

Russell Hunter

The Hunter System for Craps!



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The Hunter System for Craps

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Introduction

What do Fuzzy Logic and Boolean Logic have to do with beating craps?

If you had asked me this seven months ago I would have just shrugged “I don’t know.”

Now, I understand that they are part of the scientific basis behind a craps system so powerful that anyone who uses it will have a 46 to 1 edge over the house!

What’s more, even though it sounds like it must be difficult to learn, it isn’t!

In fact, to win more than you have ever dreamed possible, all you have to do is learn two critical bets and a simple set of betting rules.

Once you do, you will beat every version of craps offered today.

But, you’ll do more than just beat the game –

You’ll Dominate the Craps Game with a 46 to 1 Edge Every Time You Play!

When something is risky it’s sometimes called a “craps shoot.”

Trying to make money consistently playing craps has been compared to trying to herd cats –

It’s easier said than done.

Until now.

The Hunter System not only tames the craps game but it turns it into a game just waiting to pay off the players who know this system.

It is the only craps system where you will have odds 46 to 1 in your favor every time you play!

Players With No Experience Are Winning \$7,000 a Day With the Hunter System!

If you have been looking for a source of high income with low risk, you can stop right here!

I am going to show you the same system that players just like you are using to win \$1,000, \$2,000, \$5,000 even \$7,000 a day.

Make yourself comfortable. In the next few minutes I am going to show you how you can turn craps play into a powerful source of cash you can turn on or off anytime you choose!

Once You Gain the 46 to 1 Edge Using the Hunter System, You'll –

Be able to log on to any online casino offering craps and set up an income of \$4,000 a day your first day of play!

Be able to turn just \$45 into \$10,000 in just 14 hours of play.

Be able to set up an income of \$2,175 an hour your second day off a bankroll of just \$90!

Be able to set up a rock solid income of \$7,000 a day playing craps!

Be able to beat any online or land-based craps game so easily you'll have trouble believing it isn't a dream until you realize all the winnings are yours and they are good as gold!

The Hunter System May Be the Easiest Craps System Ever Created!

Craps is a complicated game. I have known many blackjack players who have never bothered to learn craps because they think it is too complicated.

The Hunter System has changed that.

Instead of having to learn a number of complex bets, players using this system only have to learn two bets.

That's it! Once they learn the Two Key Bets to Craps and then use the Hunter System to make these bets they automatically beat the game.

In fact, players with no prior experience are quickly moving up to winning \$7,000 a day with this unique Key Bet-Based approach to craps!

The Hunter System is the easiest craps system ever created!

To win, all you have to do is learn a simple set of rules and then learn how to make two Critical Bets.

That's it.

Get the 46 to 1 Edge With Two Simple Bets

Craps systems have a tendency to get complicated.

It's also as if players can resist making bets for all of those different betting spots on the craps table.

While throwing out chips for a “three-way craps” with a “two-way hard six” and “4-5 on the hop” may impress new players, they can’t come close to the winning power of the Hunter System.

You can make as many of these combo bets as you want and the house will always have an edge.

However, once you learn the Hunter System you will push the house into a corner where *you* will always have the edge.

The Power of the 46 to 1 Edge!

How I Developed the Hunter System

Besides gambling, I like to trade stocks. My wife says they amount to the same thing, but somehow stock trading is considered more respectable than gambling.

About a year ago I started using a new trading system based on Fuzzy Logic. Fuzzy Logic is used to find patterns in financial data. It can be used to trade stocks, futures and forex data.

I started using Fuzzy Logic to trade Exchange Traded Funds (ETFs). I was analyzing my trades when I realized that I had had twelve winning trades in a row.

What’s more, these weren’t trades where I skimmed a few dollars profit. These were solid trades pulling in thousands of dollars per trade almost effortlessly.

Twelve winning trades in a row is almost unheard of in trading. Most traders are lucky if they win every other trade.

That's when it hit me!

Why couldn't the same logic be applied to casino gambling?

I love to play craps since it offers some of the best odds in the casino. However, it is one of the hardest games to beat consistently. Typical craps players might have one big win followed by nine straight losses.

Fuzzy Logic Holds the Key to Super Accurate Betting

The first choice in craps is where to bet. Most players have their favorite systems and they use them over and over regardless of the outcomes. Of course, most craps players are net losers so this is not the best approach to winning.

After I figured out how to apply fuzzy logic to craps (with lots of help from some experienced traders who know fuzzy logic inside and out) I started seeing some amazing results.

To start with, fuzzy logic developed an adaptive way of betting that I call Trend Anti-Trend Betting (TAT Betting).

It uses two Critical Craps Bets.

These are common craps bets which mark the patterns of craps.

You can think of marking as sort of like tracking a pattern.

TAT Betting uses fuzzy logic to pick the best Critical Bet at that time!

It is not strictly a trend following system. Sometimes it bets with what looks like a trend and other times it bets against the trend.

Blast the Craps Game With 99.4% Betting Accuracy!

TAT Betting blows away every other bet picking system with its 99.4% hit rate in winning betting sequences!

By a winning betting sequence I mean setting up a series of bets resulting in a net win.

You might bet on A, then B, then A again before you win. However, it's a proven fact that you'll experience a betting sequence win rate of 99.4%. You can't do much better than that!

Trend Anti-Trend Betting Cuts Through Craps Like a Hot Knife Cutting Butter!

TAT Betting, using the amazing power of Fuzzy Logic is almost uncanny in its ability to pick patterns in craps.

Here's how it works –

It uses a built-in self-correcting formula to detect patterns that players seldom spot. To win with this system all you have to do is make the bet picked for each round of play.

While it may sound complicated, it's not.

You don't have to write anything down to use this system.

You don't have to scout tables, write down decisions or skip rounds of betting.

All you have to do is start playing.

From the first bet on you will automatically know where to bet.

There is no guesswork and no calculations.

If you can count to three you can use TAT Betting to win 99.4% of all betting sequences.

As Good As TAT Betting Is I Wanted Even More!

A critical part of success in trading is sizing each trade. For example, you may increase the amount invested in a winning trade. Or, at times it makes more sense to start taking profits and pulling money out. Each trade is different but the principles remain the same

–

Your objective is to maximize profits and minimize losses by varying the amount at risk.

I decided to add these principles to TAT Betting to increase its profitability even more.

Betting the Right Amount at the Right Time!

Traders often use triggers that tell them when to adjust the size of the trade. There are many of them but I'll share one with you – if your trade jumps too much in price in one day, it is time to take profits. In other words, you do the opposite of what most investors do. Instead of putting more money in because it went up so much, you take money out because you know that it will most likely pull back.

I believed that these same kinds of principles could be applied to craps betting.

I didn't really know where to start until a fellow trader told me to "think Boolean operators."

I didn't know what he meant until he explained that Boolean logic is the principle that allows computers to balance check books, play chess or spell-check a document. These

are things that a few years ago only humans could do. Now computers do them with apparent ease.

I asked him to help me with the craps game. I showed him how TAT Betting picked the best bets. Then I asked him to use Boolean logic to pick the right amounts to wager.

Discover How to Use Bet Triggers to Maximize Your Profits!

The key to maximizing your winnings at craps is to first pick the right bets.

TAT Betting does that.

The next step is to bet the right amounts to match the patterns of the game!

That's where Bet Triggers come in.

Bet Triggers are based on the outcomes of bets you make.

If you win a bet you do X.

If you lose a bet you do Y.

Except that with craps the Bet Triggers get even more specific than that –

The Hunter System uses Boolean Logic to perfectly match bet sizes to the current patterns in the game!

The Power of Matching Bet Sizes to the Game

The Hunter System determines the size of each bet based on the current mode of the game.

If the game is neutral to positive, you will bet to match this mode.

If the game is negative, you will use different bets.

If the game is choppy but playable, you will bet to match this mode.

And, if the game is really favorable you will shift to the betting style that burns a hole in the casino's bankroll!

Sound complex?

It's not. The Bet Triggers make betting the right amount at the right time totally automatic.

The outcome of each bet will tell you exactly how to bet the next round.

All you have to do is follow the Bet Triggers to blow the craps game out of the water!

Facts About the Hunter System

Easiest system to learn and use with only two bets used.

Easiest system for beginners to learn.

Best system for players who want to win over 99.4% of all betting sequences.

Best system for professional gamblers who want consistent high profits every time they play.

Best system for setting up a high-paying home-based business!

Winning With the Hunter System is as Easy as Counting to Three

I hope I haven't scared you talking about Fuzzy Logic and Boolean operators. That's the underlying stuff that makes this system so effective and so profitable.

You don't have to know anything about the science behind this system. All you have to do is follow some simple rules that tell you where to bet and how much to bet.

About Craps

Craps is the most exciting game offered in a casino. It is also the fastest game and one of the best games for winning money. Each throw of the dice offers another chance to win money, and the payoffs are made continuously.

Craps has many more tables devoted to it, and more players play craps than any other table game in the United States. However, craps is the high volume money game, especially in Las Vegas and Atlantic City. It is not unusual to find thousands of dollars being wagered on the table at one time, all depending on the outcome of the next roll of the dice.

The game is fast and offers the chance of winning huge sums of money in a short time period. The only gambling games offering such high potential payoffs are Keno, some of the slot machines offering large jackpots and lotteries.

However, unlike playing lotteries, with craps the player's skill can have a huge bearing on his ability to win.

Because of the amount of money which can be won or lost, craps has been the traditional game of big bettors, or whales as casinos call them, for many years. With the advent of wealthy Asian players visiting the United States, baccarat has somewhat overtaken craps as the big money game, but for sheer volume of wagers, nothing compares with craps.

If you are looking for a way to beat the game, there are many books written about craps. These books generally fall into two broad categories. Most of the books you will find in bookstores are in category one in which the mechanics of the game are described with a simplistic betting strategy or two and many stories about the author's adventures playing the game. These books are very useful if you want to learn how to play the game, learn about craps etiquette or just be entertained.

However, you are not likely to learn how to beat the game from these books. The systems used by the authors tend to be very similar and are typically the same old shopworn systems used by craps players for decades.

The second category of books is usually offered at higher prices on a limited basis, as through direct mail. These books or pamphlets usually offer one system that is guaranteed to beat the game. If you ever try to return one of these "sure-fire" winners you will usually find that the system seller can't be found.

Because craps is a game of chance, where most wagers offer some mathematical advantage to the house, mathematicians say the game can't be beaten.

Yet, I know the game can be beaten. Unlike the "bookstore" authors, I will offer you a new, exciting and proven approach to beat the craps game.

My approach is not a "sure-fire" winner like some of the mail order systems. However, my experience has shown that it wins much more than it loses. The Automatic Craps approach to playing the game will give you a tested and proven strategy for playing and winning.

The paucity of reliable published information on effective betting strategies for these games probably is the result of the blind acceptance of most gambling experts that in the long run no system can ever overcome a game where the casino has an advantage. The crux of this issue is how we define "long term." Any system will fail at some point if it is followed blindly to the bitter end regardless of the cost. However, if we break the "long run" into a series of many short runs, over which we have substantial control, then I believe the premise is false.

In a contest between the casino and a player using a really good system, I am convinced that the player can gain a definite edge, especially if the house edge is less than 2 percent.

Characteristic of all would be reputable books on casino gambling are discussions of the so-called gambler's ruin. These discussions are used as a basis of the assertion that in the long run it is impossible to overcome a negative expectancy, meaning a game where the odds favor the house.

A puzzling aspect of all of the analyses I have seen is that any system player will continue to blindly pursue his system until he loses all of his bankroll. It is on this premise that most systems are generally dismissed as being useless.

However, the proof that any system is bound to fail is based on a computerized betting simulation of possible outcomes. These simulations are unrealistic in that they can't test what skillful handling of a gaming contest will entail

Individuals have a number of options that simulations do not consider. A player may quit at the "right time." He may adjust or change his bet selection methods to respond to changing conditions in the game he is playing. He may raise or lower his bets as circumstances indicate. He has the option of pulling off losing tables, with only modest losses. Conversely, he may go for blood during winnings sessions. He may lock up profits and limit losses.

The Hunter System combines many of these "player strengths" to reduce the house edge to close to zero. Then, using specific betting strategies, the player can actually gain an advantage over the house. The result is that the player can win far higher amounts much more consistently than conventional analysis of craps would predict.

After you learn how to use correct strategy to play the game, you will learn to apply a set of betting rules. These rules may seem a little complicated when you first read them, but they are easy to use and highly effective.

Once you have absorbed how to play and what to do under different circumstances, and practiced your skill to make sure that you can play under casino conditions, you will be ready to take on the casinos.

When you learn how to play and beat the game, there will be no holding you back. You will know how to make wagers that offer a minimum edge or "vig" to the casinos and how to increase your winnings during a winning roll.

You can literally use the Hunter System to get rich playing craps. If you want to make \$1,000 a day at craps, this is the strategy for you.

Once you start winning at craps, it is like coining your own money. The casino chips will fill your rails, and you will find that the casino personnel will even offer many comps to you. "Comps" are casino jargon for complimentaries, and if you follow my advice and use the Hunter System correctly, you will not only beat the casinos, but you will have the bosses fawning on you offering you free meals, free rooms, show tickets and even offering to pay your airfare.

If you want to learn to play craps professionally, you have come to the right place. Once you learn to apply this powerful strategy, you will have a way to consistently beat the casinos and there is nothing they can do to stop you!

Skillful blackjack players always run the risk of being barred from playing. In Nevada, card counters have been treated like card cheats or criminals in the past, simply because they were applying their skill to beat a casino game.

With craps, you will never have to worry about being barred because of your skillful play. When you start to pull down huge wins, all the bosses can do is sweat and pay you off. If you are a high roller, you can take the casino for thousands of dollars in just a few minutes using the Hunter System and there's nothing the house can do about it. If you are a low roller, I will show you how you can use your winnings to vault into the high roller category in a short time period.

In writing this book, I realize that the readers will be a diverse group. Some of you will never have played the game. Others will have played the game but may not understand all of the wagers and payoffs. Regardless of your level of play, this book will teach you how to win.

By the time you finish reading, you are going to know more about craps than most persons involved in the game, including casino managers, pit bosses and dealers. I know that you will put this knowledge to good use.

I am always interested in hearing about your experiences using the Hunter System. My publisher is very good about forwarding letters to me, and I look forward to hearing about your casino adventures.



Why Play Craps?

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

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

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

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

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

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

Roman soldiers and rulers were not the only ones who tossed the dice. Paintings found in the buried ruins of Pompeii showed men being kicked out of taverns over some dice dispute. Dice playing was often associated with drunkenness and various forms of

unlawful behavior. The Romans, in exasperation, finally banned dice games except for during December, which being the month of Saturn, was a time when all kinds of immoral behavior was expected, including dice games.

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

Once into their wagering, the Indians played a true "no limits" game. An early Jesuit explorer, Pierre Francois Xavier de Charlevoix, in describing the Hurons said: "At this game, of which these people are fondest, they sometimes lose their rest and in some measure their reason. At the game they hazard all they possess, and many do not leave till they are almost stripped quite naked and till they have lost all they have in their cabins. Some have been know to stake their liberty for a time, which fully proves their passion for this game, for there are no men in the world more jealous of their liberty than savages."

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

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

The great Chicago fire of 1891 might have been started because of a craps game. The usual story of the origin of the fire was that Mrs. O'Leary was milking her cow when

the cow kicked over a lantern and started the fire. During the trial, Mrs. O'Leary stated that she was not in the barn when the fire broke out. In 1944 Louis Cohn told of the true origin of the fire. He was winning a craps game in the barn and got so excited that he kicked over the lantern.

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

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

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

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

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

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

So why play craps? Because its origins are ancient? Because some old dice degenerate taught me how to beat the game? Naw. Not good enough. I don't think that anyone ought to play the game unless they play to win. Not for fun. Not because the game is the number one casino action game. These reasons are not good enough. The only reason to play the game is to learn how to hold the hammer over the bastard casinos.

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

Let's assume that you don't know zip about casino gambling and you are thinking about the choice of games. I plan on presenting a pretty good case for choosing craps. But don't take my word for it. Consider for a minute the house edge or advantage over the player in most casino games. Craps offers lower odds than any other casino table game!

When you can get numbers down to less than two percent against you, the game is beatable if you know what you are doing. And that's why I'm here. I'll show you what you need to do to beat craps.



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

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

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



The 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.

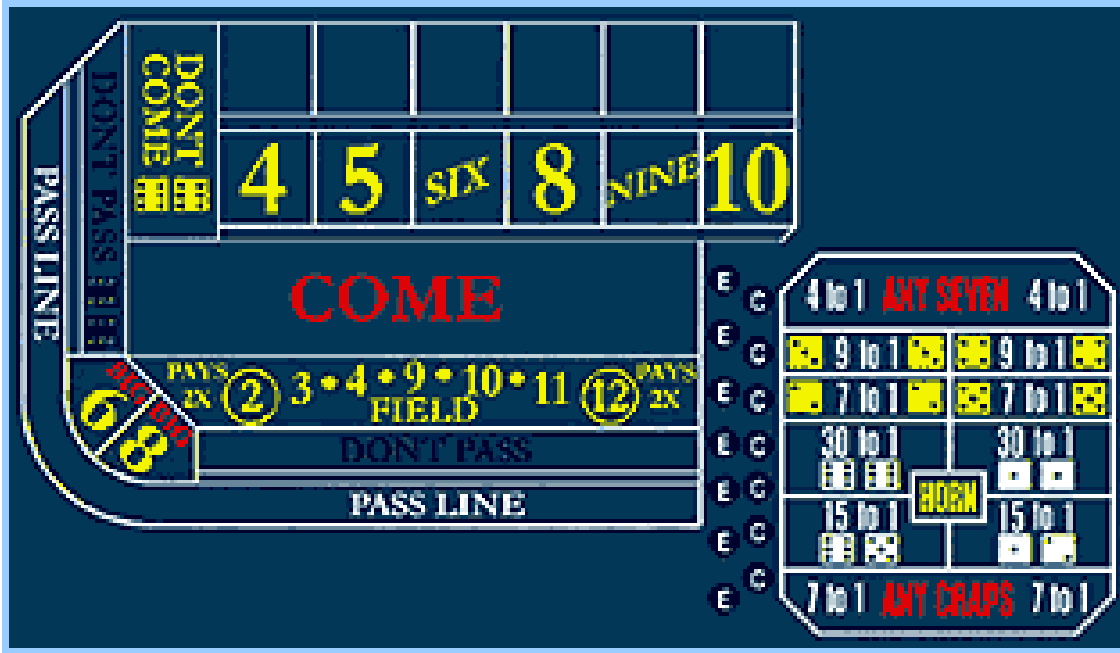
In the casino version of craps, you can bet pass or don't pass, come or don't come, make place bets, buy and lay bets, or bet the hardways or any one of several proposition bets. You can make one roll bets like the field, or make bets which stay up until a decision occurs, like pass line wagers. You 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 stiffes who handle all of the players' wagers. The dealer in the center of the table, called the stickman, handles all of the center bets for players, calls the game and moves the dice around with a stick. The dealers on each end handle the bets for the end sections of the table.

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

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

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

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



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

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

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

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

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

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

From a player's viewpoint, higher minimum wagers can be devastating. If the house does not offer a minimum wager within your range, then don't play the game. Many players have no idea of the relationship between the bankroll used for a craps session and

the minimum wager that should be used. As a result, they get cleaned out in short order playing beyond their means.

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

The Horseshoe Club still follows Benny Binion, its founder's rule for maximum 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 filed 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 best action on the quarter craps tables. For twenty bucks, you can begin your craps education. Here, for five bucks, you can have several bets working for you. The games are getting harder to find, but you can still find them in down-town Vegas.

Casinos use checks or chips in place of cash at the craps table. While the casino bosses prefer to call them checks, I will call them chips like 99.9% of the players do. Chips

come in \$1, \$5, \$25, \$100, \$500 and \$1,000 denominations with twenty five-cent chips thrown in for the tables that allow them. Each chip is colored differently. One-dollar chips may come in any color, or the casino may use dollar slot tokens as chips. Five-dollar chips are usually red, \$25 chips, green and \$100 chips, black. Five hundred-dollar chips are usually purple. The big \$1,000 chips come in various flavors. I'm sure you will remember the color if you are playing with them.

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

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

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

Sometimes players throw currency on the table for a bet, for change or for odds on a come or don't come bet. Many times the dealer doesn't know what it is for. Most dealers will ask the player what they want to do, or acknowledge the bet as in "Twenty dollars as a

come bet," or "Ten dollars on the field." If the dealer is uncertain what the bet is for he will call out "No bet on the ten dollars."

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

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

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

Unless you are the only player at the table, the craps game will be in progress when you arrive. The game consists of a series of mini-games. A player who rolls the dice is called the shooter. This player will roll the dice on one or more come-out rolls until a point number of 4, 5, 6, 8, 9 or 10 is rolled. After a point number is rolled, the shooter will continue to roll the dice until one of two things occurs. If a 7 is rolled before the point number, the shooter has *sevened out* and a new shooter will try his or her hand at making a point. If the point number is rolled before a 7, the shooter has made the point and has the opportunity to shoot again.

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

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

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

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

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

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

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

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

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

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

Whenever you win a bet, remember to pick up the chips promptly. Chips left on the table will probably be considered a wager, and if you forget to pick up your winnings,

you will probably be making another wager whether you intended to or not. Many players act like the dealers are the enemy at the craps table. They're not. Most are decent people working at a thankless job where obnoxious players are the rule rather than the exception.

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

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

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

If you are using the Hunter System 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

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

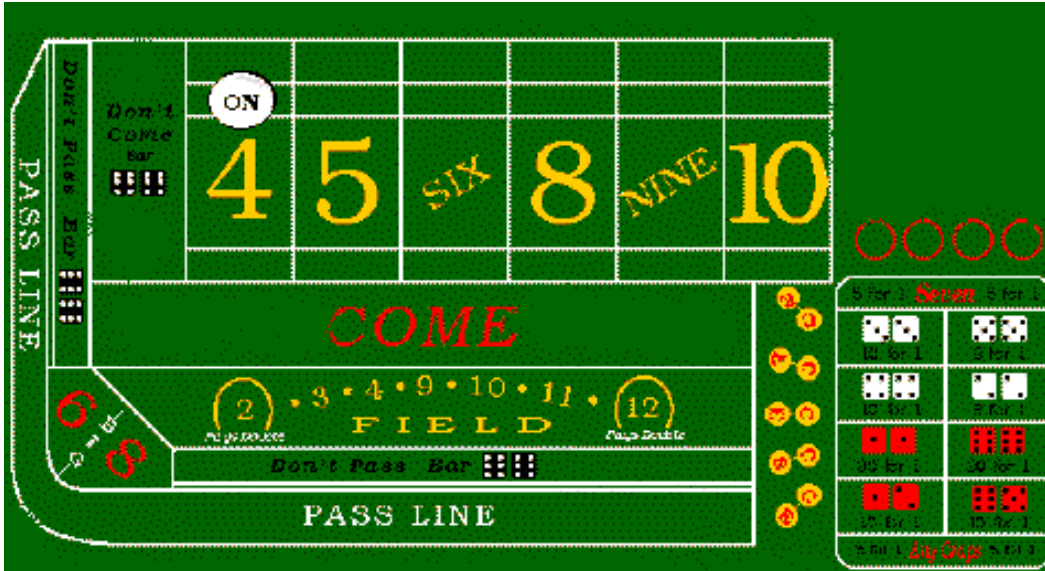
While most bets allowed by the casino are shown in the printed layout, one of the most important wagers, the odds bet, is not shown on the layout. I will show you how to make this wager a little later.

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.

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.



The Dice

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**

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

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

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

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

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



The Bets

Pass Line Bets

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

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

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

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

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

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

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

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

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

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

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

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

Don't Pass Bets

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

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

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

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

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

A don't pass wager is at its greatest disadvantage on the come-out roll. There are 8 ways in which a 7 or 11 can be rolled for a loss, and only 3 ways a 2 or 3 can be rolled for a

win. Thus, on a come-out roll, the don't bettor faces 8 chances of losing versus 3 opportunities of winning.

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

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

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

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

I can recall one craps session at the Las Vegas Hilton in 1984. The particular system I was using called for betting only from the don't side, and I had been holding my own, neither winning nor losing for about an hour. I was about ready to quit when several players sevens out in quick succession. I started to accumulate some decent winnings so I

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

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

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

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

Number	Odds Payoff
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:

Number	Odds Payoff
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 <u>on Place Bet</u></i>	<i>Payoff</i>	<i>Casino <u>Advantage</u></i>
4 or 10	2 to 1	9 to 5		6.67%
5 or 9	3 to 2	7 to 5		4.00%
6 or 8	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. The Hunter System advocates placing the inside numbers of 5, 6 8 and 9 only at certain times using predetermined betting guidelines. 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 is 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 *sleepers* and if left unclaimed will be appropriated by the house and returned to the casino's side of the table.

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

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

Proposition Bets

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

You can wager on single numbers, or groups of numbers such as Any Craps and the Horn Bet.

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

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

Hardway Bets

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

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

Many times players will make a hardway bet on the shooter's point. Assume that the shooter establishes 4 as his point. Players having pass line bets will be rooting for the 4

to show. Some will toss a chip or two to the stickman and make a wager on the 4 to show hard. You might toss the stickman a nickel chip (\$5 chip) and say "\$5 Hard 4." Two rolls later the shooter rolls a 3-1, making his point, but causing your hard 4 to lose because 4 showed the easy way.

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

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

Any Seven

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

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

Any Craps

The *Any Craps* wager is a one-roll bet that a craps number of 2, 3 or 12 will show on the next roll. The bet is paid off at 7 to 1 (8 for 1). Since craps numbers can be rolled

only four ways out of thirty-six, the true odds on rolling a craps number are 8 to 1. The lower payoff gives the casino an advantage of 11.1%

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

Betting the 2, 3, 11 or 12

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

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

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

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

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

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

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

Hopping Bets

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

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

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

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

Horn Bets

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

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

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

World or Whirl Bets

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

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

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

Three-Way Craps

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

Two-Way Craps

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

C & E Bets

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

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

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

CRAPS BETS, PAYOFFS AND CASINO ADVANTAGE

Bet	Payoff	Casino Advantage
Pass Line	1 to 1	1.41%
Come	1 to 1	1.41%
Don't Pass	1 to 1	1.40%
Don't Come	1 to 1	1.40%
Taking Odds — Pass or Come		
4 or 10	2 to 1	None
5 or 9	3 to 2	None
6 or 8	6 to 5	None
Laying Odds — Don't Pass or Don't Come		
4 or 10	1 to 2	None
5 or 9	2 to 3	None
6 or 8	5 to 6	None
Place Bets		
4 or 10	9 to 5	6.67%
5 or 9	7 to 5	4.00%
Casino Advantage		
Bet	Payoff	
6 or 8	7 to 6	1.52%
Buy Bets		
4 or 10	2 to 1	4.76%

Bet	Payoff	Casino Advantage
Lay Bets		
4 or 10	1 to 2	2.44%
5 or 9	2 to 3	3.23%
6 or 8	5 to 6	4.00%
Big 6 and Big 8		
	1 to 1	9.09%
	6 to 5 (Atlantic City)	1.52%
Field		
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%
Hardways		
4 or 10	7 to 1	11.11%
Casino Advantage		
Bet	Payoff	
6 or 8	9 to 1	9.09%
Any Craps		
	7 to 1	11.11%
2 or 12	30 to 1	13.89%
	29 to 1	16.67%
11 or 12	15 to 1	11.11%
	14 to 1	16.67%
Horn		
2 or 3	12 to 6.75	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 Hunter System is a winning strategy which will help you win consistently at the craps game. But using it or any other winning strategy is still no guarantee that you will win. The casino's power and charms are formidable, and when you face the casino in a battle for its money, it will employ every resource at its disposal to relieve you of your money, hopefully in the most pleasant manner possible.

The House Edge

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

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 sevened-out, there was spontaneous applause from the entire table, and numerous green and black chips were tossed to her from the grateful winners.

Jim walked up and asked if she would like to take a little break and celebrate. She responded with, "I'll take a break, but you're not getting me back in that room. I want to stay where the action is!"

Unfortunately, not all players are as lucky as Aunt Angie. For most, the siren call of the games proves to be no more than one of the many tools the casinos expertly use to relieve the uninitiated of their money.

Length of Games

While many players can't wait to play against the casino, often extending their playing sessions way beyond what they might have intended, casinos have all the time in the

world. Casino games move fast. Decision follows hurried decision. Twenty-four hours a day, seven days a week, the games continue. This is another tool in the casino's arsenal of weapons. The casino has all the time in the world to play, but you don't. If you play long enough, sooner or later you are likely to engage in one of many player self destruction acts, like betting too large.

A friend of mine is an inveterate craps player. He loves craps, anywhere, anytime it is played. He is fairly good at beating the casinos for short stretches, but he nearly always loses and goes home a loser. How can that be?

What happens to him is what happens to many players. They are able to get ahead at some point, but they will not stop playing. The siren call of the game is too strong. The casino bosses can afford to be patient. If they can just keep the player playing, the combination of player errors, player fatigue, foolish betting and other aspects of loss of control will cause the player to lose.

Casinos know a lot about human frailty. Gambling can be a pressure cooker environment for most players with great highs followed by even greater lows. Meanwhile, the casino games continue 24/7, but, of course, they let their craps dealers take a twenty-minute break every hour. They know how taxing the game can be. Do you?

Player Compulsion

The casino atmosphere and the adrenaline rush of gambling are tough opponents for any player to overcome. Players constantly have to fight the twin compulsions of greed and despair.

If you have ever flown to Las Vegas on a plane loaded with passengers all heading to the gambling Mecca of the world, you will notice that the passengers' behavior is much different on the flight arriving than it is on the one returning home.

On the flight coming into Vegas, passengers are revving up for a party. Nearly everyone is boisterous, drinking, talking too loudly or even pulling out cards and playing a few blackjack hands to warm up. As the plane nears its destination, you can almost feel the crowd enthusiasm rising until it has almost reached a fever pitch by the time the plane lands. The would-be players eagerly depart the plane, almost dashing to be the first to hear the sound of the slot machines residing in the lobby of McCarran International Airport.

The return trips are always much different. What talking there is is subdued, almost like a whisper. Some passengers just close their eyes and press their heads back into the seat cushions, while others quietly pull out the airline magazines and pretend to read. Many of the passengers are almost in a state of shell shock. They are recalling events of the past several days in crystal clarity and wondering how they could have acted the way they did.

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

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

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

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

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

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

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

Money

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

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

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



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

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

The game continues. You may win, which will encourage more of the same type betting. Or you may lose quickly. But one thing is for certain. You are now out of control. Your original plan has been thrown out the window. You are now playing the game the casino wants you to play. You are over betting on a long-shot proposition heavily favoring the house and your emotions are shot. The odds are very great the casino will wear you down in short order and keep your last heroic buy-in.

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

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 Automatic Craps approach, you will know exactly how much to risk in each game, how much you expect to win, your maximum acceptable loss, when to leave a table. The value of having and following a plan is almost immeasurable. It will help you more than any other thing you might conceive of to beat the casinos.

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



The Player's Edge

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

Your edge will consist of the following actions:

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

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

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

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

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

4. You can pick where to play. You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are. The casinos, which pay triple on a field roll of 12, turn this wager from a weak one to one with acceptable risk.

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

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

6. You can use discipline to develop a winning plan and then stick to it. The house has ultimate discipline. The very structure of the casino games and atmosphere exhibit a carefully planned approach designed to transfer funds from the players' pockets

into the casino coffers in the shortest time possible. Of course, to a large extent this relies on most players' lack of discipline. Once you gain the discipline to set up a winning game plan and then follow it, you can effectively neutralize much of the casino's edge over the crowd of players.

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

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

The book *How to Survive and Prosper as a Professional Gambler* (get it free [here](http://www.killergamblingstrategies.com/) www.killergamblingstrategies.com/) offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you.

The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their

dealers, floor bosses and staff. If it works for them, you know that it will work for you too!



Betting Strategies

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo."

Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck!

Betting systems or betting progressions have been devised for every gambling game. Many of them had their origins in eighteenth and nineteenth century roulette played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

1. Flat: Keep bets constant, waiting for a streak of successes.
2. Negative progressions: raise bets after losses, trying to recover an eventual win.
3. Positive progressions: raise bets after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the approach, which catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your wager after a loss. By their thinking, increasing a bet after you have lost amounts to throwing good money after

bad, with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true.

Assume that we are going to bet pass line at craps for eight decisions. Three different players will help us in this illustration.

Player A does not believe in ever changing the size of his bet. He bets *flat*, that is the same amount on every hand, regardless of the outcome of his preceding hand. In our example, he will bet \$10 a hand.

Player B likes to follow the system many experts recommend and he will *press* or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a \$10 bet, increase it to \$20 after a win, then wager \$40 if he wins again. If his bet reaches as high as \$160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting \$10.

Player C has heard that increasing his bets after losses is the "surest way to win." He will start with a \$10 bet. If he loses this bet he will wager \$20. If this bet loses, he will increase his bet to \$40, then \$80, followed by \$160 if this wager also loses. His maximum wager is \$160. If he reaches this level he will continue to wager \$160 until he has a win. After any win, he will regress to a \$10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

Comparison of Bet Selection Methods

<i>Decisions</i>	<i>L</i>	<i>L</i>	<i>W</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>W</i>
<i>Player A</i>								
<i>Bet</i>	10	10	10	10	10	10	10	10
<i>Win (loss)</i>	-10	-10	+10	-10	-10	-10	-10	+10
<i>Net Win</i>	-10	-20	-10	-20	-30	-40	-50	-40
<i>Player B</i>								
<i>Bet</i>	10	10	10	20	10	10	10	20
<i>Win (loss)</i>	-10	-10	+10	-20	-10	-10	-10	-20
<i>Net Win</i>	-10	-20	-10	-30	-40	-50	-60	-50
<i>Player C</i>								
<i>Bet</i>	10	20	40	10	20	40	80	160
<i>Win (loss)</i>	-10	-20	+40	-10	-20	-40	-80	+160
<i>Net Win</i>	-10	-30	+10	-0-	-20	-60	-140	+20

W= Win, L= Loss of wager

In this series of wagers, Player A loses \$40, Player B loses \$50, while Player C comes out \$20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies.

For a given session, flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses. In this series, we lost 75% of our wagers; therefore, we expect to have a loss.

Positive progressions, like the progression used by Player B, offer more likelihood of an adverse than a favorable session, with intermittent large wins. In this example, increasing wagers after wins caused this player to lose \$50, a greater loss than the one realized betting flat.

Negative progressions, like the one used by Player C, offer a greater chance of winning any given session but have the characteristic of generating many small wins with occasional large losses.

The exact result of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations, using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering.

A test was created assuming that wagers are made on pass line only. Each game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units.

The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

1. Flat Betting: Single units are bet and the amount never varies.

2. Positive Progression: In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.

3. Negative Progression: A *Martingale* type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000 session computer run using each technique are presented in a table on the following page.

This table shows some of the trade offs among the systems. Notice that while the average size bet for flat betting was 1 unit, it increased to 3.8 units using a positive progression, and was highest at 5.2 units for the negative progression. The average size bet was larger for negative than positive progression because runs of losing bets were longer, and therefore, required higher wagers than runs of winning bets. In this contest, which is also analogous to blackjack, the losing streaks tended to be longer than the winning streaks.

Flat betting won 38.70% of the games and lost 59.85% of them. The positive progression showed the lowest win percentage of all, winning only 9.60% of the games while losing over 90% of them.

The negative progression won over 85% of the games and lost only about 15% of them. This strategy was clearly the winner in terms of the number of individual games won.

The last column in the table "Equivalent Amount Won or Lost" shows how much the amounts would have been if the flat and positive betting strategies' wagers had been raised so that the averages were the same as with the negative progression.

**2,000 Session Computer Run Testing
Flat, Positive and Negative Betting Systems**

<i>Betting System</i>	<i>Outcomes</i>	<i>Percent of Sessions</i>	<i>Average Amount Won or Lost</i>	<i>Equivalent Amount Won or Lost</i>
<i>Flat (1 unit is the average size bet)</i>				
	Break even	1.45%		
	Won	38.70%	7	37
	Lost	59.85%	9	48
<i>Positive (3.8 units is the average size bet)</i>				
	Break even	0.05%		
	Won	9.60%	56	56
	Lost	90.35%	412	412
<i>Negative (5.2 units is the average size bet)</i>				
	Break even	0.00%		
	Won	85.35%	359	492
	Lost	14.65%	43	59

There are a number of variables which affect your ability to avoid losing your bankroll. These variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest.

Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. Flat betting. We will bet \$25 regardless of previous outcomes.
2. Positive Progression. We will start with a \$10 base bet. After each win we will double our bet with a maximum wager of \$80. If we reach the \$80 betting level we will continue to wager \$80 until we lose a wager. After any losing wager we will drop back to betting \$10. The bets we would make in a winning streak would be: \$10, \$20, \$40, \$80, \$80, until we have a loss.
3. Negative Progression. Again we will use a \$10 base bet. After each loss we will double our bet, with our maximum bet to be \$80. If we reach the \$80 bet, we will continue to wager \$80 until we have a win. After any win we will drop back to betting \$10. A losing series would consist of: \$10, \$20, \$40, \$80, \$80, until we have a win.

Here's the game we will face. We will play in a coin tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows we lose the wager. The chances here are 50-50 and the house edge is 1 percent.

The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets.

Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of \$2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet.

Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A \$500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

**Computer Run Testing Different Betting Systems
Comparing the Bankroll Used and the Length of Time Played.**

<u>Chance of Not Losing Bankroll</u>				
<u>Bankroll Size</u>	<u>Number of Games Played</u>	<u>Flat Bets</u>	<u>Positive Progression</u>	<u>Negative Progression</u>
250	100	69%	66%	56%
500	100	96%	94%	83%
750	250	93%	87%	80%
1,000	500	90%	81%	76%
2,000	750	99%	98%	94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a \$250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to \$2,000. With a \$2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level.

The moral of this comparison should be obvious. Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level. In this example, by increasing our bankroll to \$2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%).

All gambling strategies involve compromises. Betting flat offers the greatest likelihood of keeping your bankroll, but the poorest chance of winning. You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games.

Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat.

Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. Once we increase our bankroll to a larger amount, \$2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds: A high probability of winning and a low possibility of losing our bankroll. This is something that almost no gambling experts will ever tell you. Experts invariably recommend only the first two approaches to win any gaming contest.

The first approach is to gain a mathematical edge over the game. This is the strategy card counters hope to use at blackjack. At roulette, wheel watchers hope to gain an edge by finding an unbalanced wheel where the ball lands in one section of the wheel a higher percentage of the time than chance would explain. With craps, advantage seekers look to precision shooting to alter the casino's edge against the players.

The second approach to gambling, almost universally recommended by the experts, is to use a positive betting progression. That this is the best system for capitalizing on winning streaks is the number one reason cited for using this system. Almost never mentioned by the experts is that this system has a dismal winning rate, losing about 9 out of every 10 sessions. As we have seen, the betting strategy with the greatest chance of winning is the negative progression. With an adequate bankroll, the risk of loss can be reduced to a reasonable amount.

The examples and simulations used in this chapter were for games of chance, rather than a game of skill like blackjack. The examples also assumed games where the house had an edge over the player. Our examples serve to illustrate the varying characteristics of betting flat versus using either a positive or negative betting progression.

In the next chapter we will take a look at different betting systems. Several of these approaches are over one hundred years old. Let's see if our not so dumb ancestors had any meaningful insights on how to beat the craps game!



Betting Progressions

Betting systems fall into the broad categories of betting the same after each decision, known as flat betting, raising wagers after wins, called positive progressions, and raising money after losses, named negative progressions.

There are also systems which have characteristics of one or more of these types, such as the Hunter System's bet sizing strategy which we will encounter in a few more chapters. Many of the classical betting systems were developed for roulette in the eighteenth and nineteenth centuries, but can be used for other games with even-money wagers such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study the efforts of our ancestors, as these betting systems are the grandparents of every modern betting system.

Martingale

Martingale is one of the oldest betting systems using a negative progression. It is named after Henry Martingale, an English casino owner in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers.

This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager. Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1.

One of my gambling friends once told me about an amazing system he had developed for craps. He had gone to Las Vegas on two consecutive trips and returned a winner. He was wagering only on don't pass at casino craps using a betting series starting with a \$1 bet and doubling his bet after each loss. He was certain that his risk of loss was very small and planned to continue to use the system. He was reluctant to share the system

with me but he finally confessed that he was using the following betting series, increasing his wager one level following a loss: 1 2 4 8 16 32 64 128 256. He correctly pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that this was possible.

I pointed out to him that there was a very real possibility that he could lose nine decisions in a row; in fact, this would happen once about every 500 pass line - don't pass decisions. With craps decisions averaging fifty to sixty per hour, a loss of all nine wagers could happen once every eight to ten hours. I asked him to consider whether he was winning enough to sustain a loss of \$511.00 (the total amount he was risking) in order to win the sum of \$1. This must have impressed him as I don't think he ever used this system again (or at least he didn't tell me about losing with it).

The Martingale system would be just about unbeatable if you could continue to double your wagers until you finally won a bet. Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as \$1 and a high maximum, such as \$3,000, you may wish to try using a Martingale system against the table. You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend gambling contest involving even-money wagers. However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for \$1,024. You will now have lost \$2,047 and will be called on to bet \$2,048 in order to win the grand sum of \$1. Are you willing to risk it? If you win, you will be up exactly one buck for your efforts. However, if you lose your last wager of \$2,048, you will have lost \$4,095 in the gaming contest. While the risk of loss is low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

Mini-Martingale

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers. However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked.

A five-stage Martingale progression can be used when it is used against a betting pattern which is less likely to occur than would normally be expected. Use of a five-stage Mini-Martingale is incorporated as part of the Hunter System.

Grand Martingale

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager \$256 in order to win a net \$1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 5 15 35 75.

Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse, called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will \$155, while our total risk is only the amount of our first wager, \$5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.

Labouchere

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is $1 + 2 + 3 = 6$. Like the variations of Martingale, this series is used with even-money bets.

To start the series, a player will wager the sum of the two outside numbers, in this case 4 ($1 + 3 = 4$). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our players cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next wagers the sum of these two numbers, betting 5. If this wager wins the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series.

The principal appeal of this system is that it appears to be a two for one proposition in that each win cancels two numbers while a loss only adds one number to the series. However, this isn't the case, as the player is not paid two for one on winning bets.

In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is probably the most insidious of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the

player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss.

This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise.

In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players. *He would wait out the small losses until a large win occurred.* Leigh spent months recruiting and training a team to play against the casino. His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win.

It is doubtful that this system could be used successfully now, as the spread between minimum and maximum wagers is not large enough in most casinos. The losses realized

while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

D'Alembert

This system was invented by a French mathematician, based on the assumption of *equilibrium* in gaming contests. D'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones.

It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit.

D'Alembert can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in roulette, craps or baccarat.

Contra-d-Alembert

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy we will increase our wager one level after a win and reduce it a level following a loss.

The only positive aspect to the strategy is that when you hit a prolonged losing streak the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll.

However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss.

If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

Ascot

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers while losing bets are lowered one step using the same betting series. An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2.

The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

The Fibonacci System

Fibonacci was a mathematician who discovered a series of numbers where the sum of each two numbers in the series equals the number which follows. A Fibonacci series with twelve levels of bets would look like: 1 2 3 5 8 13 21 34 55 89 144 233 for a total risked of \$608.

This is a very low risk system for use with even-money bets at craps, roulette and baccarat. To use it, you will increase your bet one level following a loss. After any win, you drop your next wager one level. If you win two bets in a row, or win two out of three bets, you drop back to the first bet in the series.

This system was sold many years ago for \$100 a copy with instructions to use it betting don't pass in craps. This is a good system for partners to use betting opposites. With roulette, for instance, one partner could bet red while the other wagered black. With craps, one would wager on pass line and the other on don't pass. With baccarat, one partner would bet banker and the other on player hands.

An adaptation of this system has been used to successfully win at craps (*The Silverthorne System*, Silverthorne Publications. See order form in the back of this book).

Incidentally, there are a number of derivations of the Fibonacci series of numbers, including ratios of the numbers, which are regularly used in trading stocks and commodity future contracts. This is indeed a versatile and powerful sequence of numbers.

The Parlay

A parlay or *paroli* is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting \$10 on an even-money bet and win \$10, you parlay the wager by leaving \$20 up for the next decision. If this bet wins, you will have won \$30 while only risking \$10.

Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the probability of winning two bets in a row on even-money wagers is less than one in four. For this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first wager in the series. If this bet won, you would parlay it and next wager \$4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you will start the betting series over. If the series is lost, you may either start the series over or leave the table.

Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in gambling. To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

Oscar's Grind

If you want to use a system with very little risk of loss, here's the one you want.

Oscar has a target of winning one unit at the end of any successful betting series. That's it. One unit. Here are the rules:

1. Increase your bet by one unit after every win; provided that winning the wager won't result in a series gain larger than one unit.
2. Never change the size of your bet following a loss.

Assume that your betting unit is \$5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of \$30. You continue to bet \$5 since you never change the size of your wager following losses. You bet \$5 again and win. Now, with one win and six losses, you are down a net \$25. Following the win, you raise your bet one unit and wager \$10. This wager also wins. You have reduced your net loss to \$15. You raise your next wager one more unit to \$15 and win. You are now even. Your final wager will revert to \$5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit.

Your last bet of \$5 wins. You now have a net win of \$5, having lost six bets and won four.

Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If you run into this situation, you will be forced to stop the series at some point and accept a loss, rather than risking larger and larger amounts of money.

Positive Betting Progressions in Blackjack

Charles Einstein who originated the Hi-Opt 1 card counting system wrote a book titled *Blackjack Betting* in 1981. In it he advocated a betting system based on the rhythm of blackjack wins and losses. He recommended increasing wagers following losses and decreasing wagers after wins, somewhat similar to the Ascot system described earlier.

Traditional card counting experts and mathematicians who have studied the blackjack game reacted negatively to Einstein's progressive betting system. In general, the advocates of card counting are unwilling to even consider that any betting progression can come close to equaling the results achieved through card counting. Their minds are closed on the subject that anything other than card counting can be used to win at blackjack.

Dahl's Blackjack System

Donald Dahl in *Progressive Blackjack* (Citadel Press Group, 1993) presented a positive betting progression for use at blackjack. The progression for tables with \$5 minimum bets is: 5 5 7 7 10 10 15 15 25 25 35 35 50 50.

To use this progression, always start with the lowest bet and move up one level after each win. After any loss, you will start the progression over.

Dahl suggests that you skip a level after receiving a blackjack. For instance, if you were at the level three bet of \$25 and won with a blackjack, you would skip the next \$25 bet and wager \$35 on the next hand.

He recommends skipping two levels after winning splits and doubles unless the jump would cause you to risk more money than the amount received on the previous wager. If this is the case, then jump just one level on the next bet.

Dahl's book is interesting, but his system is weak in several ways. No automatic stopping points are suggested and he doesn't have any suggestions for sessions when multiple losses occur.

Patrick's System

John Patrick, a professional gambler turned writer, presented another positive betting system for blackjack, which can also be used for craps. In his *John Patrick's Blackjack* (Carol Publishing Group, 1995) he describes his system. He uses a system with both progressive and regressive attributes. With his system, you will start with a wager at least twice as large as the table minimum so that you have room to reduce the size of your bet after wins. After your first win, your next wager will be one-half the size of the first winning wager. For instance, if your base bet is \$10 and you win, you will wager \$5 next. After any net loss you will revert to the original starting bet. However, if you can manage to win the second bet in a series, you will return to the two-unit bet and increase the amount wagered after any additional win.

A series of six wins at a \$10 minimum table would look like: 20 10 20 30 40 50 for a total of \$170 won.

Patrick suggests a way to limit losses by quitting if you lose the first four hands in a shoe or deck.



Core Craps Bets

Most craps players are losers. The casino *hold rate* for the average craps table is about 20%. This means that the casino wins 20% of all of the money converted from cash to chips at a craps table. If you buy in for \$300, then the casino figures to win about 20% of that or \$60.

Most players manage to commit two major errors when they play craps. They overstay and they overplay. Overstaying is very common. Most players will not quit when they are ahead. Only when the casino has beaten them down to nothing will they consider quitting.

A couple of nights ago I played a short session at a nearby casino, using the Automatic Craps method. Because I knew that I could only play for an hour or so, I used a smaller buy-in and mostly played for fun. However, even though I was not trying to make a killing, I adhered to the Hunter System and won \$521 in 65 minutes.

The table was fairly typical. A new shooter would get the dice. The pass line bettors dutifully made their pass line bets, followed up with taking odds. Most of the players either made come bets with odds or placed several numbers. Many times the players would make hardways bets or toss the stickman chips for one of the one-roll prop bets in the center of the table.

The table pattern was fairly consistent. Not one player made over two consecutive passes in the time I was there. The right bettors using their betting strategies were killed.

Interestingly, I didn't see one player (except for me) make any bets on the don't pass. I didn't see any players (once again excluding myself) make any attempt to adjust to the table conditions. The players might as well have been mindlessly plunking coins into a tight slot with few payoffs.

Yet the majority of the players continued to play in the same manner *even though they were losing with almost every shooter.*

The other players seemed to be stuck in a pattern of betting they had learned at one time and were unable or unwilling to change. Beating the craps game is not as difficult as it would seem if you had just dropped in and your only experience with the game was watching your fellow players. Most of them not only over stayed at the table, losing much more than they should have, but they consistently over bet.

A Typical Craps System

I want to show you how the typical craps player plays. I used to play like this until I caught on that I was making many more bets than I needed to make.

Many players will make a front line bet and then hedge the bet by tossing a chip to the stickman and making an "any craps" bet. The theory here is that if a craps number of 2, 3 or 12 is rolled, the any craps bet will pay off to help offset the loss of the pass line wager.

After a point is established, most players like to have some additional numbers working for them. If the shooter's point is 6, most players can't stand to wait to see if the shooter can repeat a 6 before rolling a 7. What about the numbers 4, 5, 8, 9, and 10?

There are several ways to play the other box numbers. The two most common ways are come bets and place bets.

Let's assume that Player A likes to make place bets. He has a \$10 pass line bet, backed up with \$50 odds. Now he throws \$32 in chips on the table and tells the dealer "Thirty-two inside." This informs the dealer that Player A wants place bets of \$10 on the 5, \$12 on the 6 and \$10 on the 9.

Now the player has five wagers on the table. He may throw the stickman a nickel chip and ask for a hard eight giving him a total of six wagers down.

On a typical roll, the shooter will roll two to four times before rolling a seven. With six wagers, Player A is almost certain to lose the majority of them, and more importantly, not win enough on his winning bets to offset his losses.

Many players like to press their place bets as they hit. Pressing a bet means increasing the bet, usually after a win. If Player A's place bet on the six hits, the dealer will normally slide \$14 in winnings to the player. However, our player believes that every shooter might just be the one to hold the dice for an hour, so he tells the dealer, "Press my six." With this instruction, the dealer only gives \$2 of the \$14 in winnings to the player and adds \$12 of the winnings to the six, increasing the bet to \$24.

When players play like this, the shooter can roll several of the player's numbers and the player will still show a loss when he sevens-out.

You should never forget that every shooter eventually sevens out and most of them do it fairly quickly.

An alternative way of "playing the numbers" is to make come bets and then take odds. Here, the player's bet will go to a point number box as each number is rolled. Most players who favor come bets over place bets will make at least three come bets and take odds. Assuming that they also have a pass line wager with odds and make three come bets with odds, they will have eight bets on the table at one time.

The variety of player systems is endless. Some players will make come bets and then place either the 6 or 8 if a come bet does not cover those numbers.

Other variations include buying the 4 and 10, or placing the outside numbers of 4, 5, 9 and 10. As a minimum, most players will make a pass line bet, take odds and at least play a couple of numbers. Even this strategy is wrong the way most players do it. I'll tell you exactly why shortly.

Pass Line Plus Come Bet Method

When I first learned to play craps, I quickly discovered that the method endorsed by many gambling experts was to play pass line, take full odds and then make two come bets with odds. This method is sometimes called the Ponzer method, and you will see it used at almost every craps table.

The appeal of the method is obvious. If the shooter should start rolling numbers and making his points, your wagers will entitle you to share in substantial profits as he rolls number after number. There is only one problem with this method. It loses most of the time! After generously contributing many thousands of dollars to help beautify the city of Las Vegas with new water falls, moving sidewalks, monorails and volcanoes, I caught on. This method does not produce anything resembling consistent profits. In essence, it stinks.

The problem with the Pass line-Come Bet, plus the Odds Method is that it does not win often enough to be a reliable profit maker. If you want to gamble, you can try this method of play. If you want to learn how to consistently beat the casinos, then stay with me a little longer. I promise you the Hunter System will deliver in spades.

What About Odds Bets?

Most players like to make a pass line bet and then back it up with odds. Casinos have encouraged this betting pattern by increasing the amount of money they allow for the odds portion of the bet. The last casino I played in offered five times odds, meaning that I could take odds up to five times the amount of my pass line, come, don't pass or don't come wager.

Some casinos offer ten times odds, and for a long time the Horseshoe Club in downtown Vegas offered one hundred times odds even at a dollar minimum craps table. The last time I played at one of the these tables, there were several players making \$1 pass line wagers and then taking \$100 in odds once the point was established. This is a strategy that most gambling experts would recommend because the house edge is reduced to just a few hundredths of one-percent against the players taking 100 times odds.

This is fine in theory, but in practice, taking high odds in conjunction with pass line and come bets only works on lukewarm to hot tables. A typical table alternates between cold to choppy with maybe one warm period lasting five minutes out of every hour.

If you catch the warm period, taking high odds will pay off handsomely. If you are like most players and end up spending most of your time playing against cold to choppy playing conditions, taking high odds will deliver your head on a platter to the casino just as surely as if you had stepped right up to the executioner.

Even though nearly every gambling expert recommends odds bets, they are not necessary to win, and because of the additional money risked offer a very poor money management strategy.

At this point, think of money management as preventing the house from taking your money by being as tight fisted as possible. In other words, if you don't need to take odds to win, then why expose more of your bankroll to the house.

The biggest problem I have with taking odds in conjunction with a pass line or come bet is that you are risking more money when the house has a decisive edge against you.

Once a pass line or come point has been established, the player's wager is at a substantial disadvantage. Even the players' favorite point numbers of 6 and 8 give a 16.67% edge to the house. With the 5 or 9, the house's edge increases to 33.33%. With a 4 or 10, you will be bucking a house edge of 50.00%

If you have a pass line wager with a point of 10, the casino has a 2 to 1 chance of beating you. Let's assume your pass line wager is \$10. If the casino where you are playing offers five-times odds, you can add an odds bet from \$10 up to \$50. If the shooter makes his point of 10 before rolling a 7, you will win 2 to 1 on your odds bet. The higher payoff is the major attraction of taking odds. But please note this - Even though you have a chance of winning a greater amount by taking odds, the house edge against you is not affected in the

least. You can take one times odds, ten times odds or even a hundred times odds, and the house still holds a hammer giving them two ways of beating you for every one way you can win.

Laying odds are also lousy bets, but for different reasons. You can lay odds with a don't pass or don't come bet, once its point number is established. Assume that you wager \$10 on don't pass and the shooter's point becomes 10. You now have the casino exactly where you want it. You survived the horrendous odds against you on the come-out roll and now your wager is favored to win with 2 to 1 odds in your favor. The best thing is that the casino is stuck with paying you even-money on a bet you are heavily favored to win.

The same is true for any wrong bet. *Once the bet is established, the odds swing overwhelmingly in favor of the player.*

Now comes the odds bet. With your \$10 don't pass, you can lay single odds of \$20 to win an additional \$10. Once the odds bet is laid, you now have waged a total of \$30 which can win a total of \$20 (\$10 for the don't pass wager plus \$10 for the odds bet).

But wait a minute. You had an even-money bet which would pay you \$10 on a \$10 wager before you laid odds. Why would you want to dilute the payoff from 1 to 1, with no odds bet, to 2 to 3 after taking odds.

The answer is you don't want to lay odds. Whether you take odds or lay odds you are risking more money than you normally should, unless you are clairvoyant and know which way the table is going to run. If you know that the table is going to be consistently hot or cold then, by all means, take or lay odds. However, please remember to send me a copy of your method, because no one, to my knowledge, has ever developed any method of determining which way the dice will run.

Examined in this light, taking odds becomes just another long-shot wager that you are not likely to win.

Laying odds just dilutes a bet you are heavily favored to win, exposing money to a loss that you don't need to do.

For our purposes, we will drop the odds bet from our repertoire of wagers.

The Power of Line Bets

Most players make pass line bets exclusively. Less than 10% of all players will focus on making don't pass wagers. Most players pick one camp or the other and then stick with it regardless of what trends occur at their table. If they are losing, they feel much like the song lyrics, "East is east and west is west and the wrong road I have chose."

I am going to suggest a different course. Line Bets should be the cornerstone or anchor of any craps system. They have a lot going for them. They are easy to make, easy to understand and offer house odds of only 1.4%, better than almost any bet you can find in the casino. Only player and banker bets in baccarat offer slightly lower odds on what is basically a bet with an even-money payoff and close to a 50-50 chance of winning. Other than the baccarat bets, pass line and don't pass wagers are the closest thing you will find to a coin tossing contest using a fair coin.

There is no reason to add the odds bet to a line bet. Either the pass line or the don't pass has inherent strengths that are only reduced when an odds bet is added. My studies have shown that you will win more money, more consistently by making line betting the major component of your system.

The biggest decision you have to make with line bets is whether to be a pass line better, a don't pass bettor or to use some system which allows you to switch back and forth between the two.

I have been intrigued with the concept of following patterns in the craps game to determine whether to wager on the pass line or the don't pass. The next chapter will cover bet selection in some detail and the options you have will surprise you.

Playing the Numbers

Like most craps players, I believe that playing some numbers offers a real chance to make additional money with each shooter and to keep the game as interesting as possible.

There are two basic approaches to playing the numbers: come betting and place betting.

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.

Place bets are made by setting chips on the table for the wager, usually in the come betting area, and telling the dealer the numbers you want to "Place."

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 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.

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, and \$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.

The smartest place bettors will only place the inside number of 5, 6, 8 and 9. When we make place bets using the Hunter System, we will only place the inside numbers of 5, 6, 8 and 9.

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 sevens 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. The Hunter System advocates placing the inside numbers only at certain times using predetermined betting guidelines. 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.

Are you ready to get going? In this chapter, I have given you some pretty strong hints where we are heading. In the next chapter we will take a look at pattern betting which will help us chose whether to bet on the front line or on the back line.



Pattern Betting

While it is true that dice have no memory, can't think or feel, and have no sense of time or space, table results often produce patterns that appear to be consistent or predictable.

With even-money bets such as pass line and don't pass at craps, any of the outside bets for roulette and the banker and player bets for baccarat, innumerable patterns routinely appear. Can we make any money trying to use these patterns for predictive purposes or are we just deluding ourselves?

Patterns and Probabilities

Many gambling systems are based on observing the outcome of casino wagers and then either betting with the trend or betting for the trend to end.

Assume that you and I are sitting at a roulette table and we observe that the wheel has landed on a red number for the last three spins. If we are of the school of thought that this signals that another red number is due, we will probably bet for red to repeat.

However, we may believe that any event occurring in a casino game is of limited duration and decide to wager that a black number shows, ending the streak of red numbers.

Neither of these systems has any statistical validity, as the occurrences of red or black numbers on a roulette wheel are what statisticians call *independent events*.

In general, two or more events are said to be independent of each other if the occurrence of one in no way affects the probability of the occurrence of any of the others.

To give another illustration, let's determine the probability of drawing two kings in succession from a deck of 52 ordinary playing cards, without the first card being replaced before the second is drawn. Since there are four kings, the probability of getting a king on

the first draw is $4/52$. Given that the first card drawn is a king, the probability of getting a king on the second draw is $3/51$, reflecting that we only have three kings left out of 51 cards. In this case, the probability of drawing the second king is *dependent* on the outcome of the first draw. We could calculate the probability of getting two kings in a row as $4/52 \times 3/51 = 1/221$.

If we had replaced the first card before the second was drawn, the probability of getting a king on the second draw would have been $4/52$ (the same as getting a king on the first draw). We could then compute the probability of getting two kings in a row under these circumstances as $4/52 \times 4/52 = 1/169$.

Since the probability of getting a king on the second draw is now $4/52$ regardless of what happened on the first draw, these draws are *independent*. Generally speaking, *two or more events are independent if the occurrence of one in no way affects the probability of the occurrence of any of the others.*

If two events are independent, the probability that they will both occur is the product of their respective probabilities. With a balanced coin, the probability of getting heads is $1/2$ and the probability of getting two heads in two flips is $1/2 \times 1/2 = 1/4$. The probability of getting four heads in a row is $1/2 \times 1/2 \times 1/2 \times 1/2 = 1/16$.

Returning to our example of three red numbers in a row, if we assume that the probability of spinning a red or black number is $1/2$, then the probability of the next spin being another red is $1/2$. Likewise, the probability of the next spin being a black number is also $1/2$. Because the result of each spin is independent of each other spin, we find that the previous spins have no affect on the outcome of the next spin.

If we examine this problem from a difference angle, and ask what the probability is of getting four red numbers in a row, we find that it is $1/16$, the same probability of flipping four heads in a row with a coin. If we ask what the probability is of spinning at least one black number in four spins, we find that probability is $15/16$.

With the casino games of craps, roulette and baccarat, we are dealing with independent events, where the outcome of a previous decision does not affect the following decision. With blackjack, we are dealing with dependent events, for as we saw when drawing kings out of a deck, if we don't replace the drawn cards after each draw, the probability of the next draw will change.

This is the reason that blackjack is considered a game of skill while the other casino games are considered games of chance. With skill, we can alter our strategy as the probabilities change in a blackjack deal, while with the games of chance, we should probably keep the same strategy throughout a game. (Technically, baccarat is also a game of skill as the probabilities change as cards are dealt, but because of the mechanics used for playing the game, it can for all practical purposes be treated as a game of chance, which we have done).

The Hunt for Pattern Recognition

Several years ago I was involved in a project using a computer program known as a neural network. Studying patterns which occur with even-money bets in several casino table games, I became fascinated with patterns occurring in these games and began to zero in on identifying and betting patterns of decisions. In examining patterns, the program looked at and tested many different patterns, but zeroed in on just a few of the most important types of patterns that can be identified by observing the outcomes of just a few decisions.

As a result of using the neural net, several very powerful strategies were developed for winning at roulette, craps and baccarat. These strategies are just as powerful now as they were then, and if you would like to learn more about them, take a look at [The Neural Strategy](http://www.silverthornepublications.com/NeuralStrategy/) (<http://www.silverthornepublications.com/NeuralStrategy/>)

Four major attributes of all patterns were examined:

1. The types of patterns.

2. The lengths of patterns
3. The frequency of the patterns.
4. Identifying patterns.

These are examined in greater detail below:

Types of Patterns

We all know that no matter how unlikely an event may be, there are times when it will occur. The program examined all patterns of decisions and identified repeating patterns of decisions, alternating patterns of decisions, and such unusual patterns as paired doublets as the most common patterns that we humans would recognize as a pattern. If we were recording decisions in a craps game, with a "p" representing a pass line decision and a "d" representing a don't pass decision, we could represent these patterns as follows:

REPEATING PATTERN	p p p p p
ALTERNATING PATTERN	p d p d p d
PAIRED DOUBLETS	pp dd pp dd

Incidentally, these patterns were also identified as the most common types of patterns occurring which will affect a player's wagering strategy.

The Lengths of Patterns

Having zeroed in on the patterns that it found significant, the program next explored the length or duration of each pattern. This is important, because if each of the identified patterns was of extremely short duration, then it would be of little use in attempting to "bet the pattern" and gain an advantage in the game. Analysis showed that for a significant amount of the time, an identified pattern would be of five to seven

decisions in duration, with the exception of Paired Doublets. The computer "threw up its electronic hands" on this pattern and refused to find any optimal length for this pattern.

The Frequency of the patterns.

If patterns occur very infrequently, then they are of little use in attempting to overcome the house advantage. On the other hand, if the identified patterns occur fairly frequently, then gearing our betting to a recognized pattern can be an enormous benefit. In checking for pattern frequency, the neural network concluded the following:

- 1) A great deal of reliance can be placed on a Repeating Pattern or an Alternating Pattern in the games of Roulette and Baccarat. Only a moderate level of reliability was found for these patterns with craps.
- 2) The Paired Doublet Pattern could be treated the same as a Repeating Pattern for all of the casino games. In other words, if the Paired Pattern is recognized, then we may treat it the same way as the Repeating one.
- 3) The reliability of betting these patterns is highest in roulette, followed by baccarat, with craps coming in last.

Identifying Patterns

It is one thing for a computer program to tell us that it has found patterns; it is quite another to translate this information into a practical and useable form. If, for example, the software is identifying patterns using hindsight, then this information has little applicability in casinos, as anyone can beat these casinos if "hindsight betting" was allowing. We asked the system to give us a reliable way of identifying these patterns so that this information would be of real use in a casino setting. After much hemming and hawing (our neural net had a mind of its own and didn't want to be limited in the number of decisions it was allowed to observe before pronouncing that a pattern was in progress), our system decided that only two decisions need be observed for a pattern to be identified on a slightly higher than random basis.

Using Patterns to Select Bets

The ability to recognize and exploit patterns gives us a powerful edge in attempting to beat these casino games. Does this mean that the laws of probability have been repealed? Of course not. What has occurred is that **we have identified a situation wherein certain patterns, once they begin, are slightly more likely to continue for a limited number of decisions than pure randomness would indicate.**

We will use an extreme example to illustrate this. We know that by using an unbiased pair of dice the number of pass and don't pass decisions in a craps game will approach fifty percent each if we have a large enough number of decisions. By "large", we mean hundreds of thousands or even millions of decisions. Does this mean that the pass and don't pass decisions have to be distributed evenly? It doesn't. In the course of reviewing our million or so dice decisions, we will find all kinds of unusual patterns, such as pass line decisions repeating 10, 11 or even 12 times consecutively. This is to be expected. What will surprise us is that certain patterns of dice decisions will appear at a higher rate than we would expect to find on a random basis.

Suppose that we have ten dice decisions where the Pass Line (p) occurs 50% of the time, and the Don't Pass (d) also occurs exactly 50% of the time. A purely random pattern might look like this:

p d p p d p d d p d

A less than random pattern would look like this:

p p p p d d d d d

In each of these examples, there are five pass and don't pass decisions. What our research has shown us is that when a non random pattern such as the strings of consecutive passes and don't passes in the second pattern above occurs, *there is a slightly greater chance that the series will continue for up to seven decisions than pure randomness would indicate.*

This does not refute the laws of probability. What it does show is that certain patterns of casino decisions, such as a repeating pattern, have slightly greater durability than we would expect if such a pattern was purely random. Quite frankly, we really don't have an explanation for this. But we have confirmed that it can be exploited most profitably in the casino games of roulette, craps and baccarat.

If this sounds a little strange to you, consider the results of a seasonality study of the stock market, conducted by The Institute of Econometric Research. Their study spanned 64 years of market data and showed that the first trading day of the week (except for holidays, always a Monday) was the loser of the week. In contrast, the last trading day of the week produced the most dramatic profit.

If you had owned stocks only on the first trading day of the week for a 64-year period, you would have lost more than 99% of your investment. If you had invested \$10,000 in 1927, by 1990 it would be worth a mere \$50.

In contrast, if you invested only on the last trading day of the week, then your \$10,000 investment made in 1927 would have mushroomed to \$2.77 million by 1990.

We offer no explanation for this phenomenon either. For our purposes we really don't care why there are certain aberrations in patterns of casino decisions, or why this pattern of daily seasonality occurred in the stock market. This is not a theoretical exercise. Our purpose is to find and exploit any phenomena which will give us an additional edge in making more money.

Randomized Pattern Selection

The Neural Strategy, which I mentioned earlier, goes much beyond the introduction to patterns I presented here. Using simple ways to identify patterns, a very powerful betting strategy was developed for the games of craps, roulette and baccarat. I have not found a more consistent way of selecting line bets at craps until now.

About a year ago I became fascinated with developing a way to artificially create patterns which resembled random patterns for craps decisions. Having played craps for over twenty years, I knew that craps decisions are choppy and less likely to follow trends than either roulette or baccarat decisions.

Craps seems to be the kind of game that zigs when you zag. If you bet pass line, the shooter sevens out. If you switch to betting don't pass, the next shooter throws three pass line naturals on the come-out, clobbering three don't pass bets in a row.

I believe that the dual nature of the number 7 accounts for much of the choppiness of the game. Come-out 7 wins for pass line bets but is the nemesis of these wagers after a point is established. The reverse is true for don't pass bettors. Come-out 7s kill the wrong bettors, yet become their best friend once a point is set.

Craps really is two games combined as one. One set of rules applies on come-out rolls, while a different set is used once a point is established. Because of the dual nature of sevens, craps decisions tend to bounce all over the place.

For me, trying to guess which way to bet on the next come-out very seldom works. I have tried the *qualified shooter* approach. Here, you do not bet pass line until a shooter "qualifies" himself by making a point. This approach is mentioned in numerous books. I have tried it and in my humble opinion it does not work any better than tossing a coin.

Just about any pattern-following method works better than only playing one side. Thus, any died-in-the-wool pass line bettor will be money ahead to adopt a different betting strategy, such as betting the same as the previous decision, or alternating his bets between pass line and don't pass.

I have tried just about every bet selection method ever devised. I gradually became convinced that the best selection method would be one that ignored who the shooter was, violated every dice superstition, and simply selected the appropriate line bet by using a fixed, yet somewhat random, pattern that changed after every dice decision.

What I came up with will astound and delight you. It is presented in the next chapter where the Hunter System's bet selection method is presented. Forget everything you ever thought you knew about craps and be prepared to learn a method that is superior to anything you have ever tried.



The Basic Betting Method

One of the soundest ways to play craps is to follow the KISS (Keep It Simple Stupid) and to make only one bet at a time. The best single bets to make at craps are the pass line and don't pass bets, the so-called *line bets*.

Most players will make at least one line bet - usually on the pass line. Then they will make all kinds of crazy crapper bets - come bets with outrageous amounts of odds, prop bets, hardways and then they even hedge these bets with any craps wagers and sometimes even throw a nickel on Big Red, the one-roll bet that wins if a 7 shows.

Many experts present elaborate systems entailing complex betting strategies using multiple bets, which will win only if the table temperature is right.

Almost any strategy will win if it is played only at the right place at the right time. If you can somehow pick your shooter or wager only after a shooter has performed some feat, such as making a number of passes or rolling a certain number of rolls without a seven showing, then you are supposed to spring into action with your system.

The problem with nearly every system is that they assume that somehow, in the heat of battle, you are supposed to calmly assess the table and decide either which strategy to use, or how to use your main strategy.

I have tried just about every one of these strategies. And, without fail, they are all losers. One of the worst features of most craps strategies is that they require you to constantly make judgmental decisions in a fast moving and often emotionally draining game.

My experience with these systems has been so bad that in the majority of cases I don't believe the authors have ever really used them in a casino

These theoretical systems are presented as winning strategies with no proof whatsoever other than the author's word that he had a winning trip or two using the strategy.

I want to lead you in a different direction. I will show you how you can defeat the casinos consistently making only one line bet at a time. What's more, I will show you a proven way, backed by hundreds of real craps sessions, that you can select where you place your bet and the amount you will wager with a very high level of success.

The Hunter Betting System uses a powerful way to select your wager with a proven strategy for deciding how much to wager.

Randomized Bets

Everyone who plays craps uses some type of *bet selection method*. Most players don't call their betting patterns that, but anytime you see a player consistently bet pass line or don't pass, they are using a bet selection method.

The simplest bet selection strategy for line bets is to always bet either pass line or don't pass. Most players always bet the pass line and most players consistently lose. Sticking with don't pass bets only doesn't improve your chance of winning by much.

The best bet selection methods allow the player to use some predetermined method to determine whether to bet pass line or don't pass.

There are many ways to select your pass line wagers. Some of the most common mechanical methods of bet selection are:

- a. Bet the same as the previous line decision.
- b. Bet the same as the second preceding line decision
- c. Bet the opposite of the previous line decision
- d. Bet the opposite of the second preceding line decision.
- e. Alternate between betting the same and betting the opposite of the preceding decision.
- f. Use a trend following strategy.

All of these methods attempt to give the player a strategy superior to always betting the same way, or just guessing how to bet. In addition to the mechanical methods of bet selection, there are many qualitative or judgmental ways to determine how to bet:

- a. Always wait until a shooter has made at least one point before betting pass line.
- b. Bet pass line only unless the shooter rolls a come-out seven.
- c. Always bet with lucky lady shooters.
- d. Case a table before playing and only bet with shooters who have previously made points.
- e. Watch a shooter's style. If he or she sets the dice, then bet pass line.

I could go on and on. In general, the mechanical methods are better than the judgmental selection methods and some of the trend following methods introduced in *The Neural Strategy* are very powerful and produce consistent winnings.

This past year I have discovered a method of selecting line bets that is very effective.

It is a low stress way of deciding how to wager.

It doesn't require any judgement.

You don't have to follow trends to use it.

You will never have to case a table again.

It is easy to use and involves no guesswork.

It's called Trend Anti-Trend Betting. It is the best way to determine whether to bet on the Pass Line or Don't Pass line every created.

Trend Anti-Trend Bet Selection

The bets used for the Hunter System at craps are bets on the Pass Line and Don't Pass. Where you place each bet is determined by the Trend Anti-Trend Betting System.

1. You will make your bet according to a pattern where you will alternate between betting the Same as (S) the previous outcome (where P = Pass Line and D = Don't Pass), and the Opposite (O) of the previous outcome or decision.
2. The use of this system will result in changing your bet selection in the following pattern: S O S O and so on.
3. You will start play using the S pattern, that is betting that the previous decision or outcome will repeat. If the last decision was Pass, with the S pattern you will bet that Pass will repeat.
4. After each round of play you will change the bet selection pattern regardless of whether you won or lost the previous round. If you bet on Pass, using the S pattern and win with a Pass being made, you will change to the O pattern and bet on Don't Pass (the opposite of Pass) for the next round. If you bet on Pass using the S pattern and lose the bet with a Don't Pass decision, you will still change to the O pattern, this time betting on Pass, the opposite of the last decision.
5. You will continue to alternate the bet selection method, irrespective of wins and losses until you have two losses in a row. If you lose two bets in a row, you will repeat the last pattern for the next round.

Example:

You make a bet using the S pattern and lose.

You change to O pattern, make a bet and lose.

With two consecutive losses you will repeat the O pattern and then continue alternating bet selection methods.

The following tables show a series of bets using the Trend Anti-Trend Bet Selection System:

Example 1.
Using Trend Anti-Trend Bet Selection
P = Pass Line, D = Don't Pass Bet
S=Bet Same as preceding Decision, O = Bet Opposite of preceding decision
W=Win L=Loss

No	Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	D				Observe decision, no bet.
2	P	S	D	L	Bet the Same as previous decision, Bet on D.
3	P	O	D	L	Bet the Opposite of the previous decision, Bet on D.
4	D	O	D	W	With two losses, extend the previous pattern and keep the O pattern, betting on D
5	P	S	D	L	Bet the Same as previous decision, Bet on D.
6	D	O	D	W	Bet the Opposite of the previous decision, Bet on P
7	D	S	D	W	Bet the Same as previous decision, Bet on D
8	D	O	P	L	Bet the Opposite of the previous decision, Bet on P
9	D	O	P	L	Bet the Same as previous decision, Bet on P
10	P	O	P	W	With two losses, extend the previous pattern and keep the O pattern, betting on P

Example 2.
Using Trend Anti-Trend Bet Selection

P = Pass Line, D = Don't Pass Bet

S=Bet Same as preceding Decision, O = Bet Opposite of preceding decision

W=Win L=Loss

No	Observed Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	P				Observe decision, no bet.
2	P	S	P	W	Bet the Same as the previous decision, bet P.
3	P	O	D	L	Bet the Opposite of the previous decision, Bet on D
4	P	S	P	W	Bet the Same as the previous decision, bet P.
5	D	O	D	W	Bet the Opposite of the previous decision, Bet on D
6	D	S	D	W	Bet the Same as the previous decision, bet P.
7	D	O	P	L	Bet the Opposite of the previous decision, Bet on D
8	D	S	D	W	Bet the Same as the previous decision, bet P.
9	P	O	P	W	Bet the Opposite of the previous decision, Bet on D

If you play online you may have to make a bet in order to observe a decision. I usually start out making a minimum bet on Don't Pass and then continue from there following the betting pattern.

Betting With the Hunter System

In the previous chapter we introduced using the Trend Anti-Trend method of determining where to bet. In this chapter we'll look at the Hunter System for determining how much to bet.

The Hunter Betting System consists of three different systems. When you play you will flow from one system to another signaled by different *Bet Triggers*.

The Hunter Betting System are:

Strike Betting – this is the main betting system. You will always start a game making the lowest level bet in the Strike Betting Series.

Counterstrike Betting – this is the fallback system used only when you have lost two bets in a row in the Strike Betting Series. You will stay in Counterstrike Betting mode until you win one bet. Then you will return to Strike Betting.

Performance Betting – this is an add-on betting system to Strike Betting. You will enter the Performance Betting mode after you win a Level-1 Strike Bet.

Let's take a look at each betting system in depth.

You will always begin a game using the Strike Betting Strategy. This is the strategy that works best with trending and choppy tables and it is our default betting mode.

We use three different betting strategies for Hunter System betting. Each betting mode uses a different series of bets and different betting rules. Throughout this book our examples will be based on using \$5 base bets. However, you can play this strategy with base bets ranging from \$1 to \$500. In the Summary of Hunter System chapter we will show you the bets for all levels of play.

Strike Betting

You will always start a game using the Strike Betting Strategy with a Level-1 bet.

Strike Betting uses a betting series of eight bets. For \$5 base betting, the following betting series is used:

Strike Bets for \$5 Base Bets

Level	1	2	3	4	5	6	7	8
\$ Bet	5	10	15	25	40	65	105	170

The Betting Rules for Strike Betting are as follows:

1. Always begin with a Level-1 bet. If you lose the bet, increase the bet to the next level.
2. The general rule for Strike Betting is to increase your bet one level after losing a bet and drop your bet one level after winning a bet. If you win two bets in a row or two out of three bets, you will always drop to a Level-1 bet. Example: You win a Level-5 bet of \$40 and then win a Level-4 bet of \$25. Your next bet will be a Level-1 bet.
3. Anytime you lose two bets in a row will be treated as a Timing Signal to start the Counterstrike Betting Strategy. Example: If you lose a Level-2 bet of \$10 and then lose a Level-3 bet of \$15, your next bet will be a Level-1 Counterstrike Bet.
4. The “two loss in a row” rule applies to all levels of betting for Strike Bets. For example, if you lose a Level-3 bet of \$15 and then Lose a Level-4 bet of \$25 your next bet will be a level-1 Counterstrike bet.
5. After winning any bet using the Counterstrike Strategy, you will immediately revert to making a Strike Bet one betting level higher than the level lost before starting Counterstrike Betting. Example: Lose a Level-1 bet of \$5, followed by losing a Level-2

bet of \$10. Start Counterstrike Betting with a Level-1 Counterstrike Bet of \$5. If this bet wins, resume making Strike Bets with a Level-3 Bet of \$15.

6. If a twelve shows on a come out roll (or a 2 in some craps games) the Don't Pass bet is barred from winning while the Pass Line loses. If you lose a Pass Line bet to a come out 12, treat it as a Don't Pass decision. If a 12 shows when you have a Don't Pass bet up, ignore the bet.

Before we go any further discussing Strike Bets we need to talk about Counterstrike Betting as you will switch back and forth between these two betting modes following specific betting rules.

Counterstrike Betting

Counterstrike Betting mode is entered after losing two consecutive Strike Bets. As soon as this occurs you will change to Counterstrike Betting.

Like Strike Betting, Counterstrike Betting uses a Betting Series. For \$5 Base Bets, the following Betting Series is used:

Counterstrike Betting Series for \$5 Base Bets

Level	1	2	3	4	5	6
\$ Bet	5	10	20	40	80	160

The rules for Counterstrike Betting are:

1. Always begin Counterstrike Betting with a Level-1 Counterstrike bet. If the bet wins, resume Strike Betting at the Betting level one higher than the last losing Strike Bet. If a Counterstrike bet loses, increase the bet one level. Example: You lose Level-1 and Level-2 Strike bets. With two losing Strike Bets you start Counterstrike Betting with a Level-1 Counterstrike bet. If the bet wins resume Strike Betting with a Level-3 strike

bet. If the bet loses, stay in Counterstrike mode and raise the bet to a Level-2 Counterstrike Bet.

2. Continue making Counterstrike Bets until you have one winning bet. With any winning bet you will revert to Strike Betting. When you revert to Strike Betting you will start one level higher than your last losing Strike Bet. If you lose a Level-3 Strike Bet before entering Counterstrike Betting mode, after winning any Counterstrike Bet you will resume Strike Betting with a Level-4 Strike Bet.

Counterstrike Betting is a simple Martingale Betting Series. With any win in the series the amount of the Level-1 bet is won.

A Series of Counterstrike Bets is shown below:

Round	Bet Amount	Outcome of Bet	Cumulative Amount Won or Lost
1	5	Lost 5	-5
2	10	Lost 10	-15
3	20	Lost 20	-35
4	40	Lost 40	-75
5	80	Won 80	Won 5

The most attractive feature of using a Martingale Betting Series is its ability to recover from losses. In testing different betting systems for Counterstrike Betting, the Martingale Series delivered the highest profits.

One of the reasons that a Martingale Series is so effective is that it is being used to defend against losing eight bets in a row but is only risking six bets to do so.

We will only start Counterstrike Betting using a Martingale Series after losing two consecutive Strike Bets. We would have to lose these two bets plus six consecutive Counterstrike Bets in order to lose a game. Fortunately, losing eight consecutive bets is

rare enough using Trend Anti-Trend Bet Selection that the Hunter System has an overall win rate of 97.8% of all games.

Let's take a look at a realistic series of bets where we started out using Strike Bets, switched to Counterstrike Betting and then returned to Strike Bets.

Switching From Strike Bets to Counterstrike Bets and Back Again

Round	Strategy Mode	Bet Level	Amount Bet	Bet Outcome W/L	Amount Won or Lost for Round	Cumulative Amount Won or Lost
1	Strike	1	5	L	-5	-5
2	Strike	2	10	L	-10	-15
3	Counterstrike	1	5	L	-5	-20
4	Counterstrike	2	10	L	-10	-30
5	Counterstrike	3	20	L	-20	-50
6	Counterstrike	4	40	W	+40	-10
7	Strike	3	15	W	+15	+5
8	Strike	2	10	W	+10	+15

In this series of bets there were five losses to three wins. This is a fairly common occurrence using the Hunter System at craps.

Let's go through this illustration round by round.

1. We start making a Level-1 Strike Bet. This is always our starting position. We lose the bet.
2. Since we lost our first bet in round 1, we make a Level-2 Strike Bet which also loses.
3. Anytime we lose two consecutive Strike Bets, we will change to Counterstrike Betting

making a Level-1 Counterstrike Bet. We make a Level-1 Counterstrike bet, which loses.

4. We make a Level-2 Counterstrike Bet of \$10 and lose.
5. We move up to a Level-3 Counterstrike Bet of \$20 and lose.
6. Following a loss, we move up our Counterstrike Bet to Level-4 and win the bet.
7. The win of any Counterstrike Bet signals a move back to Strike Betting. When we return to Strike Betting we always return to the betting level one higher than the last losing bet, which in this case is a Level-3 Strike Bet. We wager \$15 and win.
8. Having won a Level-3 Strike Bet, we drop one level and make a Level-2 Strike Bet and win.

Performance Betting

The third betting strategy is *Performance Betting*. This is the strategy designed to build profits safely during winning streaks.

We will only enter Performance Betting Mode after winning a Level-1 Strike Bet. After winning a Level-1 Strike Bet we will change to Performance Betting. With Performance Betting we will gradually increase the size of each bet until we have a losing bet.

With any losing Performance Bet we will return to Strike Betting at the Bet Level that is higher than our last losing Performance Bet.

Performance Bets build on the Level-1 Strike Bet. For \$5 Base Bets, where the Level-1 Strike Bet is \$5, we will use the following betting series for Performance Bets:

Winning Level-1 Strike Bet	-----Performance Bets-----						
5	8	7	9	12	15	18	25

After winning the \$25 bet continue betting and increasing each additional bet by \$5.
Your bets would be: 30 35 40 45 50 etc.



This is a very conservative betting series. When you are in a winning streak you should continue in this betting series as long as you continue to win each bet. With a single loss you will revert to using Strike Betting at the Level higher than your last losing bet up to a Level-3 Strike Bet. In no case will you resume Strike Betting at a Level higher than Level-3.

If you lose a \$9 Performance Bet, your next bet will be a Level-2 Strike Bet of \$10. If you lose a \$12 Performance Bet, your next bet will be a \$15 Strike Bet. However, if you lose an \$18 Performance Bet, your next bet still will be a Level-3 Strike Bet of \$15.

Let's continue the previous example which showed eight rounds of play entailing Strike Bets and Counterstrike Bets. We'll add some more rounds where a winning streak occurs and then ends, showing how Performance Bets perform.

The next table picks up where the table showing eight rounds of play using Strike and Counterstrike bets left off. Here, starting with round 10 we enter Performance Betting Mode and continue in this mode through round 13.

**Series of Bets Showing Interplay of
Strike, Counterstrike and Performance Bets**

Round	Strategy Mode	Bet Level	Amount Bet	Bet Outcome W/L	Amount Won or Lost for Round	Cumulative Amount Won or Lost
1	Strike	1	5	L	-5	-5
2	Strike	2	10	L	-10	-15
3	Counterstrike	1	5	L	-5	-20
4	Counterstrike	2	10	L	-10	-30
5	Counterstrike	3	20	L	-20	-50
6	Counterstrike	4	40	W	+40	-10
7	Strike	3	15	W	+15	+5
8	Strike	2	10	W	+10	+15
9	Strike	1	5	W	+5	+20
10	Performance	1	8	W	+8	+28
11	Performance	2	7	W	+7	+35
12	Performance	3	9	W	+9	+43
13	Performance	4	12	L	-12	+31
14	Strike	3	15	W	+15	+46
15	Strike	2	10	W	+10	+56

The first eight rounds of play match the rounds played in the earlier table showing how Strike Bets and Counterstrike Bets interact. In this table we were in Performance Betting mode from rounds 10 to 13. Let's review rounds 9 through 14.

9. We make a Level-1 Strike Bet and win.

10. We won a Level-1 Strike bet in round 9. Anytime we win a Level-1 Strike Bet, we will enter the Performance Betting Mode. In round 10 we wager \$8 as our first

Performance Bet and win. If we had lost this bet we would have immediately reverted to Strike Betting making a Level-2 bet. However, since we won the bet we will continue in Performance Betting Mode until we lose a bet.

11. Following a win we lower our Performance Bet from \$8 to \$7 and win the bet.

12. Since we won our last bet we continue in Performance Betting mode and wager \$9 which wins.

13. With a win on the previous round we remain in Performance Betting Mode and bet \$12 which loses. Anytime we lose a Performance Bet the loss acts as a Timing Signal to return to Strike Betting.

14. With the loss of a \$12 Performance Bet, we resume Strike Betting, making a wager that is the next level higher than the lost Lightning strike Bet. We make a Level-3 Strike Bet of \$15 and win

15. Following the win of a Level-3 Strike Bet, we drop our bet one level and make a Level-2 Strike Bet of \$10 and win. We stop at this point. If we had continued, our next bet would have been a Level-1 Strike Bet of \$5. If we had won this bet, we would have changed to Performance Betting Mode again. If we had lost this bet we would have made a Level-2 Strike Bet on the next round.

These illustrations should give you a sense of how the Hunter System smoothly transitions from one betting mode to another. In the next chapter we'll show how the strategy performs in real craps play.

The Hunter System in Action

In the previous chapter we introduced Strike Bets, Counterstrike Bets and Performance Bets. In this chapter we will combine Trend Anti-Trend Bet Selection, which determines whether we bet on Pass Line or Don't Pass with the Hunter Betting System.

Sample Game 1

Key:

Bet Mode:

T = Strike Bet

C = Counterstrike Bet

R = Performance Bet

Bets:

P = Pass Line Bet

D = Don't Pass Bet

W = Win, L=Loss

Bet Pattern:

S = Bet same as preceding decision

O = Bet the opposite of the preceding decision

Round	Decision	Mode	Pattern Bet	Bet On	Level-Bet	Amount Bet	W/L	Balance after Round
1	P	T	S	P	1-5	5	W +5	+5
2	P	R	O	D	1-8	8	L -8	-3
3	P	T	S	P	2-10	10	W +10	+7
4	D	T	O	D	1-5	5	W +5	+12
5	D	R	S	D	1-8	8	W +8	+20
6	P	R	O	P	2-7	7	W +7	+27
7	P	R	S	P	3-9	9	W +9	+36
8	P	R	O	D	4-12	12	L -12	+24
9	D	T	S	P	3-15	15	L -15	+9
10	D	C	S	D	1-5	5	W +5	+14
11	P	T	O	P	4-25	25	W +25	+39
12	D	T	S	P	3-15	15	L -15	+24
13	P	T	O	P	4-25	25	W +25	+49
14	D	T	S	P	1-5	5	L -5	+44
15	D	T	O	P	2-10	10	L -10	+34
16	P	C	O	P	1-5	5	W +5	+39
17	P	T	S	P	3-15	15	W +15	+54
18	D	T	O	D	2-10	10	W +10	+64

Here is a round by round explanation of this game.

1. We start the game without observing any previous decisions. We begin in the Strike Betting Mode (T), betting the Same as the previous decision (S), with a Level-1 Bet of \$5 made on Pass Line (P). We win the bet (+5).
2. The win of a Level-1 Strike Bet signals a change to Performance Mode (R). Betting Opposite of the previous decision (O), we make a Level-1 Performance bet of \$8 on Don't Pass (D) and lose.
3. The loss of any Performance bet triggers a change back to Strike Betting. We resume Strike Betting making a Level-2 bet of \$10. Once again we change the betting pattern back to S and wager the same as the last decision, betting on Pass Line (P). We win the bet.
4. With the win of the Level-2 Strike Bet we drop back one level to level-1. We change our betting pattern to O, and bet \$5 on Don't Pass (D), the opposite of the last decision. We win the bet.
5. The win of a Level-1 Strike Bet triggers a move to a Level-1 Performance Bet. We change our betting pattern to S and bet \$8 on D. We win the bet.
6. With a win we stay in Performance Betting Mode and raise our bet to a Level-2 bet of \$7. We change the bet pattern to O and bet \$7 on Pass Line and win.
7. Still in Performance Betting Mode we move up to a Level-3 bet of \$9. Changing betting patterns to S we bet \$9 on Pass Line and win.
8. With a win we stay in Performance Betting Mode. We make a Level-4 bet of \$12 and change to a betting pattern of O. We bet \$12 on Don't Pass and lose.

9. The loss of any Performance bet triggers a move back to Strike Betting at the Level needed to cover the loss of the last Performance Bet so long as the Strike Bet is no higher than a Level-3 bet. With the loss of a \$12 Performance Bet we make a Level-3 Strike Bet, changing to the Same (S) betting pattern. We bet \$15 on Pass Line (P) and lose the bet.

10. The loss of two consecutive bets triggers a change to Counterstrike Betting. We also extend the last betting pattern of S and keep the S pattern for this round of bets. We make a Level-1 Counterstrike Bet of \$5 on Don't Pass and win.

11. With the win of a Counterstrike Bet we change back to Strike Betting one level higher than the last losing Strike Bet. Changing to the O betting pattern we bet \$25 on Pass Line and win.

12. Following a win we drop our Strike Bet one level and make a Level-3 Strike Bet of \$15. We change to the S betting pattern and wager \$15 on Pass Line. We lose the bet.

13. Still in Strike Betting Mode, we increase our bet one level and make a Level-4 bet of \$25. We change to O betting pattern and bet \$25 on Pass Line. We win the bet.

14. With the win of two out of three Strike Bets we drop back to a Level-1 Strike Bet of \$5. We change to an S bet selection pattern and bet \$5 on Pass Line. We lose the bet.

15. Still in Strike Betting Mode, we move up to a Level-2 bet of \$10. We change to the O betting pattern and bet \$10 on Pass Line. We lose the bet.

16. After losing two consecutive bets we change to Counterstrike Betting Mode. We make a Level-1 bet of \$5. With two losing bets we extend the betting pattern one round and use the O betting pattern again. We wager \$5 on Pass Line and win.

17. The win of any Counterstrike Bet throws us back to Strike Betting Mode. We

resume Strike Betting one level higher than the last losing Strike Bet. We change betting patterns to the S pattern. We make a Level-3 bet of \$15 on Pass Line and win.

18. Following a winning Strike Bet we reduce our bet one level to Level-2. We change the betting pattern to O and bet \$10 on Don't Pass. We win the bet. With this win our winnings hit \$64 and we decide to call the game complete.

Sample Game 2

Sample Game 2 was more challenging than the first game. In Game 2 we were forced to make a Level-7 Strike Bet before completing the game with a win.

Sample Game 2

Key:

Bet Mode:

T = Strike Bet

C = Counterstrike Bet

R = Performance Bet

Bets:

P = Pass Line Bet

D = Don't Pass Bet

W = Win, L=Loss

Bet Pattern:

S = Bet same as preceding decision

O = Bet the opposite of the preceding decision

Sample Game 2

Round	Decision	Mode	Pattern Bet	Bet On	Level-Bet	Amount Bet	W/L	Balance after Round
1	P	T	S	D	1-5	5	L -5	-5
2	D	T	O	D	2-10	10	W +10	+5
3	D	T	S	D	1-5	5	W +5	+10
4	P	R	O	P	1-8	8	W +8	+18
5	P	R	S	P	2-7	7	W +7	+25
6	D	R	O	D	3-9	9	W +9	+34
7	P	R	S	D	4-12	12	L -12	+22
8	D	T	O	D	3-15	15	W +15	+37
9	P	T	S	D	2-10	10	L -10	+27
10	P	T	O	D	3-15	15	L -15	+12
11	D	C	O	D	1-5	5	W +5	+17
12	P	T	S	D	4-25	25	L -25	-8
13	P	T	O	D	5-40	40	L -40	-48
14	P	C	O	D	1-5	5	W +5	-43
15	P	T	S	P	6-65	65	W +65	+22
16	P	T	O	D	5-40	40	L -40	-18
17	D	T	S	P	6-65	65	L -65	-83
18	P	C	S	D	1-5	5	L -5	-88
19	D	C	O	D	2-10	10	W +10	-78
20	D	T	S	D	7-105	105	W+105	+27
21	P	T	O	P	6-65	65	W +65	+92

Here is a round by round explanation of Sample Game 2.

1. We start the game without observing a prior decision. We begin by using the “Same” Bet Selection pattern with a Level-1 Strike Bet on Don’t Pass. Our bet loses
2. With a losing bet we increase our Strike Bet to a Level-2 bet of \$10. We change the betting pattern to O and wager \$10 on Don’t Pass. We win the bet.
3. Following the win we drop our Strike Bet one level and make a Level-1 bet of \$5. We change to the S betting pattern and wager \$5 on Don’t Pass. We win the bet.
4. The win of a Level-1 Strike Bet signals a move to Performance Betting. After changing to the O betting pattern we make a Level-1 bet of \$8 on Pass Line and win the bet.

5. We move our Performance Bet up one level to Level-2. We change to the S Betting Pattern and bet \$7 on Pass Line. We win the bet.
6. With the win of a Performance Bet we increase our bet one level to a Level-3 bet of \$9. We change to the O betting pattern and bet \$9 on Don't Pass. We win the bet.
7. We continue in Performance Betting Mode increasing our wager to a Level-4 bet of \$12. We change to the S betting pattern and bet \$12 on Don't Pass. We lose the bet.
8. With the loss of a Performance Bet we switch back to Strike Betting, resuming our betting one level higher than our last losing Performance Bet. We make a Level-3 bet of \$15. We change to the O betting pattern and wager \$15 on Don't Pass. We win the bet.
9. Still in Strike Betting Mode we drop our bet one level and make a Level-2 bet of \$10. Changing to the S betting pattern we wager \$10 on Don't Pass and lose.
10. We increase our Strike Bet one level and make a Level-3 Strike Bet of \$15. We change to the O betting pattern and wager \$15 on Don't Pass. We lose the bet.
11. With two consecutive losses we always change to Counterstrike Betting. Following two losses we repeat the last pattern selector. We make a Level-1 bet of \$5 on Don't Pass and win.
12. Any winning Counterstrike bet signals a move back to Strike Betting. We make a Level-4 Strike Bet of \$25. We change the betting pattern to the S pattern. We bet \$25 on Don't Pass and lose the bet.
13. We increase our Strike Bet one level and make a Level-5 bet of \$40. We change the betting pattern to O pattern and wager \$40 on Don't Pass. We lose the bet.

14. Following two consecutive losses we move to Counterstrike betting. We repeat the last betting pattern of betting opposite. We make a Level-1 bet of \$5 on Don't Pass and win.

15. With a Counterstrike bet win we change back to Strike Betting, resuming betting one level higher than our previous Strike Bet. We make a Level-6 bet of \$65. We change bet selection patterns back to the S pattern and wager \$65 on Pass Line. We win the bet.

16. We drop our Strike Bet one level, making a Level-5 bet of \$40. We change to the O betting pattern and wager \$40 on Don't Pass. We lose the bet.

17. We increase our Strike Bet to a Level-6 bet of \$65. We change to the S betting pattern. We bet \$65 on Pass Line and lose the bet.

18. Two consecutive losses triggers a move to Counterstrick Betting. We also keep the last betting pattern of S. We make a Level-1 bet of \$5 on Don't Pass and lose

19. We increase the Counterstrike bet on level. We change the betting pattern to O. We make a Level-2 bet of \$10 on Don't Pass and win.

20. With the win of a Counterstrike Bet we resume Strike Betting, one level higher than our last Strike Bet. We make a Level-7 bet of \$105. We change our bet pattern to S. We wager \$105 on Don't Pass and win.

21. With the win we drop our Strike Bet one level. We change to the O betting pattern. We make a Level-6 wager of \$65 on Pass Line and win. With this win our net win for the game hits \$92 and we call the game completed.

Sample Game 3

Sample Game 3 shows the power of Performance Betting to rapidly build winnings. In this game we have eight consecutive winning Performance bets which carries our winnings to \$141. We lose our last Performance Bet of \$35 and close the game with a net win of \$106.

Sample Game 3

Key:

Bet Mode:

T = Strike Bet

C = Counterstrike Bet

R = Performance Bet

Bets:

P = Pass Line Bet

D = Don't Pass Bet

W = Win, L=Loss

Bet Pattern:

S = Bet same as preceding decision

O = Bet the opposite of the preceding decision

Sample Game 3

Round	Decision	Mode	Pattern Bet	Bet On	Level-Bet	Amount Bet	W/L	Balance after Round
1	P	T	S	D	1-5	5	L -5	-5
2	D	T	O	D	2-10	10	W +10	+5
3	D	T	S	D	1-5	5	W +5	+10
4	D	R	O	P	1-8	8	L -8	+2
5	D	T	S	D	2-10	10	W +10	+12
6	P	T	O	P	1-5	5	W +5	+17
7	P	R	S	P	1-8	8	W +8	+25
8	D	R	O	D	2-7	7	W +7	+32
9	D	R	S	D	3-9	9	W +9	+41
10	P	R	O	P	4-12	12	W +12	+53
11	P	R	S	P	5-15	15	W +15	+68
12	D	R	O	D	6-18	18	W +18	+86
13	D	R	S	D	7-25	25	W +25	+111
14	P	R	O	P	8-30	30	W +30	+141
15	D	R	S	P	9-35	35	L -35	+106

Here is a round by round explanation of Sample Game 3.

1. We start the game without observing a prior decision. We start with the “Same” betting pattern making a Level-1 Strike bet on Don’t Pass. We lose the bet.
2. Following a losing bet we increase our Strike Bet one level. We change betting patterns to betting Opposite. We make a Level-2 bet of \$10 on Don’t Pass and win.
3. With a win we drop our Strike Bet one level. We change betting patterns to betting “Same.” We make a Level-1 bet of \$5 on Don’t Pass and win.
4. The win of a Level-1 Strike Bet signals a change to Performance Betting. Changing our bet selection pattern to “Opposite,” we make a Level-1 bet of \$8 on Pass Line and lose the bet.
5. With the loss of a Performance Bet we switch back to Strike Betting, picking up one level higher than our last Strike Bet. We make a Level-2 Strike Bet. We change our Betting Pattern to “Same” and we wager \$10 on Don’t Pass. We win the wager.
6. Following the win we drop our Strike Bet one level and make a Level-1 wager. We change our betting pattern to betting “Opposite” and bet \$5 on Pass Line. We win the bet.
7. The win of a Level-1 Strike Bet triggers a move to Performance Betting. After changing our betting pattern to Same we make a Level-1 Performance bet of \$8 on Pass Line and win.
8. We continue in Performance Betting Mode. We make a Level-2 Performance Bet. We change to the Opposite bet selection pattern and wager \$7 on Don’t Pass. We win the bet.

9. Still in Performance Betting Mode we raise our bet to a Level-3 bet. We change to betting the Same and bet \$9 on Don't Pass. We win the bet.

10. We increase our bet to a Level-4 Performance Bet. We change to the O betting pattern and bet \$12 on Pass Line. We win again.

11. After changing to betting the S pattern, we make a Level-5 Performance bet of \$15 on Pass Line and win.

12. Following another win we move up to a Level-6 Performance Bet. We change to the O betting pattern and bet \$18 on Don't Pass. We win the bet.

13. Still in Performance Betting mode we move up to a Level-7 Performance Bet. We change our betting pattern to betting "Same" and wager \$25 on Don't Pass. We win the bet.

14. We move up to a Level-8 Performance Bet. We change to the O betting pattern and bet \$30 on Pass Line. We win again!

15. Continuing in Performance Betting Mode we make a Level-9 Bet of \$35. With a betting pattern of betting "Same" we wager \$35 on Pass Line and lose the bet. After this loss we would move back to Strike Betting, making a Level-3 bet of \$15 if we decided to continue to play. However, with a net win of \$106 we call the game complete.

Bankroll Requirements

In order to use the Hunter System successfully you need to have money set aside for use of the strategy. We call this money the **Bankroll**.

The **Game Bankroll** is the amount needed to play one game. For land-based play, it is the amount of cash converted to casino chips before playing.

The **Total Bankroll** is the amount needed for long term play. It is larger than the Game Bankroll to allow for losing games. We recommend a Total Bankroll four times the size of the Game Bankroll.

Determining the Size of the Game Bankroll

For \$5 Base Betting, the Strike bets consist of the following bets:

5 10 15 25 40 65 105 170. These bets total \$435.

Counterstrike Bets of \$5 Base Betting are:

5 10 20 40 80 160 and total \$315.

In order to use these two betting series we must have a large enough bankroll to accommodate all of the Strike Bets.

The Game Bankroll acts as a Loss Limiter for this system. If you lose all of the Game Bankroll, or are unable to make a wager because you lack bankroll, the game will end as a losing game.

Target Wins

We divide our play into games which are usually very short, running from 30 to 70 dice rolls with an average of 64 dice rolls per game.

To keep our games short we play for Target Wins. Each level of play has its own Target Win. A Game can be considered won once you hit a Target Win. With the Target reached you can stop the game with a win.

Extended Play

Many times you will want to continue playing after hitting a Target Win. This is especially true with online play, where a game lasting 64 dice rolls can be completed every eleven minutes. If you wish to continue play, just reset the strategy to a Level 1 Strike Bet and continue playing. For land-based play you should remove your winnings from play when you use this technique. With online play, where you can't really remove chips from play, you should keep written records of your play so that you know when you have won each game.

**Hunter System Base Bets, Betting Series,
Target Wins, Game Bankrolls & Total Bankrolls
S – Strike Bets C – Counterstrike Bets M – Performance Bets**

Base Bet	Betting Series	Target Win	Game Bankroll	Total Bankroll
\$1	T) 1 2 3 5 8 13 21 34 C) 1 2 4 8 16 32 M) 2 1 2 4 5 6 8 10 15 20 etc	\$10	\$90	\$180
\$2	T) 2 4 6 10 16 26 42 68 C) 2 4 8 16 32 64 M) 3 2 4 6 8 10 12 15 20 etc	\$20	\$180	\$360
\$3	T) 3 6 9 15 24 39 63 102 C) 3 6 12 24 48 96 M) 4 3 6 8 10 12 15 20 etc	\$30	\$270	\$540
\$5	T) 5 10 15 25 40 65 105 170 C) 5 10 20 40 80 160 M) 8 7 9 12 15 18 25 30 35 etc	\$50	\$435	\$870
\$10	T) 10 20 30 50 80 130 210 340 C) 10 20 40 80 160 320 M) 16 14 18 24 30 36 50 60 70 etc	\$100	\$870	\$1740
\$15	T) 15 30 45 75 120 195 315 510 C) 15 30 60 120 240 480 M) 24 21 27 36 45 54 75 90 105 etc	\$150	\$1305	\$2610
\$20	T) 20 40 60 100 160 260 420 680 C) 20 40 80 160 320 640 M) 32 28 36 48 60 72 100 120 140 etc	\$200	\$1740	\$3480
\$25	T) 25 50 75 125 200 325 525 850 C) 25 50 100 200 400 800 M) 40 35 45 60 75 90 125 150 175 etc	\$250	\$2175	\$4350
\$35	T) 35 70 105 175 280 455 735 1190 C) 35 70 140 280 540 1080 M) 56 50 63 84 105 126 175 210 245 etc	\$350	\$3045	\$6110
\$50	T) 50 100 150 250 400 650 1050 1700 C) 50 100 200 400 800 1600 M) 80 70 90 120 150 180 250 300 350 etc	\$500	\$4350	\$8700
\$75	T) 75 150 225 375 600 975 1575 2550 C) 75 150 300 600 1200 2400 M) 120 105 135 180 225 270 375 450 etc.	\$750	\$6525	\$13,050
\$100	T) 100 200 300 500 800 1300 2100 3400 C) 100 200 400 800 1600 3200 M) 160 140 180 240 300 360 500 600 etc	\$1000	\$8700	\$17,400
\$200	T) 200 400 600 1000 1600 2600 4200 6800 B) 200 400 800 1600 3200 6400 M) 320 280 360 480 600 720 1000 1200 etc	\$2000	\$17400	\$34,800
\$300	T) 300 600 900 1500 2400 3900 6300 10200 C) 300 600 1200 2400 4800 9600 M) 480 420 540 720 900 1080 1500 1800 etc	\$3000	\$26100	\$52,200
\$500	Y) 500 1000 1500 2500 4000 6500 10500 17000 C) 500 1000 2000 4000 8000 16000 M) 800 700 900 1200 1500 1800 2100 etc	\$5000	\$43500	\$87,000

Before you rush right out and start using the Hunter System, you've got to think about money.

Most gamblers have very little conception of what a gambling bankroll is or how to manage it. Most trips to casinos are scheduled as vacations, or in conjunction with some other event such as a business conference, and the would-be gambler will grab whatever money happens to be available as his "bankroll." Records are never kept of gambling wins and losses, and the player really has no idea how much has been lost. In many cases the gambler doesn't want to know, for if he had to face the hard cold facts, recognition of his lack of gambling prowess would be unavoidable.

This approach is the wrong way to go about becoming a consistent winner. Most people think that there is some "magic" way of winning and that with this secret all that is necessary is to join the action and become a big winner. Others, of the more cynical persuasion, believe that it is not possible to beat any casino game, so why worry about bankrolls. Just take what you can scrape up at the moment, have a good time, and when the money is gone, chalk it up to experience.

I hope that you have recognized at this point that the Hunter System is a powerful winning strategy. However, if it is applied in a haphazard manner without adequate controls to prevent losses, it will probably be a disappointment.

The starting point for any successful gambling endeavor is to bring an adequate bankroll. Notice that I did not say a large bankroll. It is not necessary to risk large sums of money to become a successful winner; however, it is necessary to bring at least adequate funds for the system to work.

Let's first discuss **what a bankroll is not**. It is not next month's rent or mortgage payment. It is not money advanced on credit cards. It is not the down payment needed on a new car. And, it is not casino credit.

A bankroll is cash set aside specifically for the purpose of using the Hunter System! It is a separate fund of cash that is not needed for living expenses, much like an investment in any speculative venture. It is money that you can afford to lose, although, if you follow our recommendations, you will probably not lose it. But you must be prepared for the possibility that your bankroll could be lost, and its loss must not adversely affect your lifestyle.

I recommend that you start with a small bankroll and **use winnings to build your bankroll to a larger amount.**

I have given you guidelines for the size bankroll needed in the chapter introducing the Hunter System.

You also must consider casino(s) where you will play and the minimum wagers required at the craps tables. If you have a bankroll for a \$5 minimum game, but only \$10 games are available, then you will not have an adequate amount to play.

Before beginning casino play, you will divide your trip bankroll into two parts with one part for each game. If you are a \$5 bettor, you will bring \$435 to the table. This is your **Game Bankroll**.

When you are playing, you must be aware of the status of your bankroll throughout the game. This is easily accomplished if you keep your chips segregated by denomination so that you can tell at a glance the approximate amount that you are ahead or behind.

You should always set a Target Win amount for each game. Your Target Win should be ten times the size of your minimum wager. Thus, if you are making \$5 minimum wagers, you will use a Target Win of \$50.

You will terminate a game when you have won your target win or lost every bet in a betting series. However, there is still another trigger for quitting. If you have played longer than two hours, you should quit. Fatigue is a great leveler in casino gambling, and you must not play when you are tired.

When you take a break from playing, the first thing you will do is to record the results of the session. You will carry a notebook for this purpose, and you will record the results of every gambling session. The information you will want to record for each session is:

Date Played
Casino
Approximate time played
Betting Series Used
Game Bankroll
Amount Won or (Lost)
Explanation for stopping
Comments

Each item of information can be set up as a column heading so that you can easily add the Amount Won or Lost to determine exactly your position on each trip. You will use the Explanation for Stopping column to record the reason for stopping a sessions, such as "hit target win" or "played 2 hours."

You will find that this information is invaluable in fine-tuning your play.

After entering this information in your notebook upon completion of a playing session, you will take a break. The best bet for a break is to remove yourself from the casino for at least an hour. You can catch a bar show, go for a walk, or take a short nap.

If disaster strikes and you lose your entire bankroll, you should never borrow on your credit card or use other monies to continue gambling. One purpose of having a defined bankroll is to prevent you from ever using other money for gambling. If you have lost your bankroll, then your gambling is over for this trip.

You should also set win goals for each trip. If your Game Bankroll is \$1,740 and you have set a win goal of \$200, then you should quit when your target win is reached. I have known too many gamblers who just couldn't quit when they were ahead. The Hunter System is a powerful winning strategy; however, part of its effectiveness is using these controls to limit losses and to walk away with winnings.

With the Hunter System you can also build your bankroll. Use your own devices to build your initial minimum bankroll, but after you have done this, you can use winnings from craps to **increase your bankroll at an accelerated rate!**

To accelerate the growth of your bankroll, you will increase the size of the Betting Series used as your bankroll grows.

We now have all of the ingredients to put the Hunter System to work. In the next chapter we'll see how this strategy did in real life play.

How Much Can You Win with the Hunter System?

There is no doubt that playing craps using the Hunter System is very profitable. We have documented play for 5,152 craps games using this strategy.

I had the help of a number of associates who worked with me to play the strategy and then record the results of each game.

We played craps on the Las Vegas Strip, in downtown Las Vegas and in casinos on the Boulder Highway and in Henderson, Nevada.

We played craps in Reno and Laughlin.

We played against both Tunica based and Gulf Coast casinos in Mississippi.

We played in three different Native American run casinos in New Mexico.

We played on both sides of the US Canadian border in Detroit.

We played in Missouri, Iowa and Indiana.

We also played in three different casinos in Atlantic City as well as in two London clubs.

We also played extensively online and pulled in winnings at a very high rate.

We soundly beat every version of craps offered today!

We played at many different levels – from using \$1 minimum bets online to \$500 bets on the Las Vegas Strip and in Atlantic City!

What's more, our hourly win rates were nothing short of amazing.
Let me give you just a couple of examples.

If you use the Hunter System in land-based games and use \$100 chips as your base bets, you will average winning \$829 an hour.

Hourly winnings in online games, which are played faster than land-based ones, are really high –

When you play with \$10 base bets, you'll make \$485 an hour!

Even entry-level players don't do that badly. There are many online games accepting \$1 minimum bets. If you play in one of these games using \$1 as your base bet, you will pull in a very cool \$49 an hour!

These are really outstanding win rates, and I can't blame you if you are a little skeptical. However, these win amounts are based on 5,152 documented games. I didn't invent them. These are the amounts other players made using the Hunter System!

To facilitate comparability of results in playing at different betting levels, we converted all of our raw game data into the equivalent results of using \$5 Base Bets. You should be familiar with this betting level as all of the examples of play used in this book are based on using \$5 Base Bets.

Here are the parameters used for \$5 Base Bets

Strike Bets for \$5 Base Bets

Level	1	2	3	4	5	6	7	8
\$ Bet	5	10	15	25	40	65	105	170

Counterstrike Betting Series for \$5 Base Bets

Level	1	2	3	4	5	6
\$ Bet	5	10	20	40	80	160

Performance Bets

Winning Level-1 Strike Bet	-----Performance Bets-----						
5	8	7	9	12	15	18	25

After winning the \$25 bet continue betting and increasing each additional bet by \$5.
Your bets would be: 30 35 40 45 50 etc.

Game Bankroll: \$435
Total Bankroll: \$870
Target Win: \$50

The results of these games are summarized in the following table:

Summary of Long-Term Test of Hunter System for Craps

Total Games	5,152
Games Won	5,040
Games Lost	112
Win Percent 5150/5356	97.83%
Total Dice Rolls	328,272
Net Won	\$227,584
Average Winnings per dice roll	\$0.6933
Average Winning per game (all games)	\$44.17
Total Won excluding losing games	\$264,544
Number of Winning Games	5,152
Average Winnings per winning game \$264,544/5040	\$52.49
Average Loss per losing game	\$330.00
Average Number of Dice Rolls per Game 328,272/5152	63.72

I believe that the results attained in these 5,152 games are very representative of what you can expect with long-term play using the Hunter System at craps.

We won 5,040 games for a long-term win percentage of 97.83% of all games. Stated another way, you will win close to 98 out of every 100 games you play with this strategy.

With \$5 Base Bets we averaged winning \$44.17 per winning game, a little less than our Target Win of \$50 per game. Our average net win per winning game (excluding losing games) was \$52.49 per game, a little higher than our Target Win of \$50 per game.

The results of long-term testing becomes more impressive when you convert the amount won to a net amount per dice roll –

Using \$5 Base Bets, we won an average of \$0.6933 per round of play.

The average game took just 63.72 dice rolls to complete.

This means that in a land-based casino with 60 rounds of play per hour, it will take you about 64 minutes per game.

In online play, wins will come more quickly since the game is faster. If you play at a rate of 350 rounds per hour you will complete a game online in less than eleven minutes!

A very important statistic derived from this play is the average amount won per round. Here, playing with \$5 Base Bets, we won an average of \$0.6933 per dice roll. This is the net amount won after deducting the affect of losses.

Once we have this statistic we can compute hourly winnings for different levels of play and different game speeds. Below are the average hourly winnings you will make as a \$10 Base Bettor in land-based games and online games.

Average Hourly Winnings for Land-based games (80 rounds per hour)	\$82.96
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Average Hourly Winnings for Online games (350 rounds per hour)	\$485.10
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The following table shows the hourly win rates for play in land-based and online games with Base Bets ranging from \$1 to \$500.

Hunter System Hourly Winnings for Land-Based and Online Casinos

Base Bets	Land-based (80 dice rolls per hour)	Online (350 dice rolls per hour)
\$1	NA	\$48.51
\$2	NA	\$97.02
\$3		\$145.53
\$5	\$55.46	\$242.55
\$10	\$110.03	\$485.10
\$15	\$166.40	\$727.65
\$25	\$277.32	\$1212.75
\$35	\$388.35	\$1697.85
\$50	\$554.64	\$2425.50
\$75	\$831.96	\$3638.25
\$100	\$1109.28	\$4851.00
\$200	\$2218.56	NA
\$300	\$3327.84	NA
\$400	\$4437.12	NA
\$500	\$5546.40	NA

As a beginning player you may want to start out making \$1 bets online. With a Game Bankroll requirement of just \$90 this is a great place to start. You will average winning \$49 an hour at this level.

However, you will undoubtedly want to move up to \$2 betting as soon as possible where you will average winning \$97 an hour.

As your winnings grow you can continue to increase the size of your base bets playing online. Many of our testers like to use \$25 base bets, with average winnings of \$1,213 an hour!

If you prefer to play in land-based games you will find the Hunter System very profitable. You will probably start in a \$5 game winning \$42 an hour.

As you move up, your hourly winning will increase. For professional level play you'll want to use base bets of \$100 or more. As a \$100 bettor you'll pull in a quite reasonable \$830 an hour. Two hours a day at this level will net you better than \$1,600 a day!

The following table shows the Base Bets, Betting Series, Target Wins, Game Bankroll and Total Bankroll for play levels ranging from \$1 to \$500 base bets

**Hunter System Base Bets, Betting Series,
Target Wins, Game Bankrolls & Total Bankrolls
S – Strike Bets C – Counterstrike Bets P – Performance Bets**

Base Bet	Betting Series	Target Win	Game Bankroll	Total Bankroll
\$1	S) 1 2 3 5 8 13 21 34 C) 1 2 4 8 16 32 P) 2 1 2 4 5 6 8 10 15 20 etc	\$10	\$90	\$180
\$2	S) 2 4 6 10 16 26 42 68 C) 2 4 8 16 32 64 P) 3 2 4 6 8 10 12 15 20 etc	\$20	\$180	\$360
\$3	S) 3 6 9 15 24 39 63 102 C) 3 6 12 24 48 96 P) 4 3 6 8 10 12 15 20 etc	\$30	\$270	\$540
\$5	S) 5 10 15 25 40 65 105 170 C) 5 10 20 40 80 160 P) 8 7 9 12 15 18 25 30 35 etc	\$50	\$435	\$870
\$10	S) 10 20 30 50 80 130 210 340 C) 10 20 40 80 160 320 P) 16 14 18 24 30 36 50 60 70 etc	\$100	\$880	\$1740
\$15	S) 15 30 45 75 120 195 315 510 C) 15 30 60 120 240 480 P) 24 21 27 36 45 54 75 90 105 etc	\$150	\$1305	\$2610
\$20	S) 20 40 60 100 160 260 420 680 C) 20 40 80 160 320 640 P) 32 28 36 48 60 72 100 120 140 etc	\$200	\$1740	\$3480
\$25	S) 25 50 75 125 200 325 525 850 C) 25 50 100 200 400 800 P) 40 35 45 60 75 90 125 150 175 etc	\$250	\$2175	\$4350
\$35	S) 35 70 105 175 280 455 735 1190 C) 35 70 140 280 540 1080 P) 56 50 63 84 105 126 175 210 245 etc	\$350	\$3045	\$6090
\$50	S) 50 100 150 250 400 650 1050 1700 C) 50 100 200 400 800 1600 P) 80 70 90 120 150 180 250 300 350 etc	\$500	\$4350	\$8700
\$75	S) 75 150 225 375 600 975 1575 2550 C) 75 150 300 600 1200 2400 P) 120 105 135 180 225 270 375 450 etc.	\$750	\$6525	\$13,050
\$100	S) 100 200 300 500 800 1300 2100 3400 C) 100 200 400 800 1600 3200 P) 160 140 180 240 300 360 500 600 etc	\$1000	\$8700	\$17,400
\$200	S) 200 400 600 1000 1600 2600 4200 6800 B) 200 400 800 1600 3200 6400 P) 320 280 360 480 600 720 1000 1200 etc	\$2000	\$17400	\$34,800
\$300	S) 300 600 900 1500 2400 3900 6300 10200 C) 300 600 1200 2400 4800 9600 P) 480 420 540 720 900 1080 1500 1800 etc	\$3000	\$26100	\$52,200
\$500	S) 500 1000 1500 2500 4000 6500 10500 17000 C) 500 1000 2000 4000 8000 16000 P) 800 700 900 1200 1500 1800 2100 etc	\$5000	\$43500	\$87,000

Plan Before You Play

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

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

The advance preparation is fairly easy. First, read and understand this book. The easiest way to practice is to play in an online casino on your home computer in “practice mode” where no money is risked. This will give you a realistic feel for craps as it is played, whether you play online or in a land-based game.

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

You can practice with Bovada Casino without registering or having to download software. Here is the link to Bovada’s free craps game –

<http://casino.bovada.lv/>

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

After you have learned and practiced this strategy, you will want to begin planning to apply it in a casino. “What,” you say. *Planning?* I just spent time learning the darned thing! What's this planning? Why can't I just jump in my car or get on a plane, arrive at a location that has craps and start playing? Or, why can't I just get online, pick an online casino and start playing craps?

Planning begins with determining the size of bankroll you will take for your Hunter System Sessions. The amount you take for an excursion to a casino(s) is called the **Total Bankroll**, and it should be two times the size of bankroll required to play a game. If you decide to play online, you can use these same concepts. Here your “Total Bankroll” can be thought of as your total bankroll for online play.

It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against losses. If, for example, you decided that since the loss rate is so low (about one in 46 games), you would only take the amount needed to play one game. What would you do if the loss occurred in the first game? You would not have a large enough bankroll to continue to play craps, and you would be "tapped out" even with a winning system.

It is far better to plan for the worst and then do your best to prevent it from occurring. The following table summarizes the bankroll requirements for minimum bets of \$1 to \$500.

Hunter System Bankroll Requirements

Base Bet	Game Bankroll	Total Bankroll
\$1	\$90	\$180
\$2	\$180	\$360
\$3	\$270	\$540
\$5	\$435	\$870
\$10	\$870	\$1740
\$15	\$1305	\$2610
\$20	\$1740	\$3480
\$25	\$2175	\$4350
\$35	\$3045	\$6090
\$50	\$4350	\$8700
\$75	\$6525	\$13,050
\$100	\$8700	\$17,400
\$200	\$17400	\$34,800
\$300	\$26100	\$52,200
\$500	\$43500	\$87,000

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

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

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

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

Assume that your bankroll is \$1000. You are planning a trip to Las Vegas and you find out that the minimum bets accepted where you will stay are \$10 bets.

You check with the table showing bankroll requirements and see that the bankroll required to use the Hunter System with \$10 unit bets is \$1,740. You can see that you don't have a large enough bankroll to play at this level.

You really only have a couple of choices now. You can postpone using the Hunter System in Las Vegas until you save another \$740 and have the bankroll required.

Or, you can play online in a game with lower minimum wagers, where your \$1000 bankroll will be adequate. You can literally "build" the bankroll needed for the Las Vegas trip from your winnings playing online.

The table below shows win rates for play in online casinos.

**Hourly Win Rates for Play In Online Casinos
(Assumed play rate of 350 dice rolls per hour)**

Size of Base Bet	Hourly Win Rate
\$1	\$48.51
\$2	\$97.02
\$3	\$145.53
\$5	\$242.55
\$10	\$485.10
\$15	\$727.65
\$25	\$1212.75
\$35	\$1697.85
\$50	\$2425.50
\$75	\$3638.25
\$100	\$4851.00

Referring to the table showing bankroll requirements at the beginning of this chapter you note that the bankroll required for \$5 Base Bets is just \$870. With your \$1000 bankroll you can easily play at this level.

The table above shows average hourly winnings of \$242 for a \$5 Base Bettor playing online.

Now, you want to find out how long it will take you to “grow” the bankroll for your Las Vegas trip. You compute:

Bankroll Needed for \$5 Base	\$1740
Bets in Las Vegas	
Current Bankroll	<u>1000</u>
Bankroll Shortage	<u>\$740</u>

Now, you compute how long it will take you to win the \$740 additional bankroll playing online with an average hourly win of \$242.

$$\$740/\$242 \text{ an hour} = 3.05 \text{ hours}$$

You have almost a week before the planned Las Vegas trip. You decide to try the online play plan, and in about three hours you win \$740. You start packing for Las Vegas.

When you arrive at your choice of gambling locale, it is important that you arrive prepared, confident that you have mastered the Hunter System, determined a plan of action, brought the materials with you which you will need, planned the correct bankroll and developed a playing schedule for your trip.

You will want to come to the craps table confident about yourself and your game plan. Although you will undoubtedly enjoy the edge you have over other players, make sure that your enjoyment never interferes with your plan to beat the dealer.

Good luck in all of your play!!!

Skilful Play

There are a number of decisions you can make in becoming a successful Hunter System player. For example, you must decide where to play and whether you will tip or not.

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

Picking where you play

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

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for craps games offered by small casinos might be \$5 minimum bets and \$500 maximum bets. These limits will be acceptable for 90% of the players using the Hunter System. But a few players may require higher betting limits.

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

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

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

Fortunately, casino employees are reasonable people and problematic dealers are not seen too often.

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

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

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

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to raise bets when you are winning, but sometimes you raise them after a loss as well.

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

Tipping

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

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

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

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer.

I tip by making a bet for the dealers if I have been winning. If I continue to win I will make another bet for the dealer about every twenty to thirty rounds of play.

Act like a gambler

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

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

Hide Chips

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

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

How to Survive and Prosper as a Professional Gambler, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse.

Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

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

Play for Cash or on Credit?

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

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

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

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

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

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

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

Rated Players

Once you start playing with green or black chips, you are going to be asked by a floor person if you want to be rated. Many novice gamblers resent the intrusion of a floor person and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very

profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

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

Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions.

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

Learn to play another casino game

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

Blackjack is still a favorite game of many high rollers. Blackjack, using the *Blackjack Attack Strategy*, is an excellent game for using hit and run tactics. If you have been playing craps and are tired of concentrating on your wagers, blackjack may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack play in with your craps play, you will look more and more like another gambler to the casino bosses.

You may be surprised how well you do at blackjack. On a typical casino visit, I usually make almost as much money playing blackjack as I do playing craps. Silverthorne Publications is the premier publisher for winning craps systems. You can check out the **Blackjack Attack Strategy** at <http://www.blackjackattackstrategy.com/>

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

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

Discipline and Control

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

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

Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.

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

Actually, it is no great feat to get ahead playing craps. Probably over 75% of all craps players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all craps players end up losing money. The typical casino hold is about 20% for a craps table. *Hold* is a term referring to the

amount the casino keeps as its win out of the money dropped at the table — e.g. the *drop*. If you buy in for a hundred dollars, and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the Hunter System will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

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

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

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

Trust me, winning is habit forming. Losing, especially at a game like craps when you know you are using a winning strategy, is tough. Some professional gamblers,

especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing streaks for the Hunter System tend to be fairly short. If you play craps regularly using this strategy, it is highly unlikely that you will ever encounter two back to back losing casino visits. But it can happen.

Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy.

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

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing craps for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

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

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

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

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

Ego Needs

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

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the craps table, feel free to comment on your success. The casino is not concerned with craps winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.

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

Occasionally, outside of the casino, I have been asked about how my strategies work. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning craps system is total disbelief. I am simply not

believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

Play the Part

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

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

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

The Casino is Not Your Enemy

The dealers, floor persons, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floor person is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are

not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

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

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

Drinking

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink. Professional blackjack players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

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

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

Superstitions

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

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

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

Craps players have their own superstitions. Lady shooters are lucky. First time shooters are lucky. If someone touches the shooter when he is shooting he will seven out. If a die flies off the table the next number will be a seven. And so on.

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

Many casino bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In

this day of corporation controlled casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, and it doesn't hurt to play them up.

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

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

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

Moving Up Your Betting Levels

If you devote much time to craps using the Hunter System at some point you will want to increase the size of base bets — jumping from a betting series with a \$5 Base Bet to a higher level, for example. Many players find that an emotional adjustment is required to make these moves.

The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Hunter System Betting Strategy.

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

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 Base Bet bettor to using \$10 wagers as your starting point.

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

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

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$3, \$5 or a \$10 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

The Casino As Your New Office

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

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

You can first play using a lower level of play. This is an excellent approach, and you will win plenty of money using this approach. The best way to practice playing craps and using the Hunter System Betting Strategy is to play online in “practice mode” where you can play at your own pace and refer to the Hunter System Tracking Form and the Player Card as often and as leisurely as you like.

Once you feel very comfortable playing craps, you can gradually increase your betting level, using casino profits to build your bankroll. It may take a number of trips before you feel confident enough to move up to higher level play.

Only after you have completely mastered the Hunter System should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers.

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

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

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

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

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

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

Casino Comps

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

Chose a primary casino and then play there.

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

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

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

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

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I

won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

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

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

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

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

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

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

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

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

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

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

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

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

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

Get to know your casino host.

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

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

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

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

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

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

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

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

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

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

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

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

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

Be a nice person.

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

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

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

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always

better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave.

Visit the casino at off times.

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

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

If you want to really reduce the size of the crowds, travel in the middle of the week during off season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a slot club).

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

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

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

Ask for comps.

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

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

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

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

Maximize your comps.

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

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

In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

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

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

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

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all

of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

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

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

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

Summary of the Comps Game

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

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

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

Casino Etiquette

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

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

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

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

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff.

Here are some guidelines for casino play.

1. When you have finished playing, you can ask the dealer to color you up before leaving the table.
2. Watch your own bets at all times. Craps bets are easy to track as you handle the bets yourself and place them directly in front of you.
3. Don't force your way into a crowded table. If the table is crowded ask the nearest player if he minds if you join them.
4. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play craps including this one. You should learn the correct payoffs for the bets you will be making.
5. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.
6. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the Hunter System, and contrary to the opinion of some drunks, alcohol does not make you think clearer.
7. Take the dealers. Dealers call tips "tokens" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Craps dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get tokened. I always take the dealers. If I win more I will take them more, but even if I lose, I will make several bets for the dealer. This is not only

the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complimentaries, controlled by and large by pit personnel who rate your play.

It's time to pull together everything we have learned. The next chapter reviews all aspects of the Hunter System and gives you a concrete game plan you can put into action.

Summary of the Hunter System

The Hunter System only makes bets on Pass Line or Don't Pass. It divides betting into three distinct betting modes: Strike Betting, Counterstrike Betting and Performance Betting.

Where each bet is made is critical to the success of this system. The Hunter System uses the Trend Anti-Trend (TAT) system to determine where to place each bet.

Trend Anti-Trend Bet Selection

The bets used for the Hunter System at craps are bets on the Pass Line and Don't Pass. Where you place each bet is determined by the Trend Anti-Trend Betting System.

1. You will make your bet according to a pattern where you will alternate between betting the Same as (S) the previous outcome (where P = Pass Line and D = Don't Pass), and the Opposite (O) of the previous outcome or decision.
2. The use of this system will result in changing your bet selection in the following pattern: S O S O and so on.
3. You will start play using the S pattern, that is betting that the previous decision or outcome will repeat. If the last decision was Pass, with the S pattern you will bet that Pass will repeat.
4. After each round of play you will change the bet selection pattern regardless of whether you won or lost the previous round. If you bet on Pass, using the S pattern and win with a Pass being made, you will change to the O pattern and bet on Don't Pass (the opposite of Pass) for the next round. If you bet on Pass using the S pattern and lose the

bet with a Don't Pass decision, you will still change to the O pattern, this time betting on Pass, the opposite of the last decision.

5. You will continue to alternate the bet selection method, irrespective of wins and losses until you have two losses in a row. If you lose two bets in a row, you will repeat the last pattern for the next round.

6. If a twelve shows on a come out roll (or a 2 in some craps games) the Don't Pass bet is barred from winning while the Pass Line loses. If you lose a Pass Line bet to a come out 12, treat it as a Don't Pass decision. If a 12 shows when you have a Don't Pass bet up, ignore the bet.

Example of TAT Betting:

You make a bet using the S pattern and lose.

You change to O pattern, make a bet and lose.

With two consecutive losses you will repeat the O pattern and then continue alternating bet selection methods.

It is not necessary to observe a decision before you start to play. If you play online you may have to make a bet in order to observe a decision. I usually start out making a minimum bet on Don't Pass and then continue from there following the betting pattern.

Strike Betting

Strike Bets for \$5 Base Bets

Level	1	2	3	4	5	6	7	8
\$ Bet	5	10	15	25	40	65	105	170

The Betting Rules for Strike Betting are as follows:

1. Always begin with a Level-1 bet. If you lose the bet, increase your bet to the next level.
2. The general rule for Strike Betting is to increase your bet one level after losing a bet and drop your bet one level after winning a bet. If you win two bets in a row or two out of three bets, you will always drop to a Level-1 bet. Example: You win a Level-5 bet of \$40 and then win a Level-4 bet of \$25. Your next bet will be a Level-1 bet of \$5.
3. Anytime you lose two bets in a row will be treated as a Timing Signal to start the Counterstrike Betting Strategy. Example: If you lose a Level-2 bet of \$10 and then lose a Level-3 bet of \$15, your next bet will be a Counterstrike Strategy Bet.
4. The “two loss in a row rule” applies to all levels of betting for Strike Bets. For example, if you lose a Level-3 bet of \$15 and then Lose a Level-4 bet of \$25 your next bet will be a bet using Counterstrike Betting.
5. After winning any bet using the Counterstrike Strategy you will immediate revert to making a Strike Bet at the level higher than the last Strike Bet level before starting Counterstrike Betting. Example: You lose a Level-1 bet of \$5, followed by losing a Level-2 bet of \$10. Start Counterstrike Betting with a Level-1 Counterstrike Bet of \$5. If this bet wins, resume making Strike Bets with a Level-3 Strike Bet of \$15.

Counterstrike Betting

Counterstrike Betting is used after losing two consecutive Strike Bets. As soon as this occurs you will change to Counterstrike Betting.

Like Strike Betting, Counterstrike Betting uses a Betting Series. For \$5 Base Bets, the following Betting Series is used:

Counterstrike Betting Series for \$5 Base Bets

Level	1	2	3	4	5	6
\$ Bet	5	10	20	40	80	160

The rules for Counterstrike Betting are:

1. Always begin Counterstrike Betting with a Level-1 Counterstrike bet. If the bet wins, resume Strike Betting at the Betting level one higher than the last losing Strike Bet. If a Counterstrike bet loses, increase the bet one level. Example: You lose Level-1 and Level-2 Strike bets. With two losing Strike Bets you start Counterstrike Betting with a Level-1 Counterstrike bet. If the bet wins resume Strike Betting with a Level-3 strike bet. If the bet loses, stay in Counterstrike mode and raise the bet to a Level-2 Counterstrike Bet.

2. Continue making Counterstrike Bets until you have one winning bet. With any winning bet you will revert to Strike Betting. When you revert to Strike Betting you will start one level higher than your last losing Strike Bet. If you lose a Level-3 Strike Bet before entering Counterstrike Betting mode, after winning any Counterstrike Bet you will resume Strike Betting with a Level-4 Strike Bet.

Counterstrike Betting is a simple Martingale Betting Series. This means that with any win in the series, the amount of the Level-1 bet is won.

Performance Betting

The third betting strategy is Performance Betting. This is the strategy designed to build profits safely during winning streaks.

We will only enter Performance Betting Mode after winning a Level-1 Strike Bet. After winning this bet we will gradually increase the size of each bet until we have a losing bet.

With any losing Performance Bet we will return to Strike Betting at the Bet Level with an amount higher than our last and losing Performance Bet. However, the highest level Strike Bet used after losing a Performance Bet is a Level-3 bet.

Performance Bets build on winning Level-1 Strike Bets. For \$5 Base Bets, where the Level-1 Strike Bet is \$5, we will use the following betting series for Performance Bets:

Winning Level-1 Strike Bet	----- Performance Bets -----						
	5	8	7	9	12	15	18

After winning the \$25 bet continue betting and increasing each additional bet by \$5. Your bets would be: 30 35 40 45 50 etc.

This is a very conservative betting series. When you are in a winning streak you should continue in this betting series as long as you continue to win each bet. With a single loss you will revert to using Strike Betting at the Level higher than your last losing bet.

If you lose an \$8 Performance Bet your next bet will be a Level-2 Strike Bet of \$10. If you lose a \$12 Performance Bet, your next bet will be a \$15 Strike Bet. However, if you lose a \$25 Performance Bet, your next bet is limited to a Level-3 Strike Bet of \$15. This is done so that losses of larger Performance Bets do not result in increasing the risk of a game loss by playing a Strike Betting series that is too short.

**Hunter System Base Bets, Betting Series,
Target Wins, Game Bankrolls & Total Bankrolls
S – Strike Bets C – Counterstrike Bets P – Performance Bets**

Base Bet	Betting Series	Target Win	Game Bankroll	Total Bankroll
\$1	S) 1 2 3 5 8 13 21 34 C) 1 2 4 8 16 32 P) 2 1 2 4 5 6 8 10 15 20 etc	\$10	\$90	\$180
\$2	S) 2 4 6 10 16 26 42 68 C) 2 4 8 16 32 64 P) 3 2 4 6 8 10 12 15 20 etc	\$20	\$180	\$360
\$3	S) 3 6 9 15 24 39 63 102 C) 3 6 12 24 48 96 P) 4 3 6 8 10 12 15 20 etc	\$30	\$270	\$540
\$5	S) 5 10 15 25 40 65 105 170 C) 5 10 20 40 80 160 P) 8 7 9 12 15 18 25 30 35 etc	\$50	\$435	\$870
\$10	S) 10 20 30 50 80 130 210 340 C) 10 20 40 80 160 320 P) 16 14 18 24 30 36 50 60 70 etc	\$100	\$870	\$1740
\$15	S) 15 30 45 75 120 195 315 510 C) 15 30 60 120 240 480 P) 24 21 27 36 45 54 75 90 105 etc	\$150	\$1305	\$2610
\$20	S) 20 40 60 100 160 260 420 680 C) 20 40 80 160 320 640 P) 32 28 36 48 60 72 100 120 140 etc	\$200	\$1740	\$3480
\$25	S) 25 50 75 125 200 325 525 850 C) 25 50 100 200 400 800 P) 40 35 45 60 75 90 125 150 175 etc	\$250	\$2175	\$4350
\$35	S) 35 70 105 175 280 455 735 1190 C) 35 70 140 280 540 1080 P) 56 50 63 84 105 126 175 210 245 etc	\$350	\$3045	\$6090
\$50	S) 50 100 150 250 400 650 1050 1700 C) 50 100 200 400 800 1600 P) 80 70 90 120 150 180 250 300 350 etc	\$500	\$4350	\$8700
\$75	S) 75 150 225 375 600 975 1575 2550 C) 75 150 300 600 1200 2400 P) 120 105 135 180 225 270 375 450 etc.	\$750	\$6525	\$13,050
\$100	S) 100 200 300 500 800 1300 2100 3400 C) 100 200 400 800 1600 3200 P) 160 140 180 240 300 360 500 600 etc	\$1000	\$8700	\$17,400
\$200	S) 200 400 600 1000 1600 2600 4200 6800 B) 200 400 800 1600 3200 6400 P) 320 280 360 480 600 720 1000 1200 etc	\$2000	\$17400	\$34,800
\$300	S) 300 600 900 1500 2400 3900 6300 10200 C) 300 600 1200 2400 4800 9600 P) 480 420 540 720 900 1080 1500 1800 etc	\$3000	\$26100	\$52,200
\$500	S) 500 1000 1500 2500 4000 6500 10500 17000 C) 500 1000 2000 4000 8000 16000 P) 800 700 900 1200 1500 1800 2100 etc	\$5000	\$43500	\$87,000

Addendum A –Hunter System Automatic Bettor

Below is a blank Hunter System Automatic Bettor. You can print as many copies of the Automatic Bettor as you need for your craps play. On the next page you will see an example of how to use the Bettor.

Game No _____ Location: _____
 Date _____ Game Bankroll \$ _____ Base Bet Level \$ _____
 Strike Bets (T): _____ Counterstrike Bet(C): _____
 Performance Bets (R): _____
 P = Pass Line, D = Don't Pass Bet Selection Patterns: S = Bet Same as previous decision, O = Bet
 Opposite of Previous Decision W=Win L = Loss

Outcome														
Pattern														
Bet On														
Amount														
W-L														
Balance														

Outcome														
Pattern														
Bet On														
Amount														
W-L														
Balance														

Outcome														
Pattern														
Bet On														
Amount														
W-L														
Balance														

Sample Game Using Hunter System Automatic Bettor

This Sample Game is based on Sample Game 1 shown earlier. Here it is recorded using the Hunter System Automatic Bettor Format.

The Automatic Bettor does not have all of the information that was shown in tables showing Sample Games earlier. This is a form which is designed to be used quickly while you are playing. The number of the rounds, the Betting Mode and bet level are all left out. In addition most players don't bother recording the balance after each round. If you are playing in a land-based game your chips will give you this information. When you are playing online the software keeps a running tab of your position.

Sample Use of Hunter System Automatic Bettor

Outcome	P	P	P	D	D	P	P	P	D	D	P	D	P	D
Pattern	S	O	S	O	S	O	S	O	S	S	O	S	O	S
Bet On	P	D	P	D	D	P	P	D	P	D	P	P	P	P
Amount	5	8	10	5	8	7	9	12	15	5	25	15	25	5
W-L	W	L	W	W	W	W	W	L	L	W	W	L	W	L
Balance	+5	-3	7	12	20	27	36	+24	9	14	39	24	49	44

Outcome	D	P	P	D										
Pattern	O	O	S	O										
Bet On	P	P	P	D										
Amount	10	5	15	10										
W-L	L	W	W	W										
Balance	34	39	54	64										

Outcome														
Pattern														
Bet On														
Amount														
W-L														
Balance														

Addendum B - Player Cards

\$1 Base Bets

Hunter System for Craps

\$1 Bets Game Bankroll \$90 Target Win = 10
Strike Bets: 1 2 3 5 8 13 21 34
Counterstrike Bets: 1 2 4 8 16 32
Performance Bets: 2 1 2 4 5 6 8 10 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$2 Base Bets

Hunter System for Craps

\$2 Bets Game Bankroll \$180 Target Win = 20
Strike Bets: 2 4 6 10 16 26 42 68
Counterstrike Bets: 2 4 8 16 32 64
Performance Bets: 3 2 4 6 8 10 12 20 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$3 Base Bets

Hunter System for Craps

\$3 Bets Game Bankroll \$270 Target Win = 30
Strike Bets: 3 6 9 15 24 39 63 102
Counterstrike Bets: 3 6 12 24 48 96
Performance Bets: 4 3 6 8 10 12 15 20 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$5 Base Bets

Hunter System for Craps

\$5 Bets Game Bankroll \$435 Target Win = 50
Strike Bets: 5 10 15 25 40 65 105 170
Counterstrike Bets: 5 10 20 40 80 160
Performance Bets: 8 7 9 12 15 18 25 30 35 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$10 Base Bets

Hunter System for Craps

\$10 Bets Game Bankroll \$880 Target Win = 100
Strike Bets: 10 20 30 50 80 130 210 340
Counterstrike Bets: 10 20 40 80 150 320
Performance Bets: 16 14 18 24 30 36 50 60 70 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$15 Base Bets

Hunter System for Craps

\$15 Bets Game Bankroll \$1305 Target Win = 150
Strike Bets: 15 30 45 75 120 195 315 510
Counterstrike Bets: 15 30 60 120 240 480
Performance Bets: 24 21 27 36 45 54 75 90 105 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat
last selection.

\$20 Base Bets

Hunter System for Craps

\$20 Bets Game Bankroll \$1740 Target Win = 200
Strike Bets: 20 40 60 100 160 260 420 680
Counterstrike Bets: 20 40 80 160 320 640
Performance Bets: 32 28 36 48 60 72 100 120 140 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$25 Base Bets

Hunter System for Craps

\$25 Bets Game Bankroll \$2175 Target Win = 250
Strike Bets: 25 50 75 125 200 325 525 850
Counterstrike Bets: 25 50 100 200 400 800
Performance Bets: 40 35 45 60 75 90 125 150 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$35 Base Bets

Hunter System for Craps

\$35 Bets Game Bankroll \$3045 Target Win = 350
Strike Bets: 35 70 105 175 280 325 525 850
Counterstrike Bets: 35 70 140 280 540 1080
Performance Bets: 56 50 63 84 105 126 175 210 245
etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$50 Base Bets

Hunter System for Craps

\$50 Bets Game Bankroll \$4355 Target Win = 500
Strike Bets: 50 100 150 250 4000 650 1050 1700
Counterstrike Bets: 50 100 200 400 800 1600
Performance Bets: 80 70 90 120 150 180 250 300 350
etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$75 Base Bets

Hunter System for Craps

\$75 Bets Game Bankroll \$6525 Target Win = 750
Strike Bets: 75 150 225 375 600 975 1575 2550
Counterstrike Bets: 75 150 300 600 1200 2400
Performance Bets: 120 105 135 180 225 270 375 450
etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$100 Base Bets

Hunter System for Craps

\$100 Bets Game Bankroll \$8700 Target Win = 1000
Strike Bets: 100 200 300 500 800 1300 2100 3400
Counterstrike Bets: 100 200 400 800 1600 3200
Performance Bets: 160 140 180 240 300 360 500 600
etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$200 Base Bets

Hunter System for Craps

\$200 Bets Game Bankroll \$17400 Target Win = 2000
Strike Bets: 200 400 600 1000 1600 2600 4200 6800
Counterstrike Bets: 200 400 800 1600 3200 6400
Performance Bets: 320 280 360 480 600 720 1000
1200 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$300 Base Bets

Hunter System for Craps

\$300 Bets Game Bankroll \$26100 Target Win = 3000
Strike Bets: 300 600 900 1500 2400 3900 6300 10200
Counterstrike Bets: 300 600 1200 2400 4800 9600
Performance Bets: 480 420 540 720 900 1080 1500
1800 etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.

\$500 Base Bets

Hunter System for Craps

\$500 Bets Game Bankroll \$43500 Target Win = 5000
Strike Bets:
500 1000 2000 4000 8000 16000
Counterstrike Bets: 500 1000 2000 4000 8000 16000
Performance Bets: 800 700 900 1200 1500 1800 2100
etc
Trend Anti-Trend Betting: Alternate Same and
Opposite of prior decision. If lose 2 in row repeat last
selection.