

Martin J Silverthorne

# Hammerlock Craps!



**Silverthorne Publications, Inc.**

# Hammerlock Craps

By Martin J Silverthorne

**COPYRIGHT © 2017 Silverthorne Publications, Inc.**

All rights reserved. Except for brief passages used in legitimate reviews, no parts of this book may be reproduced or utilized in any form or by any means, electronic or mechanical, without the written permission of the publisher.

Address all inquiries to the publisher:

**Silverthorne Publications, Inc.**

848 N. Rainbow Blvd., Suite 601

Las Vegas, Nevada 89107

**USA**

World rights reserved.

Web Sites:

[www.GamblersBookcase.com](http://www.GamblersBookcase.com)

[www.KillerGamblingStrategies.com](http://www.KillerGamblingStrategies.com)

[www.KnockoutSystems.com](http://www.KnockoutSystems.com)

YouTube: Channel: [Gamblers Bookcase](https://www.youtube.com/channel/GamblersBookcase)

The material contained in this book is intended to inform and educate the reader and in no way represents an inducement to gamble legally or illegally.

This publication is designed to provide an independent viewpoint and analysis of the subject matter. The publisher and the author disclaim all legal responsibility for any personal loss or liability caused by the use of any of the information contained herein. Questions about this publication may be addressed to: [orders@silverthornepublications.com](mailto:orders@silverthornepublications.com)

**Published in the United States of America**

---

**Hammerlock Craps © 2017 Silverthorne Publications - All Rights Reserved**

## Table of Contents

<b>Chapter</b>	<b>Page</b>
Introduction	4
Here's the Story Behind this Incredible System!	17
The Craps Game	27
The Casino Craps Layout	42
The Dice	46
Craps Bets	56
The Casino's Point of View	92
Hammerlock Craps Bets	99
The Top Portion of the Hammerlock The Place Bets	101
Getting Odds in Your Favor	106
The Upright Pillar of Hammerlock Craps	113
Setting Up Hammerlock Craps	116
Testing Hammerlock Craps	120
Summary of Hammerlock Craps System	124
Winning With Hammerlock Craps	133
Appendix A – Player Cards	136

## Introduction

**In 1996 a Lanky Texan Walked into Binion's Horseshoe Club in Downtown Las Vegas. The Casino Bosses Were About to Get the Scare of Their Lives!**

You are just a few minutes away from learning **how to use the Hammerlock Craps System to play Full Player Advantage Craps!**

Once you learn these never-before-revealed power moves to gain an edge over the craps game you'll rapidly build your own craps fortune!

You'll start by making several special bets to set up Hammerlock Craps.

Once you do this, you will have an edge over the house on every dice roll!

Hammerlock Craps is one of the most unusual and powerful ways to play and win at craps ever created!

Once it is set up it puts the casino in a vise gripe, where no matter what the dice do, you will make money!

Once you learn how to put the casino in a Hammerlock, **you will make money no matter what the table is doing!**

You'll **make money off the numbers in a unique new way that protects the player against sevens.**

And, you'll **make money off ice-cold tables.**

If the table is choppy you won't mind. **You'll make money off the chops just as well as playing on a hot or cold table!**

And **when the table gets hot, you'll be pulling in winnings so fast that you may lose track of the chips piling up!**

## **The Hammerlock Craps System Is the New Standard Against Which Every Other Craps System Will Now Be Measured!**

You are about to learn –

- How to **easily make \$12,752 every week playing craps** just a few hours even if you don't know beans about the game!
- How to **gain an edge over the house so that you will be favored to win on every roll of the dice.**
- How to **totally eliminate the house's advantages and turn craps into a player advantage game!**
- How to **turn a tiny bankroll into thousands of dollars in one hot roll without the risk of losing!**
- How to **use never-before-revealed combination bets which will give you a powerful edge over the game!**
- How to **take full advantage of hot rolls to pull in thousands of dollars in winnings using what has been called "the Best Hot Roll System Ever Devised."**

## **A Hammerlock Can be a Crippling Hold on an Opponent**

**An armlock in grappling is a single or double joint lock that hyperextends, hyperflexes or hyperrotates the elbow joint or shoulder joint.**

**Armlocks, are the most common joint locks used as submission holds. In training, the method of executing an armlock is generally slow and controlled to give the opponent time to submit prior to any infliction of injury.**

**However, in self-defense applications, or when applied improperly or with excessive force, armlocks can cause muscle, tendon and ligament damage, even dislocation, or bone fractures.**

## **This Is The Craps System That Craps Players Have Been Dreaming of For The Last One Hundred Years**

**It is not a pass line plus the odds system.**

**It does not use come bets, don't come bets, field bets, lay bets, buy bets or hop bets.**

**It does not rely on charting tables, qualifying shooters or timing bets by counting rolls.**

**It is not a hedge betting system.**

**It does not rely on making proposition bets, one-roll bets or constantly changing betting strategies.**

Hammerlock Craps uses a unique combination of bets to do what no other system has ever done –

**It gains an edge over any craps game (even the online versions) and turns it into a player favorable game!**

**And, it not only provides reliable profits on typical choppy and cold tables, it pulls in record-beating profits off hot rolls!**

### **The Hammerlock Craps System Sets Up Powerful Player Advantage Bets That Win No Matter What The Table is Doing!**

Craps systems are usually divided into hot table systems, cold table systems and neutral systems. To win with one of these systems, you first must know what the craps table will do.

There are methods for charting tables, qualifying shooters and even counting dice rolls to help determine how to bet (or not bet).

Some of these methods sound pretty good on paper but they inevitably fall apart against real craps games.

The reason is simple –

No one can predict what is going to happen at a craps table.

Hot table systems are fine if you can find a hot table.

And cold-table systems produce consistent winnings if you can find a cold table which stays cold long enough for the system to work!

**Until now there has never been a system that consistently wins at craps regardless of table conditions!**

## **Win a Fortune Playing the Numbers!**

One of the attractions of craps is the speed of the game and the ability to win huge amounts in a short time! Every dice roll offers the chance to win or lose many different ways.

To a novice, craps players almost seem crazed as they toss chips all over the craps layout hollering instructions to dealers.

Players are always trying to catch a roll where the shooter rolls a lot of numbers. A fortune can be made at craps if you can time these bets just right.

And, that's the issue right there – timing.

**No one can know what the dice will do on the very next roll. It is impossible to know in advance when a hot roll might occur.**

Players continue to cover the numbers with place bets and come bets with odds hoping that the shooter will continue to roll numbers. However, this all comes to an end as soon as a seven is rolled.

All of the bets on the numbers go down. The dealer will sweep in all of these bets lost to the dreaded seven!

Most numbers systems are by nature high-risk systems. When they win they can win a lot. Unfortunately, they lose most of the time because hot rolls don't happen all that often.

However, if you want to be able to make high profits quickly then you must bet on the numbers.

And, **with other number playing systems you are going to lose most of the time!**

The Hammerlock Craps System uses a unique betting system that pulls in record high winnings and locks up winnings as you go!



## **Taming the Numbers With the Hammerlock System!**

Craps professionals like to bet on the numbers. However, **until the Hammerlock Craps System was created, betting on the numbers was a high-risk proposition!**

Every bet on a number is at risk of being lost if a seven shows. And that has always been a fact of craps until now.

Hammerlock Craps sets up what I would call a cautious approach to playing the numbers. It sorts of nibbles at the numbers and then as it gains an advantage it pulls in larger and larger wins.

First it sets up bets that swing the advantage to the player. Once you set up Hammerlock Craps you can start winning off of numbers without fear of losing.

Not only are numbers bets offset and protected by other Hammerlock Craps bets, but **the system used for betting on numbers is designed to reduce risk as you play.**

**Most players betting on the numbers will press each win up. This is a recipe for disaster, because no roll lasts forever. These players bet like a roll will never end and even though they win many bets, they end up with a net loss when the shooter sevens out.**

This won't happen when you bet the numbers using the Hammerlock Craps System!

## **The Hammerlock Craps System Uses **Profit-Lock Betting** To Perfectly Balance Risk And Reward In Betting on The Numbers!**

Profit-Lock Betting is a perfected betting system that reduces risk as you win yet allows you to keep on winning when the shooter keeps rolling numbers.

**Once you gain the power of betting the numbers using Profit-Lock Betting, you will have the ultimate numbers betting system without the pitfalls of**

**other systems!**

### **Putting the Odds in Your Favor!**

Craps is a unique casino game in that it allows players to make odds bets that have no house edge!

**And most craps games now offer multiple odds bets which give the players the chance to really put it to the casinos!**

Unfortunately, players don't know how to take full advantage of odds bets. Conventional wisdom is to make a pass line bet and then set up an odds bet after the point is established. Players who do this have a odds bet with no house edge, but still give the house an edge with their pass line bet.

This is the casino's version of Catch 22 –

“We'll let you make a bet where we have no edge over the players. However, in order to make this bet, you'll have to make another bet with it which does give us an edge.”

Hammerlock Craps does what no other system does –

It neutralizes the house edge on the pass line and don't pass bets which have to be made in order to make the Free Odds Bet.

**But, then it gets even better than this –**

Hammerlock Craps not only neutralizes the house edge on Odds betting but it turns the tables on the casino and gives the advantage to the player!

## **Using Multiple Odds to Generate Consistent Sky-High Profits!**

Hammerlock Craps uses the odds bet to put the casino in a Submission Hold from which it seldom escapes!

**Then it uses the full power of multiple odds to multiply the power of advantage craps play.**

Many casinos offer three times to five times odds. This means you can make an odds bet up to three times the size of your pass line or don't pass bet. Most players don't know how to take full advantage of this!

When you use the Hammerlock Craps System you will take full advantage of multiple odds and use it to gain an even stronger player edge over the casino.

And once you gain this edge, consistent high profits will follow!

## **The “Perfectly Balanced System”**

Hammerlock Craps has been called the “Perfectly Balanced System.” That's because it makes money no matter what the craps table is doing.

**It makes money off numbers being rolled between points.** It uses Profit-Lock Betting to safely play the numbers without the risks of other systems.

And, when the shooter starts rolling numbers, **Profit-Lock Betting pulls in profits quickly and safely!**

Moreover, **Hammerlock Craps's unique bets eliminate the risk of shooters failing to make their points.**

And, **it automatically follows trends at the tables.**

**On top of all this, it fully utilizes the power of multiple odds and does it in such a way that the player gains a large edge over the house!**

Once Hammerlock Craps is set up, it is so powerful that it doesn't matter if the shooter makes his point or sevens out. Using Hammerlock Craps you'll make money either way!

### **Winning Without Choosing Sides**

Before now you had to choose – are you betting with the shooter or against the shooter?

**All kinds of methods have been developed by crap players to see which way you should bet.**

There are a number of ways to qualify a shooter before you make a wager one way or the other.

Other players will chart tables hoping to be able to jump in at the right time.

Many players use a count, such as the five-count to tell them when it is safe to bet.

**Now I hate to burst anyone's bubbles, but none of these systems are any better than guessing what the craps table might do next.**

There is now a way to play craps without worrying about which side to pick. You wait until after a shooter establishes his point. Then you set up Hammerlock Craps.

**Hammerlock Craps is really shooter neutral.**

If he rolls a couple of numbers and then sevens out, you will make money.

If he rolls a few numbers and makes his point, you will make money.

If he rolls a lot of numbers, you will make more money than you ever believed possible, even if he sevens out!

**It's time for craps players to wake up.**

**The old ways are now obsolete.**

You don't have to pick a side. Just wait until the shooter establishes his point. Then put the casino in a Hammerlock! You will make money no matter what the shooter does!

### **Winning Using Hammerlock Craps**

Once you put the craps game in a Hammerlock, with the odds always in your favor, you will soon notice a strong *Ratcheting Effect* when you play.

**While you may slip back a little you won't fall back much and since you will always be playing at an advantage, your general direction will be to win more the longer you play.**

Below is a typical game. There were six different shooters. The amount won or lost on each shooter's dice rolls are shown below:

Shooter	Numbers Betting	Odds Edge	Net Win	Total for Game
1	-5	+5	-0-	-0-
2	+14	+10	+24	+24
3	-12	+10	-2	+22
4	-10	+10	-0-	+22
5	+28	-12	+16	+38
6	+14	+20	+34	+72
<b>Total</b>	<b>+29</b>	<b>+43</b>	<b>+72</b>	

**Shooter 1 was a breakeven situation.** We lost -5 on the numbers and won +5 with our odds edge.

**Shooter 2 was profitable.** We won +14 playing numbers and +10 using odds.

**Shooter 3 was basically a wash.** We ended up losing -2 on this shooter.

**Shooter 4 was another breakeven shooter.** However, even though we had two mediocre shooters back-to-back, we only slipped a total of -2.

**Shooter 5 rolled some numbers.** We made +28 playing the numbers although our odds edge lost the round. Net for this shooter was +16.

**Shooter 6 shows why Hammerlock Craps is called a “Perfectly Balanced System.”** We won +14 on numbers play and added another +20 for our odds edge, netting +34 for the shooter. Each portion of the system contributed to this winning round!

**After Shooter 6 we decided to take a break. We won +72 with the dice not even going around the table one time.**

I want you to take a look at the last column where our winnings after each shooter are shown. We were never down at all. The worst we ever did was with shooter 3 where our net win fell by -2.

**You can see the strong Ratcheting Effect in action. As we played we continued to ratchet our winnings up with little slippage.**

This is what you can expect when you put the casino in a Hammerlock!

### **How Would You Like to Switch Places With the House?**

If you could play like the house, you would always have an edge over the casino. With Hammerlock Craps you will turn the tables on the casino and have the casino at a disadvantage!

**Instead of fighting odds against the player you can put the casino in a position where you are always favored to win. I am not kidding about this. Once you put a Hammerlock on the game you will be favored to win on every roll of the dice!**

**Let's start with betting on the numbers. You will use a special betting method which increases its advantage to you the longer you play.**

You will play the numbers using a fully automatic system controlled by Profit-Lock Betting.

**Profit-Lock Betting sets up a numbers grid where the advantage shifts to you, the player. Your odds of winning can be as high to 3 to 1 in your favor using this system!**

**And, amazingly, this system reduces your risk as you win.** Unlike other systems that advocate higher and higher bets, this system takes chips off the table as you win. It first gains an edge over the house and then automatically locks up winnings as you win.

While working the numbers magic using Profit-Lock Betting you will have the other part of Hammerlock Craps in place – where you set up an odds bet where you are always favored to win.

**This unique odds bet relies on multiple odds offered by most craps games today. Once you set up Hammerlock Craps's powerful odds bet, you will have an edge over the house ranging from 17% to as high as 50%.**

So, here's a quick summary of what happens once you set up Hammerlock Craps –

You will be able to win huge amounts when the shooter rolls numbers. Because of the power of Profit-Lock Betting you will always be favored to win your bets on the numbers. And, you will have a completely automatic way of locking up and protecting your wins as you go!

In addition to using the Player Advantage Numbers Betting system, you will set up the powerful player favorable odds bets where you will always be favored to win.

Once you put the game in a Hammerlock you will have taken away the house's edge. Moreover, you'd do better than just switching places with the house. You'll gain a much higher edge over the house than it has over most craps players.



## Here's the Story Behind this Incredible System!

### Hammerlock Hits Downtown Vegas

In September, 1996, a lanky Texan starting playing craps at Binion's Horseshoe in downtown Las Vegas.

**The casino's interior had a frontier flavor, like an old-style riverboat, with low ceilings and velvet wallpaper. It was the first casino in downtown Las Vegas, often called "Glitter Gulch," to replace sawdust-covered floors with carpeting. It offered comps to all gamblers and lived up to founder Benny Binion's, motto – Good Food. Good Whiskey. Good Gamble.**

More importantly for the new player from Fort Worth, it offered the highest table limits at the time: \$10,000. For certain gamblers it would eliminate the table limits altogether.

That was exactly what the new player was looking for. Unlike most casual gamblers, the Texan had a system that would beat craps. Binion's was the perfect place to play with it's no table limit rules.

The Texan started playing on the afternoon shift. The dealers found his playing style very different and it took them a while to figure it out.

**Unlike most high rollers who spread bets all over the craps layout with many of their bets giving the house a huge edge, this player limited his bets to just a few positions.**

However, the dealers quickly figured out that his play was deadly to the casino. He continued to play and win gradually increasing the size of his wagers.

**Unlike most high-rollers he didn't rely on hot rolls for his wins. His system didn't need it. The bosses became concerned. By the end of his first day of play they started calling him "Hammerlock" because his system put the casino in a hammerlock – one of the most effective submission holds in street fighting.**

Hammerlock hit them for \$140,000 his first day of play. While the amount was not extraordinarily high – high rollers will routinely have good short-term runs and then quickly lose it all back and more – his approach bothered them.

He started with just a \$500 bankroll. Then he built it up using the casino's money to take more of the casino's money.

**And, it wasn't just his approach that was worrisome. It was his system too. It was unlike anything the bosses had ever seen.**

"This bastard just don't stop," muttered one boss after Hammerlock had another successful round of play.

He didn't come back the next day. They waited for him all day and hoped that he had taken a powder.

**"He's back," Said the Craps Pit Boss!**

Hammerlock returned about 3:00 in the afternoon two days later. The bosses started watching him the moment he bought into a craps game.

One commented, "He only bought in for \$500. Maybe the other day was a one-time thing."

**The bosses watched in dismay as Hammerlock started to win again. As he won he increased the size of his bets. He was up about \$6,000 after an hour's play.**

As he continued to win the second hour, the casino manager decided to call Ted Binion, the current boss of the casino.

Ted Binion, the son of the notorious founder, Benny Binion, had been running the casino after his father's death. However, he was under constant scrutiny from the Nevada Gaming Commission because of his association with a known mob figure "Fat Herbie" Blitzstein. He could ultimately lose his gaming license and be forced to sell out to his sister, Becky. However, at this time he was still in control.

After a couple of hours of trying to track him down they finally reached him. They explained the problem.

Ted's solution was to throw the bum out. However, the bosses didn't want the adverse publicity of banning a winning a craps player. Binion's was known as a wide-open venue for craps players. **Instead of taking Ted's advice they decided to call in a gaming consultant.**

Nicky D was an old time craps player imported to Las Vegas when the mob controlled the Stardust. He was officially retired but still did "special work."

**Nicky was one of the best craps players of all time. Binion's bosses hoped that he could come up with a way to stop Hammerlock, short of throwing him out.**

Nicky got there about 9:30 that night. Hammerlock had just finished his dinner break and returned to the craps pit.

**A boss filled Nicky in. Hammerlock was up over \$100,000 for today's play. They had tried distracting him with a hooker who played next to him and she hung all over him as he played. Hammerlock put up with her and seemed to enjoy the attention. But nothing dissuaded him from his style of playing.**

The casino boss and Nicky stood back and watched Hammerlock.

**"There is it right there. He sets up those damned bets that get us coming and going. Now he is in a position to win no matter what the dice do."**

**Nicky figured out what he was doing. He said, "Let me watch a little while.**

**I'll let you know what I think."**

Two hours later Hammerlock quit for the day. He had won another \$156,000. Nicky met with two bosses behind closed doors.

**He gave them his grim report.**

“Everything he is doing is legal. He’s got an angle on the game that you guys never figured on.”

One boss frowned and asked Nicky the \$64,000 question. “How do we stop this guy?”

**Nicky shook his head. “Your options are limited.” He explained that they could ban him from play, put limits on the size of his bets or change the rules of the game.**

**They weren’t happy with the report. Nicky, gave them a sideways glance. “Or you can have me contact some of the boys and we could eliminate the problem.”**

**The bosses looked at each other and one answered. “It’s 1996. As far as I know we don’t do that anymore.”**

**Nicky looked down, kind of sad. “There’s a name for your dilemma.”**

**A boss came back – “Yeah it’s called screwed.”**

**The Bosses Finally Decided to Try the Tactics of Delay and Obstruct.**

The bosses came up with a plan. The next time Hammerlock started playing they would do everything they could to discourage him.

**They would slow the game down by excessively examining the dice.**

**The would delay the payoffs to slow down the game.**

**The would put all kinds of obstacles in front of Hammerlock’s relentless win machine.**

He didn't show for a couple of days. On Tuesday afternoon he walked into the craps pit. He greeted a couple of the bosses who were not particularly happy to see that he was back. They were hoping that he would buy in for a sizable amount and give them a chance of winning some of their money back. The way they looked at it Hammerlock was walking around with their money. Their job was to return it to its rightful place. It didn't start out very hopeful. Hammerlock bought in for \$500 just like before. He started playing. He **continued with the system. He would set his Hammerlock on the table and then no matter what happened, he would win. But, now it was even worse. At first two players and then three players started imitating him. Now the casino had the worst of all worlds – four players using a winning system against them.**

They started their slow down tactics

It now took them a long time to return the dice to the shooter. Payoffs took forever. As the casino continued the players started to become angry. Finally, two of them told the group, "Enough of this. Let's play across the street."

**They pushed in their chips and colored up. Then something happened which had never happened before. Everyone at the table colored up and cashed in including Hammerlock. In mass they walked across the street to the Four Queens. But before they walked out they went around to the other craps tables and told the other players what was happening. The group of unhappy players grew larger and larger. Soon half the players in the casino walked out.**

**This might not have happened on the Las Vegas Strip where some of the casinos are far apart, but in downtown Las Vegas, where the nearest casino was right across the street, the players walked out in mass.**

The bosses sort of shrugged and said, "Well we got rid of Hammerlock."

## **Hammerlock's Deal with the House**

Hammerlock didn't set foot inside the Horseshoe Club for the next few days. The trouble was a lot of other players didn't either. A small group of players planted themselves outside of the front door and warned people who looked like they might go in that the joint cheated gamblers and suggested they play at the Golden Nugget, the Four Queens or the Fremont.

The other casinos, delighted with Binion's woes started offering \$25 in free play to new players.

The other joints were packed. Binions' looked like a mausoleum. The bosses knew they had to do something. **They tracked down Ted Binion, who cursed them and told them to find Hammerlock and make a deal.**

The trouble was they didn't really know anything about him. They decided to send out spies to other casinos. They found him at the Golden Nugget happily beating the house.

They made a deal with him. "You can play at our place a couple of times a week. Just call this strike off."

Hammerlock looked hurt. "I don't have anything to do with that. You screwed with your players and instead of taking it they fought back. It sounds fair to me."

Finally, they talked him into coming back for a little play. He came back for the weekend. And the casino lived to regret their invitation.

## **Hammerlock's Finale – "A Disaster in the Making!"**

The protestors disappeared from the front of Binion's. Business started picking up again. By the weekend things were almost back to normal. Except that it was even better – Hammerlock had not been seen.

**He didn't appear again until Saturday afternoon. The place was packed, especially the craps pit. Binion's had the reputation of being a craps house**

**and it attracted every kind of craps player. There were eight craps tables going full bore when Hammerlock walked back in.**

He bought in and then proceeded to put the casino in his special submission hold - the Hammerlock.

This time the bosses just watched. While some of the players would imitate some of his bets there was no concerted effort to gang up on the casino. So the bosses watched in growing horror, almost like watching a slowly rising flood creep into your house and the continue to rise.

The craps pit boss called the casino manager. They couldn't reach Ted. The manager whispered, "The word is out he is on another bender. We're on our own."

**They couldn't decide what to do. They brought in a couple of hookers to distract Hammerlock. He gave them each a thousand dollars and told them to play with him.**

**The girls were delighted. They ended up becoming Hammerlock's cheering squad.**

**The bosses ordered more chips to be brought to the table. One boss suggested, "Maybe we ought to just close the table."**

**The casino manager just frowned and paced and chewed his nails.**

By 11:30 pm the bosses estimated that Hammerlock was over \$800,000 ahead. They looked at the mayhem in their craps pit.

**Hammerlock's table was pure bedlam. Hammerlock was continuing to win. Players three deep around the table was getting their bets down. And, the hookers, who were supposed to help with the problem were squealing with delight every time Hammerlock had another win.**

**Abruptly, about 12:30 in the graveyard shift Hammerlock decided to quit. He pulled in piles of \$10,000 chips, rarely used but brought out to accommodate him. The casino provided a pair of security guards to accompany him out of the casino. While they were ostensibly for Hammerlock's safety, the bosses had an ulterior plan. They wanted to find out where Hammerlock was staying.**

As Hammerlock walked out the casino manager told the pit boss, "I finally heard from Ted. He said 'Take the bum out.'"

The other boss just watched as a car pulled up in front of Binion's and Hammerlock got in leaving the two guards standing there.

The manager just watched the car as it squealed around the corner. "This is one smart bastard."

### **Hammerlock Never Returned to Binion's**

**Hammerlock didn't show the next day. The bosses had decided to ban him if he showed up to play again.**

**When he didn't show up the following week they started to relax. Except that their boss was still furious. Heads rolled. The casino manger, shift manager, pit boss and two craps crews were fired.**

From Ted Binion's viewpoint, Hammerlock had taken \$1.3 million of his money. He was not happy about it. He even considered asking his associate, Fat Herbie, for his special kind of assistance.

The casino checked with other casino bosses. Hammerlock was not playing anywhere in Las Vegas.

**There were reports of a Texan using a similar system in Reno the following year.**

**In 1998 a Texan terrorized the dice games in Atlantic City. The bosses kept**



**quiet about the losses. However, I have reports that he hit them for over \$2.1 million. Then he disappeared again.**

**In 1999 he played in North Las Vegas and hit the casinos on the Boulder Highway. The bosses would not release the numbers but observers said he probably won between two and three million dollars.**

**Then Hammerlock dropped off everyone's radar screen. Binion's new management set up a surveillance team. They recommended banning him from play as an "undesirable." (They can still do this in Las Vegas.)**

**Where Hammerlock is now is anybody's guess. My bet is that he is retired enjoying he millions he made using his special system!**

### **Nicky D. Died Last Year. But, Before He Did We Had a Special Meeting**

**Last year one of Nicky D's associates called on me. He told me Nicky wanted to see me.**

I met Nicky in the coffee shop of the El Cortez. I almost didn't recognize him when I approached his table.

Nicky had lost a lot of weight and had a grayish color to his face. I shook his hand and he motioned for me to sit down.

I asked him how he was doing and he didn't mince any words. "I ain't got long. The big C's got me. The docs want to try that damned chemotherapy but I've decided to try it my way." He pointed to the cocktail in his hand.

**"You remember the Texan that took down Binion's?" He proceeded to tell me the whole story of Hammerlock. He ordered another whisky and came to the point.**

**"I thought you might like to have his system. I've got it you know."**

**He pulled out a notebook that had seen its better days. “I wrote it all down back when he was killing Binion’s.” He pulled out several sheets of paper and pushed them over to me.**

**“It’s all there. I want you to have it.”**

I picked up the packet of papers and started reading about the system that Hammerlock used. Several minutes passed before I looked up.

**“This is fascinating. It sounds absolutely insidious. I can see why the bosses hated it. But, I don’t understand why you are giving it to me. It’s got to be worth thousands of dollars.”**

**He kind of forced a smile. “And, what good would a few more dollars do me? The old bosses are mostly gone. Las Vegas is turning into something unrecognizable to people like me. I hate the new Las Vegas with the accountants and MBAs running the joints. I thought you might like to give them a little gift from the past.”**

I sat there a moment digesting what had just happened. “You want me to turn Hammerlock loose again.”

**He coughed and smiled. “Yeah. Put the casinos in a Hammerlock one last time.”**

## The Craps Game

If you have ever played craps in the back room of a store, or on an old bed cover spread on the floor, you have played street craps. The shooter would establish his point, and everyone would stand around until he made his point, or sevened out.

The casino version of the game is called bank craps. The casino acts as the bank, rather than players betting against each other. In addition, numerous other bets are allowed.

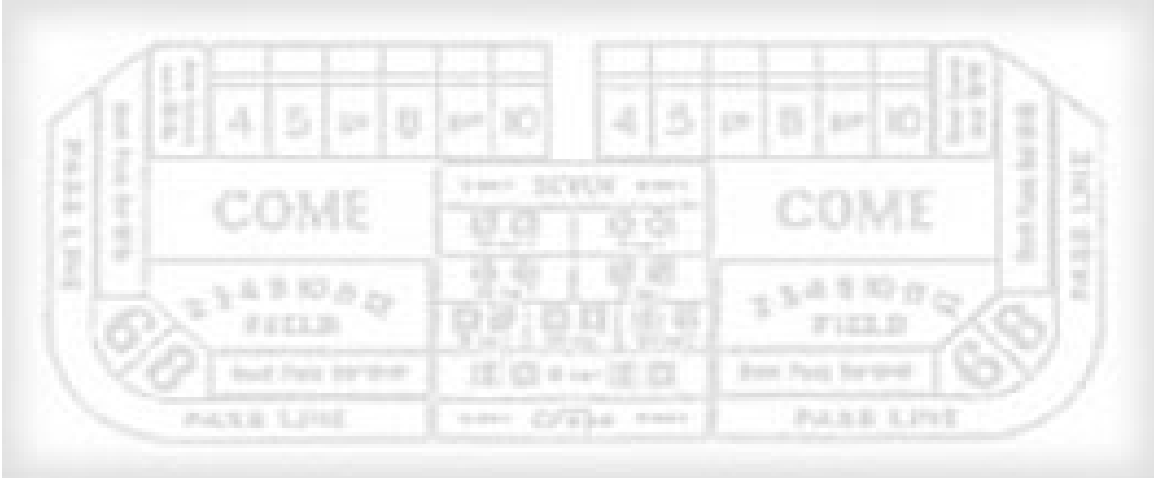
In the casino version of craps, you can bet pass or don't pass, come or don't come, make place bets, buy and lay bets, or bet the hardways or any one of several proposition bets. You can make one roll bets like the field, or make bets which stay up until a decision occurs, like pass line wagers. You have a great variety of bets that can be made. A right bettor (one who expects the shooter to make his point) could have as many as twenty bets on the table at one time.

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

And it is the most vocal of all casino games. Walk into any casino and listen to where all the noise is coming from. It's the craps players yelling up a storm. Every throw of the dice evokes a new response of whoops and hollers.

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

## CRAPS LAYOUT



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

There are usually four casino employees at a craps table. The person seated in the middle of the table, in front of the casino's chips, is the boxman. Today, many of these boxmen are box women, so I guess you ought to call them box people, which doesn't quite sound right. Anyway, these box people are in charge of the craps table. They count your cash when you buy in and drop your cash into the dropbox, watch the dealers, settle disputes with players, and in general act as managers of the game. Many times a floorman, who also may be a female, will be standing behind the boxman. If you have casino credit and need a marker

to buy in, the floorman will accommodate you. They will also rate you if you are trying to get a comp. A comp is a "freebie" from the casino, which can range from a buffet lunch, to RFB, which stands for Room, Food and Beverages. This means the casino pays for just about everything.

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

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

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

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

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



An active stickman can really liven up the game. The action of the game can be announced in a very enthusiastic and colorful fashion. This tends to stimulate the players to make more and bolder wagers, which is exactly what the house wants. The person on the stick will constantly extort players to make bets in the center of the table where the odds range from miserable (Hard Six or Hard Eight — 9.09% in favor of the house) to ridiculous (any of the one roll bets — house odds from 11.11% to 16.67%).



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

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

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

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

While players should be given a reasonable amount of time to make the prop bets, the game shouldn't be slowed down. If you want to wager on a proposition bet, be sure that the stickman or the nearest inside dealer hears you and acknowledges the bet. Once the dice

are in the shooter's hands, the stickman's eyes will be glued on the dice and he may not see incoming bets.

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

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

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

The Horseshoe Club still follows Benny Binion, its founder's rule for maximum wages accepted, which is that your highest wager is limited to the amount you will bet for your first bet. Several years ago a player waked into the Horseshoe Club with two suitcases. One was empty and the other was filled with cash. After counting his cash, the bosses agreed to accept his wager in the amount of \$777,777. He bet on the don't pass, which is

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

While we are on the subject of downtown Vegas, which is the location of the Horseshoe Club, I want to mention quarter craps. Some of you eastern players who have been weaned on ten buck minimum tables may sneer, but I have had some of the best action on the quarter craps tables. For twenty bucks, you can begin your craps education. Here, for five bucks, you can have several bets working for you. The games are getting harder to find, but you can still find them in down-town Vegas.

Casinos use checks or chips in place of cash at the craps table. While the casino bosses prefer to call them checks, I will call them chips like 99.9% of the players do. Chips come in \$1, \$5, \$25, \$100, \$500 and \$1,000 denominations with twenty five-cent chips thrown in for the tables that allow them. Each chip is colored differently. One-dollar chips may come in any color, or the casino may use dollar slot tokens as chips. Five-dollar chips are usually red, \$25 chips, green and \$100 chips, black. Five hundred-dollar chips are usually purple. The big \$1,000 chips come in various flavors. I'm sure you will remember the color if you are playing with them.

Cash is not used at the table, so you must change your cash for chips. When you first arrive at the table, you lay your cash on the table and ask the dealer for change. Watch the table before you barge in. Wait until the shooter has thrown the dice. It is extremely bad dice etiquette to have the dice bounce off your hand. When you are buying in, you do not hand the cash to the dealer. Instead, place it on the table when the dice are not rolling. If you want a certain number of chips of different denominations, just ask the dealer. For example, let's say you buy in for \$500. Normally the dealer will give you \$100 in red \$5 chips and \$400 in green \$25 chips. If you want some \$1 chips, just ask the dealer and he or she will accommodate you.

The *boxman* will count your cash, drop it into a slot in the table where it falls into the *dropbox*, and tell the dealer the amount of chips to give you. The dropbox is also known as the coffin, as once your cash goes in it is gone as in "buried." You will not deal in cash again while you are at the table and will only convert your chips back to cash at the casino cashier's window.

After hearing the amount approved by the boxman, the inside dealer will place the chips in front of you. It is your job to pick up the chips and get them off the table. Your chips may be kept in the rail in front of you on the top of the sidewall of the table.

Sometimes players throw currency on the table for a bet, for change or for odds on a come or don't come bet. Many times the dealer doesn't know what it is for. Most dealers will ask the player what they want to do, or acknowledge the bet as in "Twenty dollars as a come bet," or "Ten dollars on the field." If the dealer is uncertain what the bet is for he will call out "No bet on the ten dollars."

Most tables have two grooves for chips in the side rails. I like to use one for chips I use for tracking my bets and the other for the remainder of my chips. When I am winning I also like to separate my original buy-in from my winnings so that I can tell at a glance how far ahead I am.

When you have finished playing, you must take your chips to the casino cashier to convert them to cash. The craps table only takes cash for chips, not vice versa.

With your chips in the rail in front of you, you are now ready to begin playing. I recommend that you keep one hand over your chips. Some thieves like to snatch chips from careless players and you should keep your eye on your chips.

Unless you are the only player at the table, the craps game will be in progress when you arrive. The game consists of a series of mini-games. A player who rolls the dice is called the shooter. This player will roll the dice on one or more come-out rolls until a point number of 4, 5, 6, 8, 9 or 10 is rolled. After a point number is rolled, the shooter will

continue to roll the dice until one of two things occurs. If a 7 is rolled before the point number, the shooter has *sevens out* and a new shooter will try his or her hand at making a point. If the point number is rolled before a 7, the shooter has made the point and has the opportunity to shoot again.

Many persons use the term "crapping out." There is no such thing in craps. A shooter may throw a craps number of 2, 3 or 12 but this does not affect his term as the shooter. The designated shooter may continue to hold the dice and shoot so long as he does not roll a seven after establishing a point. Then he has *sevens out* and must relinquish the dice to the stickman who will offer them to the next player.

Each mini-game at the dice table consists of a shooter establishing a point and then rolling the dice in an attempt to repeat the point number. Of course, in bank craps, a lot of wagers can be made in between. This is part of the excitement of the game. There may be thousands of dollars riding on each roll of the dice.

After a shooter fails to make his point and sevens out, the dice will be offered by the stickman to the next player. The dice circulate around the table in a clockwise fashion, with each player, in turn, being offered a chance to roll the dice. The only requirement to shoot the dice is for the shooter to make a *line bet*, that is, a bet on the pass line or don't pass line.

Any person who does not wish to shoot the dice may refuse when the dice are offered. There is no stigma to not shooting the dice, and many players do not shoot as a rule. Usually the players, who are betting against the other shooters (wrong bettors in craps parlance) by making such wagers as don't pass and don't come bets, will refuse to shoot.

A white disk, called a *puck* is used on the table to indicate whether a shooter is in the "coming out" phase of the game or whether he is trying to roll an established point. When the player is coming out, the disk usually is placed in the don't come betting area, with the black side marked "Off" showing. I have also seen the pucks placed in the center of the table in front of the boxman's chips between points.

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

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

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

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

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

roll for me and the dealer owed me \$200. When I pointed out the error, the dealer just stared at the mound of chips he had created when he swept all of the losing wagers into a pile. Fortunately the boxman remembered my wager and instructed the dealer to slide two black chips my way.

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

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

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

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

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

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

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

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



## HOUSE ADVANTAGE IN CERTAIN CASINO GAMES

<b>Keno</b>		Average about 25.00%
<b>Horse Racing</b>		15.00% and up
<b>Big Six</b>		11.00% and up
<b>Slot Machines</b>		1.50% to 25.00%, use 8.00% as an average
<b>Video Poker</b>		0.00% to 15.00%
<b>Roulette</b>	Double zero —	5.26%
	Single zero (Atlantic City) —	2.63%
	Single zero with <i>en prison</i> rule (Europe) —	1.35%
<b>Baccarat</b>	Player —	1.36%
	Banker —	1.17%
<b>Blackjack</b>	No strategy —	5.00% to 20.00%
	Basic strategy with multi decks —	1.50%
	Card counting theoretical advantage	-2.00%
<b>Craps</b>	Pass, Come, Don't Pass, Don't Come —	1.40%
	Odds Bets:	
	Single odds —	0.80%
	Double odds —	0.60%
	Hardway 6 or 8	9.09%
	Hardway 4 or 10	11.11%
	Any Craps	11.11%
	Place, field, proposition bets —	1.51% to 16.70%

## The Casino Craps Layout

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

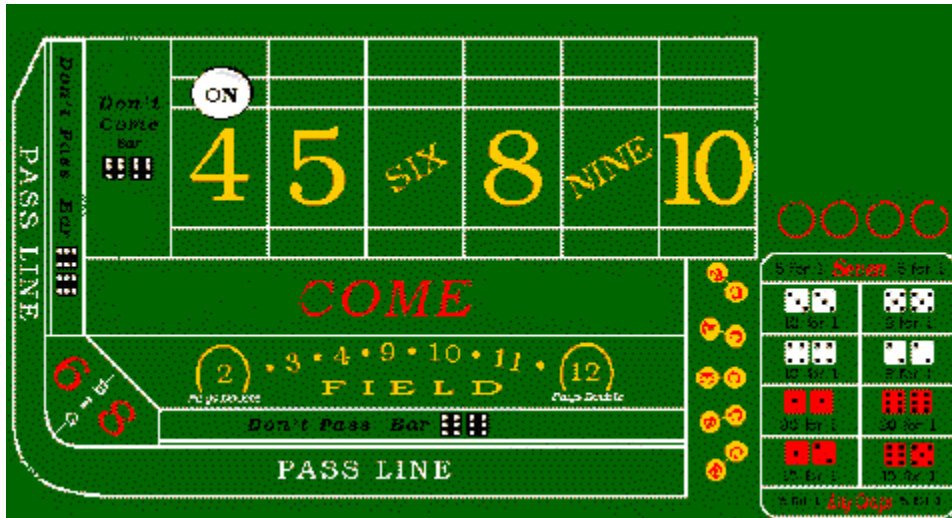
While most bets allowed by the casino are shown in the printed layout, one of the most important wagers, the odds bet, is not shown on the layout. I will show you how to make this wager a little later.

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

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

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

## Las Vegas Craps Layout



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

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

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

Other important wagers located at the end sections are the come bets and the place bets. While these types of wagers are made in different ways, they each accomplish the same thing. These wagers are on the *box or point numbers* of 4, 5, 6, 8, 9 or 10, printed across the row of boxes near the top of each end section. If a player wagers one or more of these

numbers, either through come or place bets, he sets up a game within a game where he can win on many different numbers and not just the shooter's point.

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



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

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

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

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

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

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

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

## Dice Math

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

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

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

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

## Dice Combinations

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

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

A 7 can be made no matter what number is on one die, for a 7 can be made with either a 1 or a 6 showing on one die, which no other number can do. For instance, a 6 cannot be

rolled if a 6 is showing on one die, and an 8 is not possible with a 1 showing. The key number in dice is 7. It determines most of the odds of the game because of its unique status determining winners and losers on both come-out rolls and against established points.

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

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

## COMBINATIONS OF DICE

<u>Number</u>	<u>Combinations</u>	<u>Ways Number Can be Made</u>
2	1-1	1
3	1-2, 2-1	2
4	1-3, 3-1, 2-2	3
5	1-4, 4-1, 2-3, 3-2	4
6	1-5, 5-1, 2-4, 4-2, 3-3	5
7	1-6, 6-1, 2-5, 5-2, 3-4, 4-3	6
8	2-6, 6-2, 3-5, 5-3, 4-4	5
9	3-6, 6-3, 4-5, 5-4	4
10	4-6, 6-4, 5-5	3
11	5-6, 6-5	2
12	6-6	<u>1</u>
Total		36

### 7 is King

All point numbers are measured against the possibility of a 7 being rolled in determining the correct odds against rolling a point number before a 7 is rolled.

The point numbers are 4, 5, 6, 8, 9 and 10. If any of these numbers are wagered on, either through pass line wagers, come bets, buy bets or place bets, the odds are always against that number being rolled before a 7 is rolled.



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

**PROBABILITIES OF 2, 3, 7, 11 OR 12  
BEING MADE ON NEXT ROLL**

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

**Odds Against the Point Numbers**

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

## ODDS OF ROLLING A 7 VERSUS POINT NUMBERS

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

In craps, the number 7 cuts two ways. On come out rolls, right bettors, wagering pass line or come, will *win* if a 7 is rolled, and wrong bettors, betting don't pass or don't come, will *lose* if a 7 is rolled. That is the bane of wrong betting. Once a don't bet is in place, it has a devastating advantage over the house, but it must run the gauntlet of the first roll.

### Casino Payoffs

All of the casino payoffs are at less than correct odds except for odds wagers. However, the catch to making odds wagers is that they can only be made in conjunction with a pass line, come, don't pass or don't come wager, each of which offers an advantage to the house.

The casino gains its edge by paying off wagers at less than the correct odds. It is by shortchanging winning wagers that the casino extracts its toll in the craps game. If you walked up to a craps table, lost five straight wagers and walked away cursing the casino, you could not really claim that the house advantage got you. Since you only had losing wagers, the house did not extract any mathematical advantage over you on these wagers.

Let me show you how this works. Let's consider the *any craps* wager which is shown at the bottom of the center section and which pays off at 8 for 1. This wager is a one-roll bet that a craps number of 2, 3 or 12 will show on the next roll. Referring to the Combinations of Dice table, you will see that there are four ways that any of these numbers can be rolled. Since the total number of combinations of numbers is 36, the chance of rolling a craps number is  $4/36$  or  $1/9$ , which is the same as 8 to 1. At a glance it looks like the casino is offering true odds on this wager.

However, if you win this wager, the casino will give you seven chips back for each one you wagered. If you bet \$1 and win, the casino will give you \$7 back and leave your \$1 bet up. If you take your bet down, you will have \$8 in your hand in place of the \$1 you wagered. Notice, however, that you did not receive the payoff at true odds of 8 to 1, but rather, you got 7 chips back for each 1 chip wagered which is a 7 to 1 payoff. The "8 for 1" payoff shown on the craps layout is really the same as "7 to 1." There is no altruism here; the casino is not paying off the wager at true odds. In fact, the casino is engaging in a little deceit in that many players will think that the "for one" designation is the same as "to one," which it is not.

What does paying off the wager at 7 to 1 instead of 8 to 1 gain the casino? The casino advantage over the player who makes the any craps bet is 11.11%

## **The House Edge**

All craps wagers, except for the odds wagers, have a built-in toll or vig favoring the casino. Consider some of the other proposition bets offered in the center of the craps layout.

You can wager that a 12 will be thrown on the next roll by tossing a chip toward the center section and calling out to the stickman "Twelve please." He will move your chip to the 12 where it will stay until the next roll of the dice. If a 12 shows, you will win. If it doesn't, your chip will be pushed over to the boxman where it will rejoin the chips on the house's side of the table.

Assume that you are lucky and a 12 shows. Most craps tables pay this wager off at 30 for 1 (29 to 1). The correct payoff for this wager is 35 to 1. By paying you at less than true odds, the casino extracts its vig of 16.67%. If you play in England you will be paid off at 30 to 1, reducing the house edge to 13.89%.

And so it continues. The house gains its advantage in craps by shortchanging the winners.

## **Protecting the Dice**

The casino bosses constantly check the dice during the course of a game. With regulation dice in the game they are confident that they will maintain an edge over the players, but with gaffed dice the odds could very well change to player advantage.

Dealers, as well as the boxman and floor supervisors, all share the responsibility for protecting the dice, however the stickman has the greatest responsibility to watch the dice.

If you watch the stickman, you will notice the he will keep his eyes on the dice at all times when the dice are not in the center of the table. When the dice are in the center of the table between rolls, a stickman will constantly rotate and turn the dice with his stick to insure that the spots on each side of each die add to seven. If they don't then someone has introduced gaffed dice into the game. You will notice that there is a mirror at table level opposite the person on stick. This mirror helps the stickman check the dice as any die will show both the facing side and the opposite side as reflected in the mirror.

A pit supervisor or boxman observing the game may change the dice at any time if he suspects the dice have been tampered with or phony dice introduced. I have never observed a casino supervisor changing the dice on a shooter, but it is an option available to the house.

A shooter may request to have different dice at any time, although this is rare. Most shooters want to continue to use the same dice and will request "Same dice" if one of the dice rolls off the table. If the die is found, it will be returned to the stickman after the boxman has examined it. If the die cannot be found or if requesting the same die would

slow down the game, the dealer will explain the problem to the shooter and ask that he select new dice.

Stickmen and supervisors are constantly on the lookout for miss-spots, loads and bad edges, shaved corners, irregular shapes and the casino's log and identification number.

Loads are dice with weights inside. One of the reasons casino dice are transparent is so that a casino employee can look through them and see if they have any objects inside or if any of the spot inlays are thicker than they should be.

One way to check for loaded dice is to spin the dice between your forefinger and thumb. If the die is loaded it will swing back and forth and always land in the same position. You will commonly see the boxman examine a die thrown off the table by gently rotating or spinning it in this manner.

Casino employees also observe the shapes of dice. Edges that have been shaved or beveled will influence the fall of the dice. *Shapes* are special rigged dice set to have certain numbers roll more often than they normally would. With shapes, four of the sides of one die are not the same size with one side larger than the others. The side with the largest surface area will have a better chance of landing face down, with the opposite side being face up.

## **No Dice Rolls**

Ideally, both dice will land flat after a roll and the stickman will call out the number. However there are times when it is difficult to do so. The dice may be cocked, which occurs when a die lands on an object, usually a chip. A die leaning against an object will be called according to what would be its natural fall if the object was removed.

If the dice happen to land on the dealer's working chips or on the top of a bet, it is "dice" and the roll is a fair roll. If the dice happen to land with one die on top of the other, it is

dice and a number will be called. The inside dealer will usually remove the top die, set it on the table and call the number.

Dice that cannot be read are called out "no dice" by the nearest dealer. The stickman will announce "No roll." No dice rolls occur when the dice land in the house's stacks of gaming chips in front of the seated boxman; one or more of the dice goes into the player's rail; a die is suspended equally between two objects; one or more of the dice leave the table, or if one or both of the dice land in the tray containing the extra dice called a *boat*.

A good stickman will quickly make the call to reduce the likelihood of player disputes.

### **How to Shoot the Dice**

The correct way to throw or shoot the dice is to use one hand and lob them using an underhanded throw so that they bounce on the table and then bounce off the back wall

Dice should not be thrown over handed, nor should they be lofted high into the air. You definitely should not aim for the stickman's nose when shooting the dice. My rule here is to never hit anyone with a stick in his hand.

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

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

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

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

# Craps Bets

## Pass Line Bets

*Pass line bets* are the most popular bets in the craps game for they involve the basic game as it has been played for thousands of years. There are two types of line bets: pass line and don't pass.

Pass line bets, also called *front line*, or *do* bets are the basic bets made by *right* bettors, those bettors who are betting that the shooter will make his point.

The bets are made by the player placing chips in the long narrow space on the craps layout marked pass line in this country, or *Win Line* in some games outside the United States. The house pays the wager at even money (1 to 1) and enjoys a percentage advantage of 1.414% over the wager. It is the most common bet at craps.

A pass line bet is made before a come-out roll. Come-out rolls occur during three different circumstances:

1. When a new shooter is starting.
2. After a natural (a 7 or 11) or a craps (a 2, 3 or 12) is rolled on a come-out.
3. After a shooter has made a point and is rolling the dice to establish another point.

A pass line wager wins on a come-out if a 7 or 11 is rolled, and loses if a craps number of 2, 3 or 12 appears. If any other number is rolled (a 4, 5, 6, 8, 9 or 10), that number becomes the shooter's point. If the shooter repeats the point number before a 7 is rolled, the pass line wager wins. If a 7 shows before the shooter is able to repeat the point number, the pass line wager loses.



When the dealer pushes the dice to you to roll for the first time, this is your come-out roll. If you roll a 7 or 11, you have rolled a *natural* and have an instant win. If you bet \$5, you will win even money and the dealer will place another \$5 chip along side your wager. Be sure to pick up your winning unless you want to *press* or double your bet.

When naturals are thrown on the come-out roll, the shooter will continue to roll the dice and the next roll will also be a come-out roll. If a shooter rolls a craps number, the pass line wager loses, but the same shooter will roll the dice. When a 2, 3 or 12 craps number is rolled causing a loss of the pass line bet, novice shooters sometimes think that they have lost the dice and "crapped out." However, this is not true. Only rolling a 7 after a point is established will cause the shooter to have to relinquish the dice.

Let's assume you roll a 7, 2 and then a 5. Since 5 is a point number, it becomes your point. You will continue to roll the dice until you either roll a 5, giving you a win on the pass line, or roll a 7, and *seven out*.

A pass line wager involves a sort of contract with the casino. Once the bet has been made and a point has been established, you have contracted with the casino to leave that bet in position until the bet either wins when the shooter repeats the point number or loses if the shooter rolls a seven first and "sevens out."

The pass line is favored to win on a come-out roll as there are 8 combinations of dice producing a 7 or 11 which are instant winners for the bet versus only 4 combinations of craps numbers of 2, 3 or 12, which are losing numbers for a pass line bet on a come-out roll. With 8 ways of winning versus only 4 ways of losing on a come-out roll, the pass line wager is favored to win 2 to 1 over losing.

However, once a point has been established, the pass line wager suffers a tremendous disadvantage. If the point is a 6 or 8 the pass line wager is at a 16.67% disadvantage to the house. With a point of 5 or 9, the disadvantage increases to 33.33% and with a 4 or 10; the pass line bet gives up 50% to the house.

## Don't Pass Bets

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

The bets are made by placing chips in the area marked Don't Pass or Don't Win in casinos using the Las Vegas style layout. In Northern Nevada casinos in Lake Tahoe and Reno, the don't pass and don't come line are combined and located just below the come line. To make a don't pass bet here, just place your wager in the combined don't pass don't come line.

In a private craps game, the wager gives the player a favorable percentage of 1.414%. In bank craps, the casino bars either the two sixes or two aces on the come-out roll. When the barred combination appears on that roll, it is a standoff; there is no action for the wrong bettor. With either the 2 or 12 win barred, the don't pass wager gives the house an edge of 1.402%.

The wager pays even money, that is, 1 to 1 for a win. Don't pass wagers are much less common than pass line bets. At a typical craps table, you will see one or two wrong bettors, with the remaining players making pass line bets.

A don't pass wager wins on a come-out roll if a 2 or 3 is rolled if the 12 is barred or on a 3 or 12 if the 2 is barred. If the casino bars the 3, don't play there, they are taking advantage of you. If a 7 or 11 is rolled on a come-out, the bet loses. If any other number is rolled (4, 5, 6, 8, 9 or 10), that number becomes the shooter's point. If the shooter rolls a 7 before repeating the point number, the wager wins. If the shooter repeats the point number before a 7 is rolled, the bet loses.

A don't pass wager is at its greatest disadvantage on the come-out roll. There are 8 ways in which a 7 or 11 can be rolled for a loss, and only 3 ways a 2 or 3 can be rolled for a win. Thus, on a come-out roll, the don't bettor faces 8 chances of losing versus 3 opportunities of winning.

Like pass line bets, once a point is established, no numbers other than the point number or 7 can affect the wager. Unlike pass line wagers which are contract bets and must be left up after a point is established, don't pass bets are not contract bets. The player can cancel, reduce or take down the bet anytime after a point has been established. However, you should never take down a don't pass wager once it is established. When you make a don't pass wager, you face horrific odds against you on the come-out roll. Once the point is established, you have the casino in a corner as your bet is heavily favored to win.

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

Don't pass bets are not nearly as popular as pass line bets even though they have slightly lower vig, short for vigorish, than the front line bets. Looking at the don't pass betting area on the craps layout you will notice that the area marked "Don't Pass Bar 12" is much smaller than the area for pass line wagers.

The reason for this difference in size is easy to fathom whenever you play craps. There are hardly any players making don't pass wagers. Usually the most don't or wrong bettors you will see at a table will be one or two.

I can recall one craps session at the Las Vegas Hilton in 1984. The particular system I was using called for betting only from the don't side, and I had been holding my own, neither winning nor losing for about an hour. I was about ready to quit when several players sevens out in quick succession. I started to accumulate some decent winnings so I decided to play a little longer. I watched, as shooter after shooter would establish a point, roll one or two numbers and then seven out. I concentrated on strictly making don't pass wager and laying odds and was winning almost every wager. The dice passed completely around the table with no passes made. Normally a table this cold will drive all of the right

bettors — those making pass line and numbers bets — off. However, I noticed that the players, instead of leaving were switching to making don't pass wagers. At this point, about half the table had switched to the dark side.

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

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

Our cheering started to attract attention as a noisy craps table is usually the sign of a hot table where a the shooter is having a good roll. Here we were acting in a manner hardly any craps player had ever seen. Every player at the table would take his turn shooting with his inevitable seven out followed by hollering and high fives all around.

A new player arrived, undoubtedly attracted by our noise. He bought in for five hundred bucks not even glancing at the bets on the table. The shooter sevened out accompanied by the usual yelping. He made a \$25 pass line and then surveyed the table. Every other wager at the table was on the don't pass, and several of the other players were grinning at him. He cursed us all, picked up his wager and left, shaking his head and muttering.

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

## **Come Bets**

Many players are confused about *come bets*, as the name of the wager doesn't really tell them anything about the wager.

The difference between a come bet and a pass line wager is only in the timing of the bets. Pass line wagers are made on a come-out roll before a shooter has established a point. Come bets are made after a point has been established.

Come bets win or lose exactly like pass line wagers. If a natural of 7 or 11 shows on the first roll of a come bet, the bet wins. If a craps number of 2, 3 or 12 is rolled on the first roll, the bet loses. If any other number appears, that becomes the point number for that come bet.

To make a come bet, just place the chips for that wager in the large come line area. Place the chips in the portion of the box nearest to you. That way the dealer will know that it is your bet.

If a number affecting the come bet on its come-out roll shows, the dealer will either pay the bet off immediately, if it is a winning bet, or remove the chips for a losing wager.

Let's say a 7 or 11 is rolled. The dealer will pay off the winning come wager by placing chips equal to your original wager adjacent to it. It is up to you to pick up your winnings. Most come bettors treat a winning come bet as a bonus win and immediately pick up their winnings, leaving just the chips representing the amount of the original come bet in the come line area.

If a craps number of 2, 3 or 12 is rolled when the come bet is on its come-out roll, the dealer will remove the losing wager, and you must replace it if you want to have a come bet up.

Whenever a point number is rolled when the come bet is in the come line, the dealer will move the come bet to the come point-box representing the number rolled. That number becomes the come-point number for that particular come bet.

Assume that the shooter's pass line number is a 4. If you choose to have another number working besides the pass line wager, you could make a come bet. If the next roll is a 6, you'll be rooting for two numbers to show before the 7. Either the 4 or the 6 will make you money. Of course if a 7 shows before either number, you will lose both bets. Yet another possibility is that one number might hit and the other lose. With craps there are always many combinations possible when playing individual numbers which is one of the reasons the game is so intriguing.

While you can only have one pass line wager working at a time, you can, if you chose, have all six of the point numbers covered by come bets with an additional come wager waiting in the come box, for a total of seven come bets wagered at one time.

Whenever a come bet wins, the dealer will move the original come wager, plus any odds bet made with the come bet, along with the winnings, back to the come box directly in front of the player.

It is your job to watch your own come bets. Come bets are placed inside the front part of the *point number box* for its come point, at a spot roughly corresponding to your position at the table. When you make a come bet and the dealer moves it to a come point-box, watch where he places it and remember this position. The come bet is positioned according your position at the table.

Each additional come bet you make will be placed in the same relative position in additional boxes covered by come bets. Once you know where the dealer is placing your wagers, you can look at the table at any time and tell exactly where your wagers are.

I have seen many craps players who lose track of their own wagers and don't even realize when they have a winning wager. Dealers will do everything they can to pay off your wagers correctly; however, many dealers make mistakes, and I have had my winnings

grabbed more than once by another player which I instantly brought to the player's attention. However, if I had not been attentive, I might have lost the chips.

You simply must stay on top of your own wagers. After you have played for awhile, keeping track of your bets will become second nature to you. Sometimes in the heat of a frenzied game your dealer may lose track of who a come bet belongs to. If the dealer points to your come bet and asks "Whose bet is this?" by all means speak up.

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

If this happens while you are playing, and you don't want to make another come bet, just pick up the chips left in the come box after the bet goes off and on.

Like a pass line wager, once a come bet has survived its come-out roll and has been moved to a box number, you cannot take it back or take it down. This bet is a contract bet. It must remain in place until either the box number is rolled, for a win, or a seven shows and the bet loses.

Odds can be taken with come bets just like pass line wagers. The odds payoffs are exactly the same for both pass line and come bets.

Because many players believe that sevens are more likely to show on come-out rolls, the house bows to this superstition and the odds taken with come bets are automatically off on come-out rolls unless that player tells the dealer that he wants his odds working on the

come-out. This accommodation is provided by the house so that when a shooter rolls come-out sevens, only the come bets lose.

## **Don't Come Bets**

*Don't come bets* win or lose exactly like don't pass wagers. They are to come bets as don't pass bets are to pass line wagers. A don't come bet differs from a don't pass bet only in its timing. Don't pass wagers are made before a shooter's come-out roll, while don't come bets are made after a point is established.

In casinos using the Las Vegas Layout, don't come bets are made by placing chips in the area of the craps layout labeled *Don't Come*. For casinos using the Northern Nevada Layout, don't come bets are placed in the combined Don't Pass Don't Come Line.

A don't come wager will win on if a 2 or 3 is rolled on its come-out roll with a push on either a 12 if the 12 is barred, or a 2 if the 2 is barred. The bet will lose if a 7 or 11 is rolled on the come-out. Using either the Las Vegas or Northern Nevada layout, after a point has been established for that wager, the dealer will move a don't come bet inside the back part of the box for the point number.

Let's say you have a pass line bet on the 8 and make a don't come wager which is moved to the back line point-box for the number 4. If a 7 is rolled, you will win the don't come bet on the number 4, since this bet wins if a 7 is rolled before a 4. However, you will lose the pass line. If the shooter makes his point of 8, your don't come bet will not be affected. Only its point number of 4 or the appearance of a 7 will affect this bet. The shooter could very well make his point of 8, giving you a pass line win and then promptly roll a 7, giving you a win on the don't come bet.

The bets pay even money for wins. Pass line and come bets are contract bets and must be left up once made, as these wagers enjoy a temporary advantage on come-out rolls, and the house will not allow you to make these wagers only on come-outs. Once you make the bet, you are stuck with waiting to see if the shooter can repeat the number.



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

## **Odds Bets**

*Odds bets* are the only wagers in craps where the house has no advantage over the player. But there's a catch. The odds wagers can only be made in conjunction with pass line and come bets for right bettors or with don't pass or don't come bets for wrong bettors.

Because the odds bet must be coupled with another wager, the odds bet only reduces the house advantage over a particular wager. Remember that there is no free lunch in craps.

With pass line and come bets, as well as don't pass and don't come bets, the odds bets are made only after a point is established. The house will define the size of the odds bets which may be made by allowing single odds, double odds, five times odds or some such multiple. These multiples define how large the odds bets may be in relation to the original wagers.

For pass line wagers, odds bets are made by placing the chips representing the wager directly behind the pass line wager. For don't pass wagers made using the Las Vegas Layout, the chips are placed next to the don't pass bet in the don't pass betting area. With come and don't come bets, as well as don't pass wagers made where the Northern Nevada Layout is used, the dealer must place the odds bet. To make an odds bet, lay your wager on the table and tell the dealer what you want, as in "Odds on my come bet on the 6, please." After you have taken or laid odds a couple of times, most dealers will know what you want when you place the chips on the table.

Odds bets may be pulled down or called "off" at any time, at the player's discretion. If the odds are taken or laid in conjunction with a come or don't come wager, you will have to have the dealer's assistance. Odds bets taken with pass line or come bets are automatically

*off* on come-out rolls for pass line and come bets unless you instruct the dealer otherwise. Odds bets made in conjunction with don't pass or don't come wagers are *laid* rather than taken and are always working unless you take them down or tell the dealers that your odds bets are off.

Odds bets pay in exactly the same proportion to the point number as the number's chance of being made as compared to a 7 being rolled first.

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

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

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

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

1. Odds taken on 4 or 10 are always the same or less than the pass line wager. If \$5 is wagered on the pass line, with 10 as the point, the odds wager will be \$5 or less.
2. Odds taken on 5 or 9 are always for an even amount. If \$5 is wagered on the pass line, with 5 as the point, the odds wager should be for \$4 or \$6, so that the wager, which pays off at 3 to 2, may be paid off correctly.

3. Odds taken on 6 or 8 are always in increments of five units, dependent on the betting unit the player is using. In most casinos offering single odds, a \$3 pass line wager with 6 or 8 as the point may take \$5 odds. Using the same reasoning, when a casino allows five unit odds bets to be taken with a three unit wager, a \$15 pass line wager may take \$25 for odds (\$5 is the basic betting here) when 6 or 8 is the point. A \$75 pass line wager may have \$125 taken as odds with a point of 6 or 8. In general, casinos offering single odds allow players with three unit wagers to round the odds portion of the bet up to the nearest five units, when the point is 6 or 8.

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

When double odds are allowed, a player with a pass line or come bet can make an odds bet up to double the amount of the *flat-bet*. The points of 6 and 8 can usually take two and a half times the flat-bet. For example, a \$10 bet on the 6 can take \$25 as odds. If you are not sure how much odds you can take, you can always ask the dealer.

Odds can be working, off and down. Working odds mean the bet is a bet in progress and can win or lose on the next roll. An "off" bet means the bet is not active. If you want your odds bet to be off for the next roll or two, just tell the dealer, "My odds on the come bets are off." Many players will call their come odds off and remove their pass line odds after certain craps events occur such as one of the die flying off the table.

If you want your odds bets returned, just ask the dealer "Can I have my odds down?" The term "down" tells the dealer that the player wants the bet returned to him. The dealer will physically take the bet(s) down and set the chips on the layout in front of the player. Please remember that even though odds bets are not contract bets and can be take down at any time, pass line and come bets will always work and can never be take down. The player cannot pick up these bets until they win. If they lose, the dealer will pick them up.

With wrong bets, odds must be laid rather than taken. Since the 7 is more likely to be rolled than any point number, the player must lay more odds than the payoff for a winning wager.

Odds are laid as follows:

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

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

1. Odds laid against a 4 or 10 can be as much as double the size of the original wager. If \$5 is wagered on don't pass, odds of \$10 or some lesser even amount may be laid.
2. Odds laid against a 5 or 9 should be divisible by three. Here you will lay three units to win two. With a \$5 don't pass wager, odds of \$9, \$6 or \$3 can be laid.
3. Odds laid against a 6 or 8 should be divisible by six. Here you will lay six units to win five. With a \$5 don't pass wager, odds of \$6 can be laid to win \$5. With a \$3 don't pass wager, the house will still allow you to lay \$6 odds. With a \$15 don't wager, you may lay \$30 to win \$25.

If you take odds in an amount less than the casino minimum, to pay off the bet correctly, you will not be paid the correct amount for the odds wager. A common error is for a player with a \$5 pass line bet to take odds of \$5 when the point is five or nine. Where single odds are allowed, the correct odds bet would be for \$6. You could even take odds of \$4 or even \$2 for your wager and be paid off correctly. Just remember that when the point is 5 or 9 the odds bet must be for an even dollar amount.

While the right bettor has the option of taking odds and being paid more than even money on the odds bet if he wins, the wrong bettor must lay odds, putting up more money for the odds wager than he can win.

This is a major reason that many craps players do not like betting on the wrong side. The idea of betting more money than they can win is not nearly as attractive as winning more than they wager.

When you lay odds, you are betting that a 7 will show before the point number. The point number can either be the shooter's point, if you have a don't pass wager, or a don't come point if you made that wager. Since the 7 is the easiest number to roll, the person laying odds will always have the better of this wager. Therefore, when you want to make an odds bet in conjunction with either a don't pass or don't come bet, you must put up more money than you win. The proportions are shown in the previous table.

Lay odds are not contract bets, and they may be taken down or called off at any time.

Let's assume that you have a \$5 don't pass wager and you want to lay odds. If the shooter's point is a 6 or 8, you will lay \$6 to win \$5. With a point of 5 or 9, the lay is \$9 to win \$6. Against a point number of 4 or 10, you must lay \$10 in an attempt to win \$5.

Let's try another example. Assume you are playing at a double odds table. You bet don't pass and your point becomes a 10. Your money would be brought up behind the 10 on the Northern Nevada Layout. On a Las Vegas Layout, your bet would remain in the Don't Pass line. If you have a \$10.00 bet, you could lay as much as \$40.00. Here's how you figure this out. Since a pass line bettor can take \$20.00 odds with a \$10.00 pass line bet, which if won would pay 2 to 1 for a \$40.00 win on the odds bet, then a don't pass bettor can lay \$40.00 to win \$20.00 on the odds portion of the bet.

If the point is 5 or 9 with a \$10.00 don't pass bet, you can lay \$30.00 to win \$20.00. With a point of 6 or 8 you can lay \$24.00 to win \$20.00. However, these are only the maximum amounts you can lay in a double odds game. You can always choose to lay a lesser amount or forego laying odds at all.

Many smart wrong bettors never lay odds. They reason that once a wrong bet has survived the come-out roll when it is at a terrific disadvantage, the odds swing overwhelmingly in favor of the wrong bet winning. Why dilute a strong wager by laying odds that pay less than 1 to 1?

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

## **Place Bets**

*Place bets* are some of the most popular bets in bank craps. The point numbers can be played by making pass line wagers, which give the player the opportunity to bet on one number. Come bets allow the player to wager on multiple numbers. Place bets also allow the player to bet on multiple box or point numbers.

A place bet is a wager on any of the point or box numbers of 4, 5, 6, 8, 9 or 10. It can be made at any time between any rolls. A place bet can be called off (not working) or on (working) at any time. These bets are not contract bets. Unlike a come bet, a place bet can go directly to a specific number. Place bets win if the place bet number shows before a 7 and lose when a 7 is rolled.

Place bets are made by setting chips on the table for the wager, usually outside of the layout, or in some casinos in the come line betting area, and telling the dealer the numbers you want to "Place." Place numbers are located on the front and rear portions of the come point-boxes. You can tell which bets are place bets and which are come bets by observing their positions in the point boxes. Come bets are placed inside the box while place bets are grouped on the front and rear outside lines of the box. Some casinos have a separate place bet area between the front and rear portions of the point box.

Players may increase, decrease or take down their place bets at any time. Place bets are automatically off on come-out rolls, unless you tell the dealer that you want the wagers working on come-outs. Once a point is established and you call a place bet "off," many casinos allow the bet to be off a maximum of three rolls before the bet must be taken down.

If you have several place bets, you cannot call just one or two of them off. They are either all on or all off. If you want certain bets off, with others left working, you can ask the dealer to take down the bets you want off.

Place bets are often *pressed* after a win. A pressed bet is usually doubled. For instance, if you win a \$12 place 6 bet and you press it, the dealer will return \$2 of the winnings to you and add \$12 of the winnings to the bet. If you want to press it by only \$6.00, tell the dealer "Press my 6 by \$6."

Place bets differ from come bets in a number of ways. They win or lose in basically the same way: the number on which you have wagered must show before a 7 is made. The differences between come and place bets are:

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

The flexibility of place bets attracts many players. Place bets may be made and pulled after a couple of wins. With come bets, once the bet is established, the player must wait for a decision. Many times a hot shooter will make his point and then roll a 7 on a come-out roll. The place bets are safe as they are automatically off on the roll, but the come bets will

all go down with the appearance of a 7. The come bettor must start all over in establishing his bets, while the place bettor will have his bets in place with the first roll after the come-out.

Place bets pay off at less than true odds. The next table shows the correct odds for payoffs on the point numbers, the place bet payoffs, and the house edge on each wager.

Place bets should always be made in multiples of five units for bets on 4, 5, 9 or 10, and six units on wagers made on 6 or 8. In quarter craps, where a twenty five-cent chip is the basic chip, the minimum place bets are \$1.25 (five chips) on 4, 5, 9 or 10, and \$1.50 (six chips) on 6 or 8. If you are a five dollar bettor, you will make place bets in multiples of \$5 chips, as in \$5, \$10, \$15, \$25 and so on.

### PLACE BET ODDS AND PAYOFFS

<i>Place Number</i>	<i>Correct Odds <u>versus a 7</u></i>	<i>Casino Payoff <u>on Place Bet</u></i>	<i>Casino <u>Advantage</u></i>
<i>4 or 10</i>	2 to 1	9 to 5	6.67%
<i>5 or 9</i>	3 to 2	7 to 5	4.00%
<i>6 or 8</i>	6 to 5	7 to 6	1.51%

To make a place bet, you must tell the dealer what you want to do as the dealer handles the chips used for place bets. After you set your chips for the wager on the table, the dealer will place your wagers on the front outside border of a number's box or the back border of the box, depending on your location at the table. If you are making a place bet on the six, your bet will be placed on the outer or inner edge of the box for the number six in a position roughly equivalent to your position at the craps table. When the dealer places your wager, you should note the position of your wager so that you can keep track of all of your place bets.



Many place bettors like to cover all of the numbers as soon as a point is established. A \$5 pass line bettor might decide to place all of the numbers except for the shooter's point. When the point is 6 or 8, the player might say to the dealer "26 across" which in craps parlance tells the dealer to place every number except the shooter's point as follows:

\$5 on the 10  
\$5 on the 9  
\$6 on the 8  
\$5 on the 5  
\$5 on the 4  
for a total of \$26.

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

\$5 on the 5  
\$6 on the 6  
\$6 on the 8  
\$5 on the 9  
for a total of \$22.

Because all of the place bets lose if a 7 is rolled, the house rule is that place bets are off on come-out rolls. This rule enables the right bettor to win pass line wagers on come-outs without losing his place bets. Also, place bets may be taken down or called off at any time, while come bets, once made, cannot be taken down and are always working, even on come-out rolls.

The house advantage over place bets is larger than on come bets. The odds against a 4 or 10 can be reduced somewhat by buying these wagers instead of placing them (more on this later). However, place bets are much more flexible than come bets.

Let's summarize the main differences between place bets and come bets:

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

At nearly any craps table you will usually see several right bettors making place bets. After a point is established, many place bettors like to cover all of the box numbers or at least the inside numbers, excluding the shooter's point, which they have covered with their pass, line wagers.

Many place bettors will only place the six and eight as the vig on these numbers is only 1.51%, about the same as a pass line or don't pass wager.

The greatest problem with place betting is that for a player covering all of the numbers, usually with a pass line wager with single or double odds and place bets covering the five

remaining numbers, the shooter must win on four of his place bets before a seven shows to have a profit from the place bets. Too many times the shooter will only roll one or two numbers before sevening out, and the place bettor will lose most of the money bet.

Of all the right bettors at the craps table, the place bettor who covers all or most of the numbers with place bets is most vulnerable to a seven being rolled. If the seven is rolled on the next roll after the point is established, the place bettor will lose his pass line wager, the odds bets taken with the pass line bet and every place bet. For a \$5 bettor taking single odds, this loss would be \$36 in one roll of the dice!

I have played many times with high rollers who signed \$10,000 markers. Typically they will start betting with \$100 or even \$500 chips covering all of the numbers. On many occasions I have watched them lose all of the buy-in in less than fifteen minutes.

The key to successful place betting is to limit the number of numbers placed and to be careful about when to make the place bets. However, most place bettors do not limit their betting. After covering the numbers, they will *press* or double their wagers for any winning place bets. They must believe that a seven will never show, for when it does, it will wipe out most, if not all, of their winnings.

I will show you how to play a hot roll when we discuss betting strategies. But you can be sure that covering all of the box numbers with place bets and pressing each winning bet is not the way to beat the craps game.

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

This type of scam is possible at the 25¢ tables, as the minimum place bets are \$1.25 on the 4, 5, 9 and 10 and \$1.50 on the six and eight. If the bet lost, the player would simply bet

the minimum amounts. Most dealers are wise to this trick and will not accept call bets unless your money is on the table.

## **Put Bets**

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

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

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

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

Most put bets are made by persons who don't understand how to make place bets. However, judicious use of put bets in connection with taking odds can sometimes improve

your position as in the case on increasing a pass line or come wager enough to take better odds.

## Buy Bets

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

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

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

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

combined wager on the 4 or 10 is at least twenty units (which is five bucks at twenty five-cent craps), the buy bet is a better deal than the place bet.

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

## **Lay Bets**

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

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

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

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

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

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

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

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

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

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

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

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

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

Wagers on the Big 6 and Big 8 cannot be split between the two numbers like a split wager made at roulette. In other words, if a player wants a bet on each number he must place a

wager in each betting box. Players should track their own Big 6 and 8 wagers which should be easy as the bets are seldom made by most craps players.

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

## **Field Bets**

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

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

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

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



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

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

## **Proposition Bets**

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

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

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

## **Hardway Bets**

A *Hardway Bet* is a bet on one of the even numbered point numbers of 4, 6, 8 or 10 that the number will be rolled as a pair, before either a 7 or the number rolled any other way shows. For example, if you bet the Hard 6, you are wagering that a 6 will be rolled as a 3-3 (a pair)

before it is rolled as a 1-5, 5-1, 4-2, 2-4, or before a 7 is rolled. Rolling a number as a pair is referred to as the "hard way." If the number is rolled any other way, it is referred to as the "easy way" or rolling the number soft.

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

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

The same shooter sets up a 6 as his point after the next come-out and you toss the dealer another \$5 chip saying, "I want a Hard 6." Two rolls later, the dice land 3 and 3 for a hard six. The dealer pays you \$35, leaving your \$5 wager up on the Hard 6. If you ask the stickman to take the bet down, you will receive \$40.00. Not bad for a couple of rolls work!

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

## **Any Seven**

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

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

## **Any Craps**

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

Many players like to hedge a pass line or come bet by telling the stickman, "Craps check for \$\_\_\_!" If you have a \$10 pass line, you might tell the stickman "\$1.00 Any Craps." If a 2, 3 or 12 showed on the next roll, you would lose your pass line bet but be paid \$7 with a \$1 bet left up for the Any Craps bet.

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

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

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

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

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

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

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

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

## **Hopping Bets**

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

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

Other combinations of bets can also be bet to show on the next roll, such as a "hopping 5-4," or a "3-1 on the hop," indicating that the player wants to wager the 9, in the form of a 5-4 combination, or that a 4, in a 3-1 combo, will show in the next roll. These hopping bets

usually pay 15 to 1 giving the house an edge of 11.11%. Some casinos only pay 14 to 1 for these wagers, increasing the house edge to 16.67%.

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

### **Horn Bets**

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

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

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

### **World or Whirl Bets**

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

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

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

### **Three-Way Craps**

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

### **Two-Way Craps**

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

### **C & E Bets**

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

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

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

## CRAPS BETS, PAYOFFS AND CASINO ADVANTAGE

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



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

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

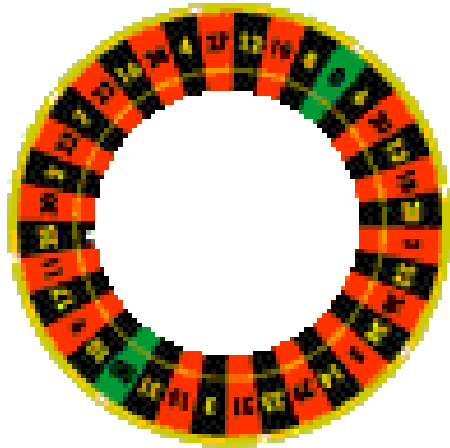
The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the casino has an edge over them.

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

The Quick Strike Strategy is a winning strategy which will help you win consistently at the craps game. But using it or any other winning strategy is still no guarantee that you will win. The casino's power and charms are formidable, and when you face the casino in a battle for its money, it will employ every resource at its disposal to relieve you of your money, hopefully in the most pleasant manner possible.

### **The House Edge**

The house edge is the mathematical edge the casino has over most bets. This edge is gained by paying players less than the correct payoff for winning bets. There is a precise probability for each bet in a casino. If you were paid the mathematically correct payoff, in theory, the house would have no edge over you.



Let's take a look at roulette to illustrate how the house edge works. The American version of the game has thirty-eight numbers on a wheel: 1 to 36, plus 0 and 00. If you placed a bet on one of these numbers, you would be paid 35 to 1 for your winning bet. Does this sound right? Your probability or chance of winning is one in 38, which can also be expressed as 37 to 1. By only offering you 35 to 1 on a 37 to 1 risk, the casino is gaining an edge by reducing the amount it pays you for winnings.

On an American wheel, the casino's edge is 5.26%. This means that on the average, you will lose \$5.26 to the casino out of every \$100.00 wagered.

The house edge is the casino's ultimate weapon to insure that in the long run it will have a profit. However, it is just insurance for the casinos. The majority of most casinos' winnings are created because the players find ways to beat themselves.

### **The Casino Environment**

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

When you walk through a casino, you will notice that there are usually no windows to the outside and no clocks visible. This is part of the illusion created for you. You have entered

a land where time doesn't matter, within its own protected cocoon, well insulated from the realities of the outside world.

Casinos want you to be undistracted by outside influences when you are risking your money. Even more, they want you to become so beguiled by the games offered that you lose your sense of time and the money you are risking. Casino checks or chips help create part of this illusion, as they do not seem as real as currency. Casino wins don't seem quite real when they only consist of piles of chips. Losses can be shrugged off until you run out of chips.

All of this is designed to trigger your compulsive nature. You may feel that in this timeless wonderland, lady luck is just waiting to bestow great sums of money on you.

Many persons who travel to casinos find that they have trouble even sleeping while in a casino. They can't bear to think that they might miss out on all of the action happening on the casino floor.

A few years ago, my aunt, who was nearing ninety at the time, visited Las Vegas with one of her grown children and his family. My cousin, Jim, had made sure that his mother was nice and secure in her room about 10:00 p.m. He went downstairs to play a little longer. After a very successful blackjack session he decided to have a midnight snack in the coffee shop and thought his mother might like to join him. He debated waking her, but finally decided to call her anyway - after all this was a vacation and normal rules did not have to apply.

He got no answer when he called her room. He called his own room next and spoke to his wife, Ann, asking if she had seen his mother. But Aunt Angie was 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.

---

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

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

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

## Hammerlock Craps Bets

Hammerlock Craps consists of Setting up a situation where a player can profit from the numbers being rolled without fear of a seven being rolled.

It is constructed by using two to four place bets combined with odds against the point being rolled.

The place bets are made across the top of the craps layout and they constitute the top portion of Hammerlock Craps.

The Odds Bet laid against the point is in the Don't Pass box below the Place Bets if you are standing next to the stickman. The Odds bet is the upright supporting member of Hammerlock Craps.

There are up to eight bets used to set up Hammerlock Craps. We will first learn how to set up the top portion of Hammerlock Craps consisting of place bets. The place bets alone can be used as a standalone craps system.

After learning how to set up the place bets portion of the hammerlock I learned how to set up an odds bet against the point being made. This also is an excellent standalone system and can be played very successfully without using place bets.

However, when we combine the two parts of the hammerlock we have a system that can profit under any circumstances at the craps table.

Hammerlock Craps consistently makes money on cold tables where the odds bet laid against the point provides profits every time the shooter sevens out.

Conversely, Hammerlock Craps is an excellent way to play the numbers and can quickly run up very large wins with a hot shooter.

And, Hammerlock Craps is also a solid performer on choppy tables. In short, it is as close to an all-weather system as can be found. Each time you set up Hammerlock Craps, you will have the right bets in place to make money no matter what the craps table does.

In the next chapter we will get started with the top part of the hammerlock– the place bets.

## The Top Portion of the Hammerlock – The Place Bets

For the Place Bet portion of Hammerlock Craps we will make Place Bets on the numbers five, six, eight and nine

Place bets on the five and nine are always made in multiples of 5, such as 5, 10, 15, 25, 35 and 50. This is so that these bets can be paid off correctly as a win on the five or nine is paid off at 7 to 5.

Place bets on the six and eight are always made in multiples of 6, such as 6, 12, 18, 24, 30 and 48. Place bets on the six or eight are paid off at 7 to 6, so that your wager should be 6 or a multiple of 6 to be paid off correctly.

Place Bets are made in five different levels. The bets for \$5 base bet are as follows:

<b>Bet Level</b>	<b>Bets Placed</b>	<b>Amounts Bet</b>	<b>Total Bet</b>
1	6 and 8	6-6	\$12
2	5, 6, 8 and 9	5-6-6-5	\$22
3	5, 6, 8 and 9	10-12-12-10	\$44
4	5, 6, 8 and 9	15-18-18-15	\$66
5	5, 6, 8 and 9	20-24-24-20	\$88

Here are the rules for making the Place Bets:

1. Place bets are off on come out rolls. If the shooter sevens out, make the Place Bets after the shooter establishes a point. If the shooter makes his point, be sure to set up the appropriate Place Bet after he sets up a new point.
2. Place bets are set up for a limited number of hits. With just the six and eight placed, you will leave the bets up for one hit. As soon as either Place Bet wins, take down both Place Bets.
3. When Place Bets are made on four numbers, consisting of the five, six, eight and nine,

you will take down the bet that hit after a win but leave up the remaining bets until a second bet wins. Example: Place the \$22 on the five, six, eight and nine. A nine is rolls. Take your winnings and ask the dealer to take the bet on the nine down. You now have bets left on the five, six and eight. An eight is rolled. With the second win you will take down all of the place bets.

4. If you lose your bets at any level because a seven is rolled, you will raise them to the next higher level after a new point is established.

5. If you win the required number of bets at any level (one win with two bets and two wins with four bets) and take your bets down before a seven is rolled, you should reduce your bets one level after the next come out roll and the point is established. However, see the suggestions for using a Target Win to help you pick your bet level.

The following table shows a series of bets using this system.

### Series of Bets Using Place Bets

Shooter/ Point	Bet on	Amt Bet	Total Bet	Rolls After Point Set Up	Result	Action	W/L	Running Total
1/5	6,8	6-6	\$12	3,4,11,9,6 5	Win \$7 on 6 Point made	Pull Bets after 6 rolled	+7	+7
1/8	6,6	6-6	\$12	5,12,7	Lost \$12 on 7	Bets lost	-12	-5
2/6	5,6,8,9	5-6-6-5	\$22	5 6 7	Win \$7 on 5 Win \$7 on 6 Seven out	Pull bet on 5 Take down bets	+7 +7	+2 +9
3/9	6,8	6-6	\$12	3, 12, 9, 7	Lost \$12 on 7	Bets lost	-12	-3
4/10	5,6,8,9	5-6-6-5	\$22	6 4, 11, 7	Win \$7 on 6 Lost \$17 on 7	Pull bet on 6 Bets on 5,8,9 lost	+7 -17	+4 -13
5/6	5,6,8,9	10-12- 12-10	\$44	9 4, 5 6	Win \$14 on 9 Win \$14 on 5 Point Made	Pull bet on 9 Take down bets	+14 +14	+1 +15
5/9	5,6,8,9	5-6-6-5	\$22	6, 11, 4 8	Win \$7 on 6 Win \$7 on 8	Pull bet on 6 Take down bets	+7 +7	+22 +29

Here is how this table is set up:

**Shooter/Point.** The number of the shooter is shown first and his point next. For example in the first row we show shooter number one with a point of 5, as “1/5.”

**Bet on.** The place numbers wagers on are shown here. If “5, 6, 8, 9” are shown, it indicates that wagers were made on the numbers five, six, eight and nine.

**Amt Bet.** The amounts bet on each number. For example, “10-12-12-10” means wagers of \$10 on the number five, \$12 on the number six, \$12 on the number eight and \$10 wagered on nine.

**Total Bet.** The total of all place bets. For example, if \$6 is bet on the number six, and \$6 on the number eight, the total wagered is shown as \$12.

**Rolls After Point Set Up.** The numbers each shooter rolls are shown here. No come out rolls are shown since the Place Bets are off on come out rolls and these rolls have no effect on our Place Bets. The numbers 5, 12, 7 show the shooter rolled a five, then a twelve and then rolled a seven, ending his roll with a seven-out.

**Result.** Here the effect of the shooter’s rolls on our bets are shown. For example, if we have a Place Bet on six and the shooter rolls a six, our win on the six will be noted here.

**Action.** This shows any actions we take because of wins and losses. If the shooter sevens out and we lose our bets, “bets lost” will be noted.

**W/L.** The amount won and lost as a result of our wagers.

**Running Total.** An update of our net win or loss each roll.

---

In the previous table we won \$29 with bets made on five shooters. We did not show come out rolls here. There were a total of 28 rolls made after the points had been established in the series of rolls.

Here are some additional pointers to using the Place Bets.

1. You should always try to keep your bets as low as possible. The higher your betting level, the greater your risk is of losing your bankroll.
2. You should play for Target Wins which are related to your Game Bankroll. To use the Five-Levels of Bets presented earlier in this chapter requires a buy-in or Game Bankroll equal to the total of all of the bets, which in this case is \$232. A reasonable Target Win is from 20% to 25% of the Game Bankroll. A Target Win of \$60 is appropriate for this level of play. Once you win this amount, you should either stop the game or immediately reduce your next bet to a Bet Level 1.
3. You don't have to strictly follow the rules regarding raising your bets one level following a loss or lowering your bets one level following a win. If you achieve your Target Win betting at a higher betting level you should either stop the game with a win or, if you decide to continue playing, drop back to the first level of betting after a new point is established.
4. If a shooter continues to roll place numbers after you have won and taken your bets down you can participate in a "hot roll" using the following procedure. After a six or eight is rolled place the six and eight again at the amounts appropriate for your betting level. Each time one of your bets wins, take down both bets. Each time a six or eight is rolled, place the six and eight again. If you are aggressive you can place the five, six, eight and nine. If you do this, pull down the bet for each wager that wins. For example, if five is rolled, take the bet down and leave up the remaining bets of six, eight and nine for one more win. As soon as the second win occurs, take the bets down.
5. You can participate in really hot rolls as follows: Place the five, six, eight and nine for \$22 (5-6-6-5) after you have had two wins and pulled your original bets down. This time instead of taking the bets down, leave them up and press each bet for \$5 or \$6 as it is rolled. Example: Place 5-6-8-5 for \$5 on five, \$6 on six, \$6 on eight and \$5 on nine. A six is rolled. You win \$7 and ask the dealer to press your bet on six by \$6. A five is rolled. You win \$7 and press bet by \$5. Five is rolled again. Press it another \$5. Continue this procedure until the shooter sevens out.



Using this procedure, I have had my place bets reach as much as \$100 each. These rolls are very rare. However, when you find yourself in the middle of a monster roll you can easily make \$2,000 to \$2,500 on one shooter starting with just \$22 placed on the five, six, eight and nine.

We have covered the place bets in this chapter. These bets can be used as a winning system. However, it pays not to get greedy with these bets and to quickly lock up wins equal to the size of the Target Win.

In the next chapter we will add the pillar that supports the top portion of the hammerlock.

## Getting Odds in Your Favor

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

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

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

### Taking Odds

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### Laying Odds

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

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

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

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

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

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

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

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

The rolls continue

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

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

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

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

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

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

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

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

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

### **Multiple Odds Now Offered**

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

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

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

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

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



## The Upright Pillar of Hammerlock Craps

We covered odds bets in the last chapter. Now we'll show you how laying odds against a point being made becomes the strong upright pillar of Hammerlock Craps.

The theory supporting laying odds against a shooter making his point is fairly straight forward. In craps it is rare that any shooter will make more than two points by hitting his point number before a seven is rolled. And, we shall see, in the cases where the shooter does make more than two points we have an easy way to counter this so that we will make money off of hot shooters as well as average shooters.

Here is a brief description of our odds laying system.

1. We will make Pass Line and Don't Pass bets of equal size on come out rolls.
2. We will replace any lost bets on come out rolls so that we will always have equal bets on the pass line and don't pass before the shooter rolls the dice.
3. After the point is established we will lay odds against the point being made.
4. If we win the bet we will repeat the process of setting up equal Pass Line and Don't Pass bets and laying odds at the same betting level. If we lose the bet, we will increase the size of our odds bet on the new point.
5. If a shooter makes two points, we will stop laying odds until the shooter sevens out and have a new shooter.

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

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

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

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

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

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

The table below shows five levels of play for laying odds. We will always start a game at Level 1. If we win this bet, our next bet will be a Level 1 bet. If we lose the bet, our next bet will increase to Level 2. If we lose two bets in a row to a shooter, we will back off laying odds until the shooter sevens out.

### Hammerlock Craps- Odds Laid Against Point For \$5 Base Bets

Level	Line Bets	Odds Multiple	Odds Laid Against 6 or 8/ 5 or 9/ 4 or 10
1	5/5	2 times	12/15/20
2	5/5	4 times	24/30/40
3	6/6	5 times	36/45/60
4	8/8	5 times	48/60/80
6	10/10	5 times	60/75/100

Here is how this table is set up:

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

**Line Bets.** The size of the bets made on the Pass Line and Don't Pass. For example, "5/5" indicates bets of \$5 each on Pass Line and Don't Pass.

**Odds Multiple.** This is the multiple of the Don't Pass bet that the Odds bets are. For example, in Level 2, the odds bet with a point of six or eight is \$24. The payoff for this bet is \$20 which is four times the size of the Don't Pass wager of \$5. Therefore this bet is considered to be four times odds.

**Odds Laid Against 6 or 8/ 5 or 9/ 4 or 10.** The size of the odds bets to be laid at each level are shown. For example, Level 3 bets odds bets are shown as 36/45/60. This means that you will lay off of \$36 if the point is six or eight, \$45 if the point is five or nine, and \$60 if the point is four or ten.

A series of bets using Hammerlock Craps Odds System is shown below.

### Series of Bets Laying Odds Against the Point

Shooter/ Point	Lay Against	Amt Bet	Rolls After Point Set Up	Action	Result	W/L	Running Total
1/5	5	\$15	3,4,11,9,6 5	No effect Point made	Bet Lost	-15	-15
1/8	8	\$24	5,12 7	No effect Seven-out	Bet Won	+20	+5
2/6	6	\$12	5, 6 7	No effect Seven out	Bet Won	+10	+15
3/9	9	\$15	3, 12, 9 7	No effect Seven out	Bet Won	+10	+25
4/10	10	\$20	6, 4, 5, 11 7	No effect Seven out	Bet Won	+10	+35
5/6	6	\$12	9,4, 5, 6	No effect Point Made	Bet Lost	-12	+23
5/9	9	\$30	6, 11, 4,8 7	No effect Seven out	Bet Won	+20	+43

In the series of bets as shown above, we made +43 on five shooters. We did not show come out rolls as they are not relevant except when a twelve shows causing a loss on the Pass Line bet on a come out roll. No twelves were rolled on come outs during this series of plays.

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

## Setting Up Hammerlock Craps

Hammerlock Craps consists of placing two to four Place Bets after a point is established and laying odds against the point.

To accomplish this you will combine the systems shown in previous chapters for Place Bets with Laying Odds Against the Point.

The following table shows the bets used where the minimum wager is \$5 and five times odds are allowed.

### Hammerlock Craps For \$5 Base Bets

Level	Pass & DP - Odds	Place Bets on 5-6-8-9	Place Betting Rules
1	5/5– 12/15/20	6-6 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	5/5 – 24/30/40	5-6-6-5	Pull bet down after each hit. Go for two hits then pull all bets down.
3	6/6 – 36/45/60	10-12-12-10	Pull bet down after each hit. Go for two hits then pull all bets down.
4	8/8– 48/60/80	15-18-18-15	Pull bet down after each hit. Go for two hits then pull all bets down.
5	10/10 – 60/75/100	20-24-24-20	Pull bet down after each hit. Go for two hits then pull all bets down.

Hammerlock Craps is a highly effective way to win at craps. A game is recapped in the following table. It consists of the same decisions previously shown for each portion of Hammerlock Craps – the Place Bets and the Odds Bets. In the next sample game they are combined.

## A Series of Bets Showing Hammerlock Craps in Action

#	Shooter/ Point	\$ Lay Bet	Place Bets Numbers/\$Bet	Rolls After Point Set Up	Place Bets Win	Lay Bets Win	Net Won	Running Total
1	1/5	\$15	6-8 Total = \$12	3,4,11,9,6 5	+7 on 6 = +7	-15	-8	-8
2	1/8	\$24	6-8 Total = \$12	5,12 7	Lost \$12	+20	+8	-0-
3	2/6	\$12	5-6-8-5 Total = \$22	5, 6  7	+7 on 5 +7 on 6 = +14 Pull Bets	+10	+24	+24
4	3/9	\$15	6-8 Total = \$12	3,12,9 7	Lost \$12	+10	-2	+22
5	4/10	\$20	5-6-8-5 Total = \$22	6 4,11 7	+7 on 6  Lost 17 = -10	+10	-0-	+22
6	5/6	\$12	5-6-8-9 Total = \$44	9, 4, 5 6	+14 on 9 +14 on 6 = +28	-12	+16	+38
7	5/9	\$30	5-6-8-9 Total = \$22	6, 11, 4, 8  7	+7 on 6 +7 on 8 = +14 Pull Bets	+20	+34	+72

Let's review this game in detail.

1. We bet \$5 on pass line and don't pass and replace any bets won or lost on come out rolls. Point is five. After point is set up we lay \$15 against the point of five in the Don't Pass box. We place the six and eight for \$6 each. A six is rolled giving us a win of +7 on the six. We pull both place bets. On the next roll the point of five is rolled and we lose the no-five odds bet. Score for the round: Place Bets +7, Lay Bet - 15. Net for the round is -8.

2. On come out rolls we bet \$5 on pass and \$5 on don't pass replacing bets lost on come out rolls. The point is an eight. We place the six and eight for \$6 each. We move up one level for the lay bet and lay \$24 against the point of eight. The shooter sevens out with no place bets hit. Score for the round: Place Bets -12, Lay Bet +20. Net for the round is +8.

3. We bet \$5 each on the pass line and don't pass and replace bets lost and won on come out rolls. The shooter's point is six. We are back to Level 1 odds. We lay odds in the Don't Pass Box of \$12 against the six. We bet \$22 on the place bets, betting \$5 on five,

\$6 on six, \$6 on eight and \$5 on nine. Please notice we make a place bet on the shooter's point of six. The shooter rolls a five. We win \$7 on the place bet on the five and we take the bet down. The shooter rolls a six. We win \$7 on the place bet and take down all of the place bets. The shooter rolls two more times then sevens out. We win the odds bet against the point of six. Score for the round: Place bets +14 and Odds bet +10 for a total of \$24.

4. We bet \$5 on the pass line and don't pass, resetting bets as needed until the shooter sets up a point of nine. We lay odds bet of \$15 against the point of nine. We place the six and eight for \$6 each. The shooter doesn't hit either the six or eight before sevens out. Score: We lose \$12 on the place bets and win \$10 on the odds bet netting -2 for the round.

5. We bet \$5 each on the pass line and don't pass bets and reset them as needed until the point of ten is established. We lay \$20 against the point of ten and bet \$22 inside on the numbers five, six, eight and nine. A six is rolled. We win \$7 on the six and take the bet down. The shooter doesn't roll any more of our place bets before rolling a seven. Score: We won +7 on the place bet on the six. We lose \$17 on the remaining place bets for a net loss of -10 on the place bets. We win \$10 on the odds bets for a net of zero on the round.

6. We set up bets of \$5 each on the pass line and don't pass. The shooter establishes a point of six. We lay odds of \$12 against the point of six. Since we lost our place bets on the last round we place \$44 on the numbers five, six, eight and nine. The shooter rolls a nine. We win +14 on the nine and take the bet down. The shooter rolls a five. We win +14 on the five and take all of the place bets down. The shooter makes his point of six. Score: We win +28 on the place bets and lose -12 on the odds bet. Net for the round is +16.

7. We set up bets of \$5 each on the pass line and don't pass. The shooter's point is nine. We lay odds of \$30 against the point of nine. We place \$22 inside on the numbers five, six, eight and nine. The shooter rolls a six. We win +7 on the six and take the bet down. The rolls an eight and we win +7 on the eight. With two place bet wins we take all of the place bets down. The shooter sevens out and we win our lay bet against the nine. Score:

Place bets +14, odds bet +20. Net for the round is +34. This brings our Running Total for this game up to +72 and we call the game completed.

In the next chapter we'll take a look at how Hammerlock Craps performed in over 5,000 games of craps. I think you will be impressed.

## Testing Hammerlock Craps

I used Hammerlock Craps extensively and had very good results with it. To my thinking it was a proven way of winning at craps. Once I thought about publishing this method I decided that we needed some independent testing to see just how well the system performed when used by different players.

I organized a group of players to test Hammerlock Craps. The group included both experienced players and players who had never played craps.

We assembled 34 players who agreed to play craps in a variety of different situations and to abide by his strict record keeping rules. Since the main purpose of this test was to evaluate all aspects of this system, these players had to record the results of each round of craps play. We got a lot of complaints over this requirement and after getting complete documentation of every craps roll for 2,321 games we eased up on the requirements and allowed the players to just provide summary information about each game, including the number of rolls and the amount they made or lost for each game.

In order to compare results we had to adjust all games to the equivalent level of play of using \$5 base bets.

All play was adjusted to the levels of play shown in the following table:

### The System Used For Testing

Bet Level -Line Bets	Bets Placed	Amounts Bet	Total Bet
1 - 5/5	6 and 8	6-6	\$12
2 - 5/5	5, 6, 8 and 9	5-6-6-5	\$22
3 - 6/6	5, 6, 8 and 9	10-12-12-10	\$44
4 - 8/8	5, 6, 8 and 9	15-18-18-15	\$66
5 - 10/10	5, 6, 8 and 9	20-24-24-20	\$88



### Testing Parameters:

Game Bankroll: \$300

Total Bankroll: \$900

Target Win per Game: \$60

Games were controlled as follows:

1. Games were stopped after we hit or exceeded a Target Win of \$60.
2. Games were stopped if we lost our Game Bankroll.
3. Games were also stopped if the players determined that the games were becoming too long. In most of these games there was a small profit or loss for the game.

We played 5,096 games of craps and documented the results. Then we adjusted them to the \$5 betting level for comparability. The results of this test are summarized in the following table.

### Results of Long-Term Testing of Hammerlock Craps

Total Games	5096
Games Won or Broken Even	4704
Games Lost	392
Win Percent	92.30%
Total Dice Rolls	267,638
Net Won	\$202,958
Average Winnings per round of play	\$0.7583
Average Winning per game (all games)	\$39.83
Total Won excluding losing games	\$264,110
Number of Winning Games	4704
Average Winnings per winning game	\$56.15
Average Loss per losing game	\$156.00
Average Number of Rolls per Game	52.52 rolls

Our players won 4,704 games of the 5,096 games played, for a net win rate of 92.30%. The average amount won per game was \$39.83. This is a net amount after deducting losses.

The average amount won per winning game was \$56.15 while the average amount lost per losing game was \$156.00.

The average number of dice rolls per game was 52.5 rolls. In a land-based casino with 60 dice rolls per hour, the average game would take about 53 minutes.

In an online game with 300 dice rolls per hour, the average game would take about 11 minutes.

The average amount won per dice roll for \$5 betting was \$0.7583 per dice roll. With this information we can estimate win rates for different levels of play for games played at different speeds.

The following table shows hourly winnings for both land-based and online play using Hammerlock Craps. The table also summarizes the bankroll requirements for each level of play.

### **Hammerlock Craps Win Rates and Bankroll Requirements for Land-based and Online Play**

<b>Base Bet</b>	<b>Amount Won Per Roll</b>	<b>Land-Based Game (60 per hour)</b>	<b>Online Game (300 per hour)</b>	<b>Game Bankroll</b>	<b>Total Bankroll</b>
\$5	0.76	\$45.60	\$228	\$300	\$900
\$10	1.52	91.20	456	600	1800
\$15	2.28	136.80	684	900	2700
\$20	3.04	182.40	912	1200	3600
\$25	3.80	228.00	1140	1500	4500
\$35	5.32	319.20	1596	2100	6300
\$50	7.60	456.00	2280	3000	9000
\$75	11.40	684.00	3420	4500	13500
\$100	\$15.20	912.00	4560	6000	18000
\$200	\$30.40	1824.00	NA	12000	36000
\$300	45.60	2736.00	NA	18000	54000
\$500	76.00	4560.00	NA	30000	90000
\$750	114.00	6840.00	NA	45000	135000

\$1000	152.00	9120.00	NA	60000	180000
--------	--------	---------	----	-------	--------

As shown in the previous table, a \$5 bettor can win \$45 an hour in a land-based casino and \$228 an hour online.

Moving up to \$25 bets, \$228 an hour in profits are possible in land-base play while net winnings of \$1140 an hour are the average for online play.

Hammerlock Craps is an excellent system for \$100 bettors in land-based games. A \$100 bettor can expect to make \$912 an hour at this level. If you play about five and a half hours a day at this level you can net \$5,000 a day!

Because there are many higher bet-limit craps tables around, it is easy to become a \$500 bettor in these games. At this level of play the rewards are fantastic, with net winnings of \$4,560 an hour on the average.

For online play we stopped with \$100 base bets. Hammerlock Craps can be played at this level in a game with \$100 to \$500 level bets. Since there are not too many online games with higher betting limits than this, we cut off calculating hourly winnings at this level.

## Summary of Hammerlock Craps System

Hammerlock Craps consists of making Place Bets while simultaneously Laying Odds against the shooter's point.

### Place Bets

Place Bets are made in five different levels. The place bets for \$5 Base Bets are shown below:

Bet Level	Bets Placed	Amounts Bet	Total Bet
1	6 and 8	6-6	\$12
2	5, 6, 8 and 9	5-6-6-5	\$22
3	5, 6, 8 and 9	10-12-12-10	\$44
4	5, 6, 8 and 9	15-18-18-15	\$66
5	5, 6, 8 and 9	20-24-24-20	\$88

Here are the rules for making the Place Bets:

1. Place bets are off on come out rolls. Make the Place Bets after the shooter establishes a point. If the shooter makes his point, be sure to set up the appropriate Place Bet after he sets a new point.
2. Place bets are set up for a limited number of hits. With just the six and eight placed, you will leave the bets up for one hit. As soon as either Place Bet wins, take down both Place Bets.
3. When Place Bets are made on four numbers, consisting of the five, six, eight and nine you will take down the bet that hit after a win but leave up the remaining bets until a second bet wins. Example: Place \$22 on the inside numbers of five, six, eight and nine. A nine is rolled. You will receive \$7 for the win. Ask the dealer to take down the bet on the nine. You now have bets left on the five, six and eight totaling \$17. An 8 is rolled. With the second win you will take down all of the place bets. With two wins you will have won \$14.

4. If you lose your place bets at any level because a seven is rolled, you will raise them to the next higher level after a new point is established.
5. If you win the required number of wins at any level (one win with two bets on six and eight and two wins with four bets on five, six, eight and nine) and take your bets down before a seven is rolled, you should reduce your bets one level after the next come roll and point established.

### **Laying Odds**

The premise of the Odds portion of Hammerlock Craps is to always bet against the shooter making his point while avoiding the pitfalls of making Don't Pass bets on come out rolls.

Here are the rules for Hammerlock Craps method of laying odds:

1. Make Pass Line and Don't Pass bets of equal size on come out rolls.
2. Replace any lost bets on come out rolls so that you always have equal bets on the pass line and don't pass before the shooter rolls the dice.
3. After the point is established lay odds against the point being made.
4. If you win the Odds bet, lower your bet one level for the next shooter.
5. If you lose the Odds bet, raise your bet one level after a new point is established.
6. If a shooter makes two points, stop laying odds until the shooter sevens out and you have a new shooter.

The table below shows five levels of odds bets for \$5 Base Bets. You will always start with Level 1 and move up one level following losing the odds bet and down one level or more if you win the odds bet.

**Hammerlock Craps- Odds Laid Against Point For  
\$5 Base Bets Where Five Times Odds Are Offered**

<b>Level</b>	<b>Line Bets</b>	<b>Odds Multiple</b>	<b>Odds Laid Against 6 or 8/ 5 or 9/ 4 or 10</b>
1	5/5	2 times	12/15/20
2	5/5	4 times	24/30/40
3	6/6	5 times	36/45/60
4	8/8	5 times	48/60/80
6	10/10	5 times	60/75/100

The above table is set up for craps where five-times odds are offered. You may not be able to find five-time odds games online. To play in a game offering lower odds, you will have to increase the size of the Pass Line and Don't Pass bets. For example, if you are limited to two-times odds, you can set up your bets as shown below:

**Hammerlock Craps- Odds Laid Against Point For  
\$5 Base Bets Where Only Two Times Odds Are Offered**

<b>Level</b>	<b>Line Bets</b>	<b>Odds Multiple</b>	<b>Odds Laid Against 6 or 8/ 5 or 9/ 4 or 10</b>
1	5/5	2 times	12/15/20
2	10/10	2 times	24/30/40
3	15/15	2 times	36/45/60
4	20/20	2 times	48/60/80
6	25/25*	2 times	60/75/100

\* For bets greater than \$15 always bet on the twelve on come out rolls.

### Setting Up Hammerlock Craps

Hammerlock Craps consists of making Place Bets with an Odds Bet Laid against the shooter's point.

To accomplish this you will combine the Place Bet and Odds Bet systems and make both types of bets simultaneously.

The following table shows Hammerlock Craps wagers for \$5 Base Bets.

#### Hammerlock Craps For \$5 Base Bets

Level	Pass & DP - Odds	Place Bets on 5-6-8-9	Place Betting Rules
1	5/5- 12/15/20	6-6 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	5/5 - 24/30/40	5-6-6-5	Pull bet down after each hit. Go for two hits then pull all bets down.
3	10/10 - 36/45/60	10-12-12-10	Pull bet down after each hit. Go for two hits then pull all bets down.
4	10/10- 48/60/80	15-18-18-15	Pull bet down after each hit. Go for two hits then pull all bets down.
5	10/10 - 60/75/100	20-24-24-20	Pull bet down after each hit. Go for two hits then pull all bets down.

Here are the rules for using Hammerlock Craps:

1. Hedge Against Losses on Come Out Rolls. For line bets of \$15 or larger, you should hedge against losses to come out twelves. Losses to twelves (or to twos with casinos using Northern Nevada rules) can occur when a twelve is rolled on a come out roll. In this case the Pass Line bet loses yet the Don't Pass is barred from winning. This negates the hedge of the two bets made in equal amounts. To hedge against this you should make a wager on the twelve (a one-roll bet) whenever your line bets are \$15 or greater. A

winning bet on the twelve pays 30 to 1, so that a \$1 wager will return \$30 when a twelve shows. Make \$1 bets on the twelve for line bets between \$15 and \$45. With larger line bets you will need to make larger bets on the twelve. For example, for \$50 line bets, bet \$2 on the twelve. You will continue to increase the size of your hedge bets on the twelve as the size of your line bets grow. For example, for \$100 line bets, wager \$3 on the twelve.

2. Play for Target Wins. Target Wins should be about 20% to 25% of the size of your Game Bankroll. For \$5 Betting, with a Game Bankroll of \$300, we use a Target Win of \$60.

3. Keep the size of your bets low. Let's say that you have just had a good win on the Place Bets bringing you close to your Target Win. However, the system would have you make a Level 3 Odds bet for the next round of play. You can drop your odds bet back to Level 1 to reduce your risk.

4. Back off Place Bets. Many times one shooter after another will seven out without rolling a single place bet. When this occurs place betting is a losing proposition. In these cases you may want to forego making any place bets and just let your odds bets provide your winnings.

5. Back off Odds Bets. If the same shooter makes his point twice you should not lay odds against the point until he sevens out and there is a new shooter. However, even though you may not bet against him doesn't mean you can't make money off of him. If he is rolling numbers, you will want to use our technique for participating in hot rolls (see next rule).

6. If a shooter continues to roll place numbers after you have won and taken your bets down, you can participate in a "hot roll" using the following procedure. After a six or eight is rolled, place the six and eight again at the amounts appropriate for your betting level. Each time one of your bets wins take down both bets. Each time a six or eight is rolled, place the six and eight again. If you are aggressive you can place the five, six, eight and nine. If you do this, pull down the bet for a bet that wins. For example, if five is rolled, take the bet down and leave up the remaining bets of six, eight and nine for one more win. As soon as the second win occurs, take the bets down.



7. You can participate in really hot rolls as follows: Place the five, six, eight and nine for \$22 (5-6-6-5) after you have had two wins and pulled your original bets down. This time instead of taking the bets down, leave them up and press each bet for \$5 or \$6 as it is rolled. Example: Place 5-6-8-5 for \$5 on five, \$6 on six, \$6 on eight and \$5 on nine. A six is rolled. You win \$7 and ask dealer to press bet on six by \$6. A five is rolled. You win \$7 and press bet by \$5. Five is rolled again. Press it another \$5. Continue this procedure until the shooter sevens out.

8. You should always keep your Target Win in mind. As soon as you reach or exceed your Target Win, you should either call the game completed and take a break from play or drop back to level 1 play and start a new game.

The following pages show the set ups for Hammerlock Crapses at different levels of play.

**Hammerlock Craps For \$5 Base Bets  
Where Five Times Odds Are Offered**

<b>Level</b>	<b>Pass &amp; DP - Odds</b>	<b>Place Bets on 5-6-8-9</b>	<b>Place Betting Rules</b>
1	5/5- 12/15/20	6-6 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	5/5 - 24/30/40	5-6-6-5	Pull bet down after each hit. Go for two hits then pull all bets down.
3	6/6 - 36/45/60	10-12-12-10	Pull bet down after each hit. Go for two hits then pull all bets down.
4	8/8- 48/60/80	15-18-18-15	Pull bet down after each hit. Go for two hits then pull all bets down.
5	10/10 - 60/75/100	20-24-24-20	Pull bet down after each hit. Go for two hits then pull all bets down.

Game Bankroll = \$300

Target Win = \$60

Total Bankroll = \$900

**Hammerlock Craps For \$10 Base Bets  
Where Five Times Odds Are Offered**

<b>Level</b>	<b>Pass &amp; DP - Odds</b>	<b>Place Bets on 5-6-8-9</b>	<b>Place Betting Rules</b>
1	5/5-24/30/40	12-12 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	8/8 – 48/60/80	10-12-12-10	Pull bet down after each hit. Go for two hits then pull all bets down.
3	12/12 – 72/90/120	20-24-24-20	Pull bet down after each hit. Go for two hits then pull all bets down.
4	16/16– 96/120/160	30-36-36-30	Pull bet down after each hit. Go for two hits then pull all bets down.
5	20/20 – 120/150/200	40-48-48-40	Pull bet down after each hit. Go for two hits then pull all bets down.

Game Bankroll = \$600

Target Win = \$120

Total Bankroll = \$1800

**Hammerlock Craps For \$25 Base Bets  
Where Five Times Odds Are Offered**

<b>Level</b>	<b>Pass &amp; DP - Odds</b>	<b>Place Bets on 5-6-8-9</b>	<b>Place Betting Rules</b>
1	10/10-60/75/100	30-30 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	20/20 – 120/150/200	25-30-30-25	Pull bet down after each hit. Go for two hits then pull all bets down.
3	30/30 – 180/225/300	50-60-60-50	Pull bet down after each hit. Go for two hits then pull all bets down.
4	40/40- 240/300/400	75-90-90-75	Pull bet down after each hit. Go for two hits then pull all bets down.
5	50/50 – 300/375/500	100-120-120-100	Pull bet down after each hit. Go for two hits then pull all bets down.

Game Bankroll = \$1500

Target Win = \$300

Total Bankroll = \$4500

**Hammerlock Craps For \$100 Base Bets  
Where Five Times Odds Are Offered**

<b>Level</b>	<b>Pass &amp; DP – Odds</b>	<b>Place Bets on 5-6-8-9</b>	<b>Place Betting Rules</b>
1	20/20 - 240/300/400	120-120 (6 & 8)	Pull bets after one hit, replace if 6 or 8 rolled again.
2	40/40 – 480/600/800	100-120-120-100	Pull bet down after each hit. Go for two hits then pull all bets down.
3	60/60 – 720/900/1200	200-240-240-200	Pull bet down after each hit. Go for two hits then pull all bets down.
4	80/80– 960/1200/1600	300-360-360-300	Pull bet down after each hit. Go for two hits then pull all bets down.
5	100/100 – 1200/1500/2000	400-480-480-400	Pull bet down after each hit. Go for two hits then pull all bets down.

Game Bankroll = \$6000

Target Win = \$1200

Total Bankroll = \$18000

## Winning With Hammerlock Craps

Hammerlock Craps is a strong performer and a proven winner. However, in order to win consistently you should follow the rules and tips in this chapter.

1. Learn the craps game and how to make the bets used in this system. When you first play you should stick with one level of play, say for \$5 Base Bets. You will need to learn the correct place bets and odds bets for this level of play. You should play in practice mode before you risk any money. You may want to learn one part of the system at a time as it was presented in this book. You could learn the place bets first and then add laying odds after you have mastered place betting.
2. Play in casinos offering five-times odds or better. If you play in a ten-times odds game, you can keep your pass line and don't pass bets lower. This reduces the cost of hedging against come out twelves being rolled. If you can't find a five-times odds game, find the best you can. Three times odds is not bad and you can settle for two-times odds in a pinch.
3. Keep good records of your play. As a minimum you should record information about each game played. I have found that the following record keeping format works well:

Date and Time	Location	Game Bankroll	Target Win	Game Net	Cumulative Net	Comments

4. Play with an adequate bankroll. Each level of play has its own bankroll requirements. As a \$5 bettor you need a Game Bankroll of \$300. To move up to making \$10 Base Bets you need a Game Bankroll of at least \$600.

5. Don't ignore Total Bankroll requirements. Your Total Bankroll should be at least three times the size of your Game Bankroll. Don't try to overplay your bankroll level. If you don't have enough for \$10 play, you should drop back to \$5 play or wait until you have a large enough bankroll for \$10 betting.

6. If you lose a game take a break. You should never pull out more cash and continue playing if you lose your Game Bankroll. Losses are never much fun and you never want to compound a loss by playing more aggressively to win your loss back.

7. Watch your winnings as you play. As soon as you are near to your Target Win reduce the size of your bets. If you have pulled close to reaching your Target Win making Level 3 bets, consider dropping to Level 1 bets after the next point is established.

8. Be flexible when you play. In some games the place bets just don't win. In these games you can stop making place bets and profit from the shooter sevening out. At other times you will be on the sideline with the odds bets because the shooter is rolling numbers and making his points. At these times you will maximize your winnings by making place bets and using our "place, hit, pull and replace" technique to profit from hot rolls.

9. Don't fight a losing game. If your Game Bankroll is depleted, you can stop with a loss. Losses are rare enough with Hammerlock Craps that an occasional loss is not going to hurt you that badly. Just don't get stubborn. Some games you are just not going to win.

10. Increase your playing level as you build your bankroll using winnings. Take the increases one step at a time. For example, you can move from \$5 betting to \$10 betting and play there for a while before increasing your level of play again. Don't be afraid to take small steps. You can go from \$5 to \$10 and then \$15 betting. If you like try \$20 betting before moving up to \$25 bets. Too many players jump their play to match the size of casino checks and jump from \$5 to 25 play. Take it a little slower. You'll be a lot

more comfortable moving up in smaller steps.

11. Tricks which seem to violate the rules but help you win:

a. Reduce the size of your bets after a large win. If you get a nice win betting at Level 3, you don't have to drop to Level 2 on the next round of play. You can drop your bets to Level 1. If your winnings are large enough call it a game.

b. Don't be afraid to call a game early. If you have been struggling to get ahead and a win jumps you into the black, don't be afraid to call the game. Getting out without a loss can be almost as good as a win in some games where nothing seems to break your way.

c. Pull your place bets down early if you have a bad feeling. If the shooter has rolled four or five times and not hit a single place number you can take your bets down. If he gets hot you can always place the number again.

d. You can skip laying odds even if you have a pass line and don't pass bet in place. If the shooter is rolling numbers and the point is six or eight, which are the easiest point numbers to make, you don't have to lay odds. If you like, don't lay any odds and just sit out the roll without laying odds.

# Appendix A

## Player Cards

### Hammerlock Craps for \$5 Base Bets

<b>\$5 Bets. \$300 Game Bankroll. \$60 Target Win</b>						
Level	Lay Odds	Place Bets				
Line bets		Hits	5	6	8	9
1 5/5	12-15-20	1		6	6	
2 5/5	24-30-40	2	5	6	6	5
3 6/6	36-45-60	2	10	12	12	10
4 8/8	48-60-80	2	15	18	18	15
5 10.10	60-75-100	2	20	24	24	20

### Hammerlock Craps for \$10 Base Bets

<b>10 Bets. \$600 Game Bankroll. \$120 Target Win</b>						
Level	Lay Odds	Place Bets				
		Hits	5	6	8	9
1 5/5	24-30-40	1		12	12	
2 8/8	48-60-80	2	10	12	12	10
3 12/12	72-90-120	2	20	24	24	20
4 16/16	96-120-160	2	30	36	36	30
5 20/20	120-150-200	2	40	48	48	40

### Hammerlock Craps for \$15 Base Bets

<b>\$15 Bets. \$900 Game Bankroll. \$180 Target Win</b>						
Level	Lay Odds	Place Bets				
		Hits	5	6	8	9
1 6/6	36-45-60	1		18	18	
2 12/12	72-90-120	2	15	18	18	15
3 18/18	108-135-180	2	30	36	36	30
4 24/24	144-180-240	2	45	54	54	45
5 30/30	180-225-300	2	60	72	72	60



## Hammerlock Craps for \$25 Base Bets

<b>\$25 Bets. \$1500 Game Bankroll. \$300 Target Win</b>						
Level	Lay Odds	Place Bets				
		Hits	5	6	8	9
1 10/10	60-75-100	1		30	30	
2 20/20	120-150-200	2	25	30	30	25
3 30/30	180-225-300	2	50	60	60	50
4 40/40	240-300-400	2	75	90	90	75
5 50/50	300-375-500	2	100	120	120	100

## Hammerlock Craps for \$50 Base Bets

<b>\$50 Bets. \$3000 Game Bankroll. \$600 Target Win</b>						
Level	Lay Odds	Place Bets				
		Hits	5	6	8	9
1 20/20	120-150-200	1		60	60	
2 40/40	240-300-400	2	50	60	60	50
3 60/60	360-450-600	2	100	120	120	100
4 80/80	480-600-800	2	150	180	180	150
5 100/100	600-750-1000	2	200	240	240	200

## Hammerlock Craps for \$100 Base Bets

<b>\$100 Bets. \$6000 Game Bankroll. \$1200 Target Win</b>						
Level	Lay Odds	Place Bets				
		Hits	5	6	8	9
1 20/20	240-300-400	1		120	120	
2 40/40	480-600-800	2	100	120	120	100
3 60/60	720-900-1200	2	200	240	240	200
4 80/80	960-1200-1800	2	300	360	360	300
5 100/100	1200-1500-2000	2	4200	480	480	400