealers are not seen too often.

Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there.

Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable).

These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real craps players' joint, try Binion's Horseshoe downtown. Would you like some real elegance? You'll like the Venetian or Bellagio's.

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to place the inside numbers, and you vary your bets depending on how the table is going. You might add that sometimes you will leave your place bets up longer, especially if you feel lucky. But that's enough.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

### **Tipping**

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers.

In the U.S. you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy.

I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer. Most craps players make proposition bets for the dealers, like throwing a \$1 chip on one of the hardways and announcing "For the boys."

I tip by making a front line (pass line) bet for the dealers if the dice have been passing. The dealers appreciate this type of wager as they realize that they are much more likely to win the wager and get the tip with an even money wager than one with high odds against it.

Having a dealer on your side can make a great deal of difference in a fast game like craps. Most dealers will figure out your betting pattern after you have made a few bets. You may forget to make your place bets, and the dealer will remind you, especially if you have tipped him.

### **Act like a gambler**

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

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

### **Hide Chips**

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips.



This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner.

*How to Survive and Prosper as a Professional Gambler*, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.

### **Play for Cash or on Credit?**

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now. If you have a bad gambling habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino.

When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months.

Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account.

Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written.

If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own *front money* on deposit with the casino.



### **Rated Players**

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

Even if you are a low to mid-range player and want to get *full RFB*, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

As a Silverthorne System player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

### **Learn to play another casino game**

I highly recommend that you learn to play at least one other table game besides craps. My number one choice of the game to learn is blackjack.



Blackjack is still a favorite game of many high rollers. Just by learning basic strategy you can play almost even with the house. If you add a winning strategy on top of this, such as the unique betting system revealed in *Power Blackjack*, then you are on the way to having a second casino game you can beat.

(See [www.silverthornepublications.com/PowerBlackjack](http://www.silverthornepublications.com/PowerBlackjack) )

Blackjack, using the Power Blackjack Strategy, is an excellent game for using hit and run tactics. If you have been playing craps and are tired of concentrating on your wagers, blackjack may give you just the break you need. You can rest your aching legs, as players customarily sit at the table rather than standing like craps players. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack

play in with your craps games, you will look more and more like another gambler to the casino bosses.

If your casino offers roulette, you may want to learn to play the game. Your best chance of winning at roulette is at a wheel with a single zero. Single zero wheels with the *en prison* rule are the standard game in international casinos with house odds of only 1.38%, about the same as the line wagers in craps.



If you play on American double zero wheels, you will be bucking house odds of 5.26%. This is a harder game to beat.

You can play roulette for relaxation, but even when I relax I enjoy winning money. I use an intriguing roulette system which wins over 90% of the time and throws off nice winnings even against the American wheels. It is described in *Target Roulette*, published by Silverthorne Publications.

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

**And so, you are almost ready to start beating the casinos, but —**

You are almost ready to take on the casinos. I have presented a system which has been proven to win against casino craps. Perhaps you have been practicing the Silverthorne System. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful weapons at their disposal than the house edge. They are masters at a whole number of psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.



## Life as a Gambler

At this point, you should have a good understanding about how to use the Silverthorne System to win money at craps. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using game bankrolls. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps.

Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be yourself. Surprised? Read on.

### Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of

money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.



Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing craps. Probably over 75% of all craps players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 90% of all craps players end up losing money. The typical casino hold is about 20% for a craps table. *Hold* is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the *drop*. If you buy in for a hundred dollars and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you

had a string of bad luck. Using the Silverthorne System will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge?

Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table?

I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again.

Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control.

Trust me, winning is habit forming. Losing, especially at a game like craps when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented

losing streaks for the Silverthorne System tend to be fairly short. If you play craps regularly using this strategy, it is highly unlikely that you will ever encounter two back to back losing casino visits. But it can happen.



Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. The dice rolls will not seem right. The shooters will all be lousy. You will start to feel like no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy. After you have encountered a few very cold tables, you will even question whether selecting the time you make your wagers is really worth all of the effort.

Trends are a dominant factor in gambling. Every craps table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy.

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing craps for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to



play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times persons raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right.

Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino.

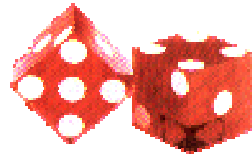
Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

### **Ego Needs**

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful consistent winner at craps, you are going to feel the need to talk about it occasionally.

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at

the roulette wheel, feel free to comment on your success. The casino is not concerned with roulette winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.



Obviously, you should never discuss your craps winnings with any casino employees. Your goal is to look as much like another losing gambler as possible. Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

Occasionally I have been asked about how my strategies work outside of the casino. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning craps system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

## **Play the Part**

I have given a number of suggestions about looking like a gambler. Everyone has his own style, and I am not suggesting that you disguise yourself physically or change your identity. However, persons who look serious, never drink, never tip, or don't talk to dealers or floormen do not look like gamblers and will not get the full benefit of casino generosity, including comps.

I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play.

You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

## **The Casino is Not Your Enemy**

The dealers, floormen, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floorman, who, incidentally, is just as likely to be a woman called a floorman, is not against your winning.

As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

Floormen are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floorman. Starting a conversation is easy. Once you are a credit player, you will interact with the floorman as soon as you buy in, by signing a marker. After establishing some rapport with a floorman, I will occasionally ask him or her for advice on certain craps wagers. It is always better to down play just how knowledgeable you are. Most floormen enjoy helping players and like to show off their own expertise.

In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floorman's tremendous knowledge of craps, makes large wagers and doesn't quite know how to play craps correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

### **Things to Avoid**

There are some things I just won't tolerate when I play craps. Top on my list of "the things I like least" is a crew of rude dealers. If the dealers start making comments about my play, or are rude to other players, my advice is to just leave.

I don't need this kind of aggravation. If there are extremely obnoxious players at the table, just leave. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him, making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time to back off.

He told me to f\_\_\_ off and I told him that it was time for him to go. By this time the boxman had signaled security.

Up walked two burly security guards. Mr. Jerk was escorted out of the casino. After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floorman gave me a thumbs up and he comped me to a delicious gourmet meal.



### **Drinking**

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader

not to drink. Professional craps players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables.

Drinking something alcoholic at the craps table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you are a craps player will go a long way towards enhancing your reputation as a gambler.

### **Superstitions**

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. Gambling itself seems to breed superstitions.

What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences.

The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor.

Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly spread to two hands, the

other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments.

Poker players may wear their lucky hats, and where would a slots player be without her lucky charm bracelet?

Many casino bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporate casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, but it doesn't hurt to play them up. Talk of hot shooters and hot rolls helps spice up any conversation with a boss as well.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next shooter will be lucky and placed a larger bet when the floorman was watching.

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in Las Vegas where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

### **Moving Up Your Betting Levels**

If you devote much time to craps using the Silverthorne System, at some point you will want to increase the size of base bets — jumping from a \$1 base bet betting series to a higher level for example. Many players find that an emotional adjustment is required to make these moves. The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Silverthorne System Betting Strategy.

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

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps.

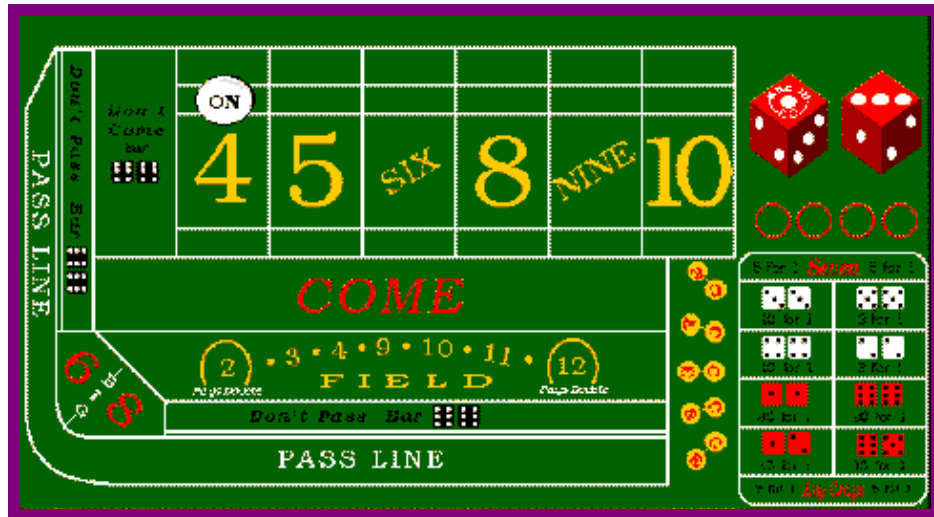


Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players.



In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player.

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$5, \$10 or a \$25 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.



### The Casino As Your New Office

Walking up to a craps table the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealers, the boxman, the floorman, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning craps player on a step-by-step basis.

Remember that the casino is not your enemy. The primary functions of modern casino personal, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers.

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink.

Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well.

In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis.

Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing craps your new profession, your relationship with your new associates will serve as the foundation for your new business.



## Getting Paid to Gamble

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

### **Chose a primary casino and then play there.**

A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.

If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have got to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.



There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino which matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.

**Join a slot club and/or get a VIP card.**

The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.



When you sit down at a craps, blackjack or roulette table you will present your VIP card when you buy in.

Your card will go down with your cash at the craps table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

### **Get to know the casino personnel.**

When my wife and I walked into the casino at the Desert Inn, we knew we were home. Every cocktail waitress knew us. The dealers in the craps pit recognized us. As we walked up to a craps table, a couple of bosses we knew came over. Before five minutes had passed, our favorite cocktails arrived -without us even ordering them! The table was crowded, and a dealer automatically cleared a spot for us at the end of the table, my favorite spot for playing craps.

When we finally took a break, we walked over to our favorite coffee shop in Las Vegas. A waitress we had known for years smiled as she walked up to our table. We asked about her son who had just graduated from high school. She chatted happily as she sat our coffees down, which she had brought over without even consulting us.

After dinner we stopped by VIP Services for our show passes. As usual, Lynda had everything in perfect order. She had even arranged for special drinks to be delivered to our table.

After a perfect evening, we watched the lights on the Frontier marque across the street put on their endless show from the vantage point of our room. We had a lot of memories associated with the Desert Inn. We had watched the downtown Fourth of July fireworks from our room one year. Another year, we had a rude awaking at 3:00 in the morning as the fire alarm started screaming and the hall was filled with



guests in various stages of dress and undress. Fortunately it was a false alarm. I called downstairs, and the friendly night clerk told me that they were having a problem with the alarm system, but there was no fire.

There are many newer casinos than the Desert Inn. It is now defunct. It had one of smallest casino playing areas in Las Vegas. There were many larger casinos. There are several of the "themed" casinos which offer many more attractions than the old DI.

There were no pirates in the DI. No sharks swam in the lobby. There was no Statute of Liberty out front. No knights ran around the floor smiling at customers. Cleopatra had no barges floating in the simple old DI.

You might wonder why I liked to stay here. But I think you know the answer. I was known here. Because they knew me, I felt appreciated. I have played in just about every casino in Las Vegas and a good number of other casinos around the country. But for pure service, I preferred the old DI.

Please don't consider this a commercial for the Desert Inn. It's gone now anyway. Any casino can become your Desert Inn once you invest a little time and get to know the people who work there. Most casino employees are not a whole lot different than other people you already know. Just give them a chance to know you, and you'll be surprised at the good things they'll throw your way.

### **Get to know your casino host.**

The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for

food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.



Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

**Be a nice person.**

Or have I said that? You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, they probably will be put off by the whole scene at your table. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave.

### **Visit the casino at off times.**

I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.



I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between

Thanksgiving and Christmas. But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

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

### **Ask for comps**

If you play \$10,000 a hand at baccarat, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straight forward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

### **Maximize your comps.**

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from

casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.



Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.



With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking, you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out

of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

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Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with the Silverthorne System, you are in the best position to maximize your profits from casino gambling.

If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.



## Gambling Online

Fueled by the explosive growth of the Internet and by a general acceptance of gambling as a legitimate form of entertainment, online gambling is growing at a torrid rate.

There are now over 1,500 online casinos with software provided by at least 40 suppliers.

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

There are millions of people who gamble online:

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

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

FreeLotto.com had 16 million visitors in January 2001.

Games offered on the Internet range from traditional games like video poker and slot machines, to poker, keno, bingo and other games.

Here is a list of games offered by just one online casino: baccarat, blackjack, craps, pachinko, the dragon spirit pachinko, victory poker, Caribbean poker, free ride poker, pai gow poker, red dog, roulette, sic bo, slots, gold rush slots, magic hat sportsbook, video poker, deuces wild video poker, jacks or better video poker, joker wild video poker, king of decks, war and battle royal.

Because of the uncertain legal status of Internet gaming in the U.S., virtually all online casinos that accept wagers are located outside of the United States.

As of November 5, 2003, only Nevada has legalized online gambling. New Jersey is trying to legalize Internet gambling, while California, Oregon and Iowa are seeking an outright ban.

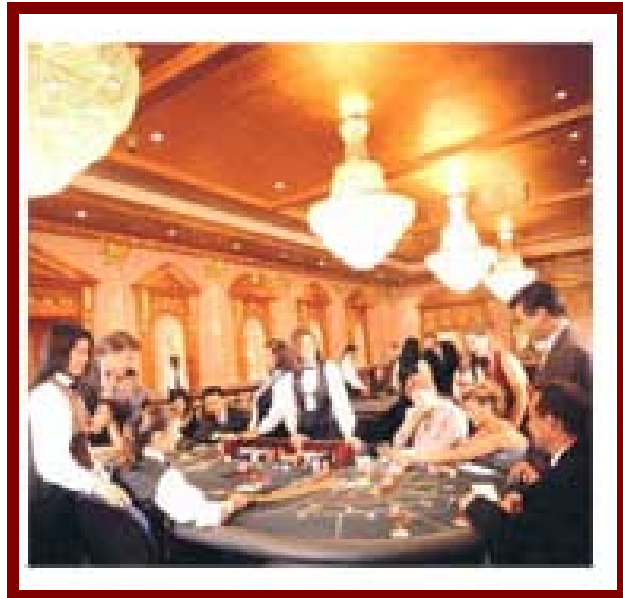
As an individual, there is little risk of prosecution because of gambling on the Internet as the thrust of prosecutorial power is invariably directed at online casino operators, credit card providers and software providers.

Technologically, many of the casinos are very similar, as there are a relative handful of large software developers who dominate the industry. Each casino using software from the same developer will have a similar appearance to other casinos using the software.

Generally, online gaming sites are one of three types, based on the type of technology used to provide their games.

Many online casinos require that you first download their software before you can play their games. This first category of "downloadable software" has to be first transferred from the host computer to your own computer via downloading and then it must be installed in order to function. Usually these programs are free. The

online gambling sites offering this type of software can be good places to start your play as, once installed, the programs offer great graphics, sound, animation, and of course, the chance to play for free.



The second type of software used by online casinos is JAVA software which does not require downloading. JAVA software allows programs to create little programs known as applets that are embedded directly into a web document. When online casinos use JAVA, the programs run right on your web browser.

I am not a fan of casinos using JAVA. With a JAVA casino, you have to load the software every time you play; whereas, with downloaded software, you can begin playing almost instantly once the software has been installed on your computer. I have also had incidences when the JAVA software will freeze my browser. In such a situation, you may not be sure whether your last bet was accepted or not. As a minimum, it is very disruptive to have to start a game over. And, not knowing where you stand is not a lot of fun either. It is sort of like someone turning off all the lights in a land-based casino, and when the

lights come back on you are not really sure if you still have all of your casino chips.

The third type of software found uses HTML code which is the standard language used to create web pages. Sites using HTML are fast to play, but they often have cheesy graphics and no sound or animation.

Perhaps the biggest fear most people have is the fear of being cheated out of their money by the next big "scam" and they don't want to be one of these people.

All sorts of government agencies and personnel are anxiously hoping that the prosecution of online gambling will be their ticket to the big time.

Guess what? It is not likely that any of these folks are going to find major problems with online casinos cheating people. Are there any crooked casinos online? I am sure there are. There are not very many, but since there are a few rotten apples in every industry, there are bound to be some in the online gaming group.

Almost all online casinos use random number generators to create their gaming results. This is part of the software package used by the casino and most of these programs are encrypted, effectively locking out the casino's ability to modify the programming. This is designed to reduce the risk of any unscrupulous operator changing pay out ratios or otherwise seeking to gain an additional edge over the players.

The software programs all record bets and results as well as the time they occurred. In other words, every thing you did online can later be reconstructed if necessary. This is designed to safeguard both the

players and casinos as an "audit trail" is created which can be referred to in the event of an unresolved dispute.

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



If you are interested in playing online let me give you some pointers:

1. Select an online casino that gives you several ways to reach its personnel. As a minimum, I would look for a toll free number that is promptly answered by a responsive human being. A simple phone call can be a way to eliminate any unresponsive casinos before you deposit a nickel with them. If the casino's employees don't offer you good service before you become a player, you sure don't want to risk any money with them.

2. Check to see if the casino is licensed. The book *Beat the Internet Casinos* by Silverthorne Publications has complete information on how to check licensing. When you call the casino (see item 1 above) you can ask where they are licensed, how long they have been in business and the name that will appear on your credit card statement if you make a deposit there. (For more information on this book, see <http://www.silverthornpublications.com/InternetGold/>)
3. Before you play, you should try out the casino's software by playing for free. If the software is of the downloadable variety, you will have to invest some time downloading and installing the software. If you have any problems downloading and installing the software, call the casino's technical support department. If the casino can't help you, it's "So sorry Charlie, no techie support, no playie."
4. Before you play, decide how much money you are willing to risk. I suggest you buy in for \$100 to \$200 and get a feel for the game by making small wagers.
5. Before you start playing, decide how long you will sit in front of your computer playing. Time spent in an Internet casino can fly by very quickly. You must also set a stop loss before you start playing. I suggest a stop loss equal to 50% of your buy-in. If you buy in for \$100 and lose \$50, that playing session is over. Make sure that you stick with this, even if you hit your stop loss in five minutes. If you are just dying to continue playing, log off from the casino and play in the "fun mode" where you won't be risking any more money.



6. Many online casinos offer better odds than land-based casinos. Because it costs much less to construct a virtual casino, and its overhead is but a pittance compared to that of a land-based casino, you may find that an online casino can offer you everything but a free drink. Specifically, many Internet casinos offer sizable bonuses for signing up. Playing at a casino offering a sign-up bonus can be very lucrative if you know how to go about it.
7. When you win, expect to wait up to two weeks for your winnings. I have had some casinos take up to a month to send me winnings. The money for payouts comes from offshore banks that seem to operate on "island time." Once you understand this, you can calm down, as I have never had a casino refuse to pay me a legitimate win. It just takes them more time. When you call the casino before you play, I suggested you get the name that the credit card charge will appear under. The charges and credits you will receive for winnings hardly ever appear in the casino's name, and if you don't know the name of the bank card processor, you may be in for a difficult time figuring who has paid and who hasn't, especially if you gamble at several online joints.
8. The backend software that runs the games should be supplied by a major software developer. Some of these software companies are United Gaming, Starnet, Microgaming, Cryptologic, Boss Media, Real Time Gaming and GamblingSoftware.com.
9. Make sure that the site is a member of the Interactive Gaming Council. The sites that are members follow a strict code of conduct as a condition of membership.

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

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

Online blackjack play can be very lucrative. The manual *Beat the Internet Casinos* focuses on beating the games of craps, roulette and baccarat. However, you can easily combine the information in this manual with the Silverthorne System and play and win at craps on the Internet.

If you want to play craps in the online casinos, you can easily make \$1,000 a day without leaving your home. If your nearest land-based casino is some distance away, you may very well consider playing on the Internet.

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In my opinion, online gambling is here to stay. While I have played many more games in land-based casinos using the Silverthorne System than in online ones, my results playing online have been outstanding. Because the heart of the Betting Strategy is an assumption of randomness, is it quite likely that this system will work even better against virtual casinos using randomly generated results than against real casinos. My own experiences seem to indicate that trends in one direction or the other seem to be longer in real casinos than in virtual ones, and if this is true, it will tend to work in favor of the Silverthorne System which thrives at trendless tables.

I personally love online gambling. I love its accessibility and its efficiency. About the only drawback to playing online is the long wait to withdraw funds. You may want to give it a try.



## Casino Pointers

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him*, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floorman, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scape goat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful Silverthorne System player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times.

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff and create an enemy for life. Whatever the problem is, you don't want to be cast as the bad guy - by the casino employees or by other players.

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

1. Shoot the dice correctly. The dice should be rolled so that both bounce off the end of the table opposite the shooter. The dice should not loft or slide. Many first time shooters have weak throws that only roll half way down the table. The stickman will tolerate a weak throw or two while a new shooter learns to throw the dice. However, if you persist in weak throws or in lofting the dice, the roll may have to be disregarded much your embarrassment.
2. When you have the dice, hold them in one hand kept over the dice layout. The dice should not be switched from hand to hand and your hand holding the dice should remain in view. This helps the craps crew ascertain that you are not a dice mechanic.

3. Do not spend a lot of time setting the dice or engaging in a lengthy, elaborate ritual before throwing. Both players and the casino crew expect you to throw the dice within two or three seconds of receiving them. If you want the dice set a certain way, ask the stickman to return them to you, showing boxcars, snake eyes or however else you prefer them to be.
4. Make sure you have the dealer's attention before tossing out chips for a bet. You also need to be aware of the flow of the game and not try to bet at inappropriate times. If the dice are in the air, for instance, your bet will not be accepted.
5. Watch your own bets at all times. Line bets are easy to track as you handle the bets yourself and place them directly in front of you. Place bets, however, are handled by the dealer. You should watch to see where the dealer places your bets so that you are always aware of them. Dealers do their best to track bets at crowded tables, but it is also the player's responsibility to know what he has bet.
6. Watch your hands when the shooter is throwing the dice. Unless you are shooting, do not hold your hands over the table. If you are shooting the dice and someone's hands are in the way, don't be afraid to call out "Hands up" before tossing the dice.
7. Don't force your way into a crowded table. If there isn't room for you to put your chips in a separate section of the table, perhaps you don't belong there.

8. When you first buy in at a table, never try to hand your cash to the dealer. Wait until the dealer is unoccupied and lay your cash on the table requesting, "Chips only." If you want a particular mix of chips, just tell the dealer. When I buy in for \$1,000, I usually specify, "Give me six hundred in blacks, three hundred in greens and one hundred in reds, please."
9. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play craps including this one. You should learn the correct payoffs for the bets you will be making.
10. If one of the dice flies off the table and it lands on the floor next to you, you may retrieve it and hand it to the dealer. Otherwise, you will never touch the dice unless you are shooting.
11. Try to be discrete about your wins and losses. No one really cares to know how much you are willing, and it doesn't do you any good to advertise that you are a consistent winner.
12. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the Silverthorne System, and contrary to the opinion of some drunks, alcohol does not make you think clearer.

13. Toke the dealers. Dealers call tips "tokens" as in tokens of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Craps dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get toked. I always toke the dealers. If I win more I will toke them more, but even if I lose, I will make several bets for the craps crew. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complementaries, controlled by and large by pit personnel who rate your play.

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It's time to pull together everything we have learned. The next chapter reviews all aspects of the Silverthorne System.





## Implementing the Silverthorne System

### THE ADVANTAGE OF PARTNERSHIP PLAY

The advantage of partnership play may not have been apparent at this point. An additional illustration will help reinforce the point that the partnership concept is an integral part of the system.

You may recall the table of betting patterns presented earlier in Table 1 when we compared the results of Player A who bet only \$10 each decision, win or lose; Player B who started with a \$10 bet and doubled it after a winning bet and reduced his bet to \$10 after a losing bet; and Player C who, starting with a \$10 bet, doubled his wager only after losing, and bet \$10 after winning bets. Our comparison showed that with six losing bets out of eight bets made, only Player C had a profit, in the amount of \$20.

We're going to add one more player to the group, Player C's partner, Player D. Player D is going to use the same strategy which Player C used, except Player D is going to bet the opposite

of Player C. Since Player C is a don't pass line better, Player D is going to bet the pass line. Table 3 shows the results of Player C and Player D betting opposites.

**TABLE 3-COMPARISON OF PARTNERS BETTING OPPOSITE**

C Bets don't pass only D Bets pass line only								
P=Pass d=don't pass								
Decisions	P	P	D	P	P	P	P	d
<b><u>Player C</u></b>								
Bet	10	20	40	10	20	40	80	160
Win (loss)*	(10)	(20)	+40	(10)	(20)	(40)	(80)	+160
Net Win (loss)	(10)	(30)	+10	-0-	(20)	(60)	(140)	+20
<b><u>Player D</u></b>								
Bet	10	10	10	20	10	10	10	10
Win (loss)*	+10	+10	(10)	+20	+10	+10	+10	(10)
Net Win (loss)	+10	+20	+10	+30	+40	+50	+60	+50
* Win (loss) per decision								

It should be apparent looking at the results that Players C and D did substantially better working together than either would have done playing solo. Their combined winnings were \$70 on eight decisions of the dice. Combined, they won and lost an equal number of bets. Player C won two and lost six, while Player D won six and lost two. The total bets won for the partnership was eight bets, and the partnership lost a total of eight bets.



This also helps explain my statement that partnership play tends to smooth out the ups and downs of craps betting and takes advantage of the concept of hedging. The smoothing part occurs as the partnership ends up winning and losing the same number of bets, putting the partners in the position of being right and wrong exactly fifty percent of the time. The hedging aspect should be equally obvious. Even if Player C had lost, the partnership would have the winnings of Player D to help offset the loss of Partner C, thus reducing the overall exposure of the partnership to losses.

For those of you who may have the idea that you will try the system without a partner and just take one partner's role, perhaps betting only on the pass line, your results will not be as favorable as the system played as a partnership. You will lose

both the smoothing and hedging concepts, and you may very well lose your money as well. If you don't have a partner or potential partner to play the system with you, don't lose heart. I will explain shortly how the system may be played by only one person who will not lose any of the benefits of partnership play.

### **AN EXAMPLE OF THE SYSTEM IN USE**

Before beginning a game, which means before coming up to a craps table, the partners must know which betting series they plan to use. This is easily determined if the partners keep score of the results of their craps games, as the series rule says that after a loss, the partners drop to the next lower series, and after a win, they go to the next higher series. Assume that our partners have just won a game at the Series 2 level of betting. Then the next game will be played at the Series 3 level, and the partners will need to cash in \$450 each at the table. I have found that it is easier to play (using the \$1 as the base bet) when each partner has ten \$1 chips, and eighteen \$5 chips, with the balance in \$25 chips. If the dealer does not give you any \$1 chips, just ask for them before you begin play.

After getting the chips, the partners will sit out the first dice decision. Assume that the first decision is a pass. The partner betting pass line will make his first bet as if he had just won the previous bet. The partner betting don't pass will make a bet as if his first bet had just lost.

At the Series 3 level, the pass line partner will bet \$4 as his first bet, and the don't pass partner will bet \$10 as the first bet, representing the first level bet for the pass line better and the second level bet for the don't better.



Assume that the next decision is also a pass. The partner betting pass line will win the \$4 bet, and the don't pass better will lose the \$10 don't pass bet. For the next decision, the pass line better will again stay at the first (and minimum) bet in the series of \$4 as his bet won. The don't pass line better must raise his bet again as his previous bet lost. The don't pass better will now bet \$15 on the don't pass, the third bet called for in Series 3.

The next decision is another win for the pass line. The pass line better collects another \$4 in winnings, and the don't better loses the \$15 bet. Since the pass line bet won again, the

pass line still stays at the \$4 level. The don't better at this point has lost \$10 and \$15 bets and now bets \$30.

The next decision is a don't pass. The pass line better loses the \$4 bet and must raise his bet for the next decision to \$10. The don't pass better wins the \$30 wager and drops the next bet back one level to \$15.

The first ten decisions of partnership play (including the five decisions we have discussed) are shown in Table 4, "Silverthorne System Series 3 Play (\$1 basic betting unit)." The bets for each partner are shown with the net win or (loss) for each partner shown after each dice decision, the combined win or loss for both partners after each dice decision, and the cumulative win or loss for the partnership. We can see in the table that after the fifth decision, when the don't pass better finally won, that the partnership was ahead only \$4. From decision five through decision ten, the dice decisions were more balanced, and the partnership was \$61 ahead after the tenth decision.

In this particular series of dice decisions, the partners were not called on to bet the same amounts at the same time, but this occurs fairly frequently. When it does, the preferred procedure is for both partners to sit out the decision and not bet. After the decision is made, the "losing" partner will raise the bet one notch, and the "winning" partner will lower his bet one notch.

The advantage of not betting the same amounts at the same time is to reduce the house advantage of the come out twelves when the pass line loses, and the don't pass bet neither wins nor loses. Why give the casino an additional advantage by

placing the same bets at the same time, when there is no way that the partnership can win any money on the decision, but there is the possibility of the come out twelve causing a loss for the pass line bet?

**TABLE 4-SILVERTHORNE SYSTEM SERIES 3 PLAY**

(\$1 Basic betting unit)

	Partner A (Pass Line)		Partner B (Don't Pass)			
Decision	Bet	Win/ (Loss)	Bet	Win/ (Loss)	Net Per Decision	Cumulative Win
1. P	-	-	-	-	-	-
2. P	4	+4	10	(10)	(6)	(6)
3. P	4	+4	15	(15)	(11)	(17)
4. d	4	(4)	30	+30	+26	+9
5. P	10	+10	15	(15)	(5)	+4
6. d	4	(4)	30	+30	+26	+30
7. d	10	(10)	15	+15	+5	+35
8. P	15	+15	10	(10)	+5	+40
9. P	10	+10	15	(15)	(5)	+35
10. d	4	(4)	30	+30	+26	+61

The ten decisions shown in the table illustrate very well two of the principles of the Silverthorne System. First, it is readily apparent that the system does not win in a straight up fashion where the winnings increase steadily with every additional decision. As the table shows, the partnership had won \$40 by decision 8, but it was down to \$35 in winnings after decision 9. The winnings may retrench periodically in a game, as occurred from decision 4 to decision 5 and again from decision 8 to 9. This is the nature of the system; the winnings gradually accumulate, with drawdowns occurring throughout the game.

The second principle, clearly illustrated, is the value of stopping a game after a winning decision for the partner with the larger bet. Quitting after decision ten when the partner betting the don't pass had won \$30 bet, and the partnership was ahead \$61 was superior to quitting after decision nine when the partnership was only ahead \$35.

This quitting after the larger bet wins rule is used in conjunction with the twenty-five-decision rule. It is a good idea to start looking for a good stopping point from decision twenty-one on. If the don't pass better wins a large bet on decision twenty-one, it may be a good time to quit, even though twenty-five decisions have not been completed.

Another good time to call a game finished is after a partner has lost enough bets to be betting at the seventh or eighth betting level in a series, and that partner wins two bets in a row or wins two out of three bets. The mechanics of the system will



provide for a decent win for the partnership when this occurs, even if it happens fairly early in the game.



After a game is completed, the partners should pull off the table, even if only for five minutes. A twenty-five-decision game will take about thirty minutes at a typical table, so our system calls for a break for the partners about every thirty minutes, win or lose.

When the partners are away from the table, they should count or recount their chips and record the amount won or lost on their score sheet. If you use a score sheet like the one I use, it will show the game number, the number of dice decisions, the

amount each partner won or lost, the net win for the partnership for that game, and the cumulative win for that particular series of games.

I consider the score keeping an integral part of the system as it forces the players to adopt and use a businesslike approach to the game. This will help overcome the casino's psychological advantages against its patrons.

### **HOW TO PLAY THE SYSTEM WITHOUT A PARTNER**

Many of you may have wondered how in the world you are going to get a partner to pursue the Silverthorne system. In my case, my wife and I usually play partners, and partnership play immensely increases our enjoyment of our casino visits. Diane prefers to play the don't pass side of the system, which is often amusing, especially when she decides to shoot the dice with her bet on the don't pass line. The pass line betters (who total about 90% of all craps players) get ready to put down larger wagers on the pass line because a lucky lady shooter is getting ready to handle the dice. Her wager on the don't side puts them in a quandary. Conventional wisdom says to go with a lady shooter, but how can they when they bet the front line and she bets the back line? They usually resolve this dilemma by betting a smaller amount on the pass line or by not betting at all while Diane has the dice.

I know that Diane enjoys this, especially when she throws two craps in a row on the come out, establishes a point, and then promptly sevens out for a win of three bets in a row for her. Luck can run both ways, you know.

My first suggestion that you play with a partner still holds true. The partnership concept is like being in business together, and the two partners will tend to keep each other on a more even keel and reduce the temptations to stray from the system. Partnership play is definitely the way to go when practicing the system at home. But for those of you who want or need a system which does not require a partner, the Silverthorne System can be played without a partner with no loss of benefits of the system.

To play without a partner, one person has to do all of the betting, the same as if a partner were there betting opposite. Or, when playing on the Internet, it is easy for one person to play both sides of the "partnership" and keep track of the wagers by writing everything down.

In casino play, to eliminate the absurdity of one person betting on the pass line and the don't pass at the same time, one person playing will bet the net difference of the two bets required for two parties playing the system. Assume, for example that the bet called for in partnership play is a \$4 pass line bet and a \$30 don't pass. The one bet made would be the net difference of \$26, bet on the don't pass side.

The bets are surprisingly easy to keep track of, and you won't have to take pencil and paper to the craps table. What you will do is cash in an extra fifty dollars when you begin play. You will need \$40 in five dollar chips, or eight five-dollar chips and \$10 in one dollar chips. You will use these chips to track the level of bet required for partnership play. I call them "counting chips."

Place your counting chips in a separate tray so that they don't get mixed up with your playing chips. This is easy to do as most craps tables have two chip rails for the players' chips. You can use the rail closest to you for your playing chips and the far rail for your counting chips.



Each five dollar chip will stand for a don't pass decision, and each dollar chip will represent a pass line decision.

You will begin your play by placing one five dollar (don't pass) chip and one dollar (pass) chip in an area separate from both the remaining counting chips and your playing chips. I usually use the other end of the rail where the counting chips are kept. After each dice decision, you will add a chip representing

the side which just lost a decision and take away a chip from the side which just won a decision. However, you will always have at least one chip representing a pass and don't pass with your counting chips. In other words, you can't have a situation where you have two five-dollar chips and no one-dollar chip or vice versa.

The number of chips will represent the bet level for each "partner" in a betting series. If your count shows three five-dollar chips and one one-dollar chip, then you know that if you were playing partners, the partner betting the don't pass would be required to make a bet at the third level in a betting series. The partner betting pass would make a bet at the first level of the series. To determine the bet, you will subtract the amount of the bet required for the partner betting the lower amount from the bet required for the partner with the higher wager and bet the difference on the side of the higher wager.

Assume that you are playing at the Series 3 level. The don't partner is required to bet at level three, a \$15 bet, and the pass partner would bet at level one, a \$4 bet. The difference of the two bets is \$11, which will be bet on the don't pass. Any time that you have the same number of chips for pass and don't, you will skip that decision and bet on the following decision.

Table 5, "Silverthorne Series and Count Chips," shows the amounts of bets required for partners related to the number of chips they have in their count. For example, if you are at the Series 3 level, and your count shows five pass chips and two don't pass chips, your next bet will be \$35 on the pass line. This is determined by finding the bets related to the number of chips

you have for pass and don't in your count and computing the difference. Here your five pass chips would indicate a \$45 bet on the pass line. The two don't chips indicate a \$10 bet on the don't pass. Your bet is the difference of \$35, bet on the higher side, the pass line.

Try this for some different combinations in different betting series. With Series 2 play, if pass has seven chips, and don't has one chip, what is your bet? If you answered \$77, you are correct. By the way, these tables are based on using \$1 as the basic betting unit. If you decide to use a higher betting unit, you can easily compute your own tables by multiplying the amounts in the tables by your betting unit.

Referring again to the table showing the Silverthorne System Series 3 Play (\$1 Basic Betting Unit) presented earlier, we will play against the same dice decisions without using a partner.

Prior to beginning play, you will cash in \$450 for your playing chips and \$50 for the counting chips. Set up in your count stack one pass line and one don't pass chip prior to your first decision. Just like playing with a partner, you won't bet on the first dice decision, but will use this decision to determine your bet on the next decision. Referring to the table, we see that the first decision is a Pass (P). Since the pass won, you will add one don't pass line chip to your count stack. You cannot remove one pass chip as you only have one pass chip at this time. You now have two don't chips and one pass chip. This tells you that the don't bet is at level two of your betting series, and the one pass chip indicates that the pass bet is at level one.

Referring to the Silverthorne Series and Chip Count, Table 5, we see that at Series 3 play, the don't bet at level 2 is \$10, and the pass bet at level 1 is \$4. Therefore, you will bet \$6 on the don't pass.

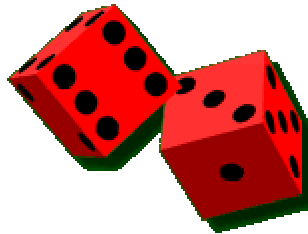
The next decision is also a pass. You will add one more don't chip to the count stack. You still cannot remove a pass chip as there is only one pass chip. At this point you have three don't chips and one pass chip. Referring again to Table 5, we see that the don't bet at level 3 is required to bet \$15, and the pass line at level 1 bets \$4. So the bet for the next decision is the difference of \$11, bet on the don't pass.

**TABLE 5-SILVERTHORNE SERIES AND CHIP COUNT**

SERIES 1								
Count Chips (Level)	1	2	3	4	5	6	7	8
Bet Chips	1	3	5	10	15	25	40	50
SERIES 2								
Count Chips (Level)	1	2	3	4	5	6	7	8
Bet Chips	3	6	10	20	30	40	80	100
SERIES 3								
Count Chips (Level)	1	2	3	4	5	6	7	8
Bet Chips	4	10	15	30	45	60	120	150

The next decision is still another pass. We now have three passes in a row. We add one more don't pass chip to the count, and we still cannot remove our one pass chip. Table 5 shows that the don't bet at level 4 is \$30, and the pass at level 1 is \$4. So our bet is \$26 on the don't pass.

The next decision is a don't pass. We win \$26 on our don't bet. We now add one pass line chip to our count stack and remove one don't chip. Our count now stands at two pass chips and three don't pass chips. We compute our bet as \$10 pass and \$15 don't pass. So we bet \$5 on the don't pass.



You may have noticed that each of our bets so far agrees exactly with the difference of the pass and don't pass bets shown on the Silverthorne System Series 3 Play in Table 4. We will find that playing without a partner will give us exactly the same results as playing with a partner as our bet will always equal the difference of the pass and don't pass bets played by partners.

The tricky part of keeping the chip count is to remember to add a chip for the previous decision which lost, and to remove a chip for the previous decision which won. After your chip count is updated for the decision, your next bet will be on the side with the most chips, and you will skip the bet if you have equal chips for pass and don't.

So, your chip rule is: do the opposite of the previous decision when add or removing chips, and go with your chip count when determining your next bet.



There is one more thing of which you need to keep track: the number of dice decisions. This can be done in one of two ways. One way is to record the dice decisions using hash marks on a piece of paper. The reason you do this is so that you will know when twenty-five decisions have occurred. Another way to keep track of the number of dice decisions is to keep a mental count. This is what I usually do as Diane and I do not like to attract the attention that bringing a note pad to the dice tables brings. This is done very easily if you repeat the decision you are on mentally two or three times for each bet while you are waiting for a dice decision. Sometimes, you may momentarily lose track; being off a decision or two is not critical, and it will not affect your results significantly.

### **SUMMARY OF THE SILVERTHORNE SYSTEM**

1. Partners always bet opposite on the pass line and don't pass. Whenever the partners are required to bet the same amounts, neither partner bets, and the partners bet the next decision as if they had won or lost on the skipped decision.
2. The length of a game should be about twenty-five decisions. A game should be ended after the partner with the larger wagers wins two bets in a row or two out of three bets.
3. To play for a \$1,000 a day win. The partners will play a number of twenty-five decision games until the goal of \$1,000 in total winnings has been reached. This daily goal can be adjusted up or down by the partners, depending on their inclination and style.

4. Each partner bets an eight bet series of bets, with only one betting series played for each game. There are three different betting series called Series 1, 2 and 3. Each time the total winnings in a series of games equals the partners' daily goal (for example \$1,000), a new series of games begins. The first betting series of a new series of games is at the Series 2 level. When beginning to play craps for the first time on a casino visit, the partners will start at the Series 2 level. The partners will play at the next higher betting series after a winning game, and the next lower betting series after a losing game.
5. When playing a game, the losing bet always goes to the next higher level of bet in the betting series. The winning bet always drops to the next lower bet in the betting series. A new game is always begun with both partners at the lowest bet in the series for the first (skipped) decision.
6. If either partner loses the highest bet in the betting series, the game is over, and a loss occurs. The partners should leave the table immediately after a loss. Under no circumstances is one partner to continue to play after the other partner has lost a betting series.
7. After a game is completed, win or lose, the partners will withdraw from the table and record the results of the game.
8. The same rules apply if only one person is playing using the system combining partners' play.

9. This system must be treated like a business. It is by strict adherence to these rules that the player's edge over the casino is attained. Recording all games is an integral part of the businesslike approach of the system and should be adhered to without fail.
  
10. After becoming thoroughly familiar and comfortable with the system, the player(s) should map out a strategy prior to playing in a casino. The basic betting level of \$1, \$2 or more should be determined, and the required bankroll taken on the visit. The basic betting level used should be determined by considering the player's available bankroll, the amount of time to be devoted to playing craps, and the desired winnings per day. If a player wishes to play craps all day and wants to win \$2,500 or more per day, then a \$3 basic betting unit would be used.
  
11. This system, while fairly easy to use in actual play, requires some practice to master. It is suggested that the system be practiced at home until you are totally comfortable with the chip counting techniques suggested, the numbers in each betting series, and have developed a "feel" for using the system. You may wish to reread this book a couple of times to review each of the essentials of the system. **GOOD LUCK!!**



## Appendix - Higher Level Betting Series

When I first wrote *The Silverthorne System* in 1989, there were plenty of \$1, \$2 and \$3 minimum wager craps tables. Alas, these tables have gotten as rare as hookers at church socials.

The norm today is the \$5 minimum table and if you favor East Coast play, you may have to contend with \$10 minimum tables.

Fortunately, you can still find \$1 minimum wager tables in online casinos. Considering the benefits offered by online play (lower minimum wagers, the ability to write down all of your wagers while playing and therefore eliminate the need for a partner and the greater speed of the games), you may want to become primarily an online player.

However, The Silverthorne System is still a great strategy to use on land-based "brick and mortar" casinos.

Two tables follow. The first table shows the betting series you will use for tables with \$5 minimum wagers. The second table shows the betting series for \$10 minimum wagers.

### Silverthorne System Betting Series for \$5 Minimum Tables

Count Chips (Level)	1	2	3	4	5	6	7	8
Series 1 Bets	5	10	15	30	45	60	120	150
Series 2 Bets	10	20	30	60	90	120	240	300
Series 3 Bets	15	30	45	90	135	180	360	450

### Silverthorne System Betting Series for \$10 Minimum Tables

Count Chips (Level)	1	2	3	4	5	6	7	8
Series 1 Bets	10	20	30	60	90	120	240	300
Series 2 Bets	15	30	45	90	135	180	360	450
Series 3 Bets	25	50	75	150	225	300	600	750



## Suggested Reading

All of the books which follow are recommended if you want to learn more about craps, how to play other casino games, how to play on the Internet or how to get more comps from the casinos. You will not need to read any other craps books to learn how to beat the game, but I have listed the better books so that you can learn more about different strategies and systems developed for craps.

I have also listed several books you should consider reading so that you can learn how to win at another casino game, such as blackjack, roulette, slot machines or video poker.

Frank Barstow, *Beat the Casino*, 1979, Carlyle Associates.

Avery Cardoza, *Casino Craps for the Winner*, 1987, Cardoza Publishing.

Henry Chafetz, *Play the Devil- A History of Gambling in the United States*, 1960, Bonanza Books.

Andrew Devereau, *Target Roulette*, 1993, Silverthorne Publications, Inc.

Larry Edell, *How to Make Your Living Playing Craps*, 1999, Leaf Press.

R. D. Ellison, *Gamble to Win Craps*, 2001, Lyle Stuart

Jack Finch, *Advantage Slots*, 2000, Silverthorne Publications Inc.

Roger L. Ford, *Advantage Blackjack*, 1999, Silverthorne Publications, Inc. See - <http://www.silverthornepublications.com/AdvantageBlackjack>

Roger L. Ford, *Advantage Craps*, 2000, Silverthorne Publications, Inc. See - <http://www.silverthornepublications.com/AdvantageCraps>

Roger L. Ford, *Beat the Internet Casinos*, 2000, Silverthorne Publications, Inc. See - <http://www.silverthornepublications.com/InternetGold>

Roger L. Ford, *Power Blackjack*, 2001, Silverthorne Publications, Inc. See - <http://www.silverthornepublications.com/PowerBlackjack>

Sam Goldsmith, *Super Craps*, 1996, Silverthorne Publications, Inc. See - <http://www.silverthornepublications.com/SuperCraps>

Sam Grafstein, *Craps - To Play Like a Pro Learn From a Pro*, 1986, Atlantic City News.

John Grochowski, *The Casino Answer Book*, 1998, Bonus Books, Inc.

Joubert W. Olson, *Craps: There Are No Secrets to This Game*, 1993, South Shore Publishing.

John Patrick, *John Patrick's Craps*, 1991, Carol Publishing.

Mario Puzo, *Inside Las Vegas*, 1976, Grosset & Dunlap.

Max Rubin, *Comp City*, 1994, Huntington Press.

John Scarne, *Scarne's New Complete Guide to Gambling*, 1974, Simon and Schuster.

Richard F. Schulte, *Winning at Craps*, 1993, Mead Publishing Company.

Frank Scoblete, *The Captain's Craps Revolution*, 1993, Paone Press.

Jean Scott, *The Frugal Gambler*, 1998, Huntington Press.

Edwin Silverstang, *The Winner's Guide to Casino Gambling*, 1989, Signet Books.

Edwin Silberstang, *Winning Casino Craps*, 1979, David McKay Company.

Martin J. Silverthorne, *Gamble for Free!*, 1998, Silverthorne Publications, Inc.

See - <http://www.silverthornepublications.com/PowerGambling>

Martin J. Silverthorne, *Power Slots*, 1999, Silverthorne Publications, Inc. Not yet available online, but check

<http://www.silverthornepublications.com/PowerSlots/>

Martin J. Silverthorne, *The Silverthorne Blackjack Strategy*, 1996, Silverthorne Publications, Inc.

See - <http://www.silverthornepublications.com/AutomaticBlackjack>

Silverthorne Publications, *How to Survive and Prosper as a Professional Gambler*, 1994, Silverthorne Publications, Inc.

Register to receive this book for free at See -

<http://www.silverthornepublications.com/PowerBlackjack/popup01.htm>



Silverthorne Publications, *Winning with Expert Video Poker*, 1995,  
Silverthorne Publications, Inc.

Lawrence Steele, *Super Slots*, 1994, Silverthorne Publications, Inc.

Barney Vinson, *Las Vegas Behind the Tables!*, 1986, Gollehon Press,  
Inc.

