

Making A Killing At Craps

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Making A Killing At Craps

The game of Craps is considered America's most popular gambling game. Because the Craps table uses unfamiliar language, it is often considered very complicated. However, after learning the terminology, it is in reality, quite easy. In the middle of the Craps table are what is known as proposition bets. This includes all one roll proposition bets. The House has an advantage on these bets of from 2.778% on the "field" to 16.667% on any 2 or 12. For this reason, we will not be going into detail on any of these bets. If you want to win consistently, you want to stay away from these bets.

You may stand at either end of the table, as both sides contain exactly the same bets. If you were the first player at the table you would stand at one end of the long table and the stickman would let you pick a pair of dice. You, being the "shooter" would have to bet on either the pass line bet or the Don't pass. The first roll of the dice is called the "come-out" roll.

PASS LINE BET

If the dice thrown on the come-out roll total 7 or 11, (a natural) you win and are paid 1 to 1. (You would then bet and roll another come-out.) If the dice thrown total 2, 3 or 12 (a crap) you lose. (The dice would then go to the next player for another come-out roll.)

If the dice thrown total 4, 5, 6, 8, 9 or 10 then the total becomes the "point". You are more likely to win, than lose on the come-out roll. However, once the point is made, the odds turn against you.

Now, if 7 comes up on the dice, you lose the bet you made at the beginning. If the point comes up, you win.

Pass Bet Rules:

Come-out roll: Natural 7 or 11 you win
Crap 2, 3, or 12 you lose

Points: 4 5 6 8 9 10

Point rolls: Point you win
7 you lose

DON'T PASS BET

If the dice thrown on the come-out roll bet total 7 or 11, you lose. 2 and 3 win, and on 12 you "push" (neither winning or losing).

If the dice come up 4, 5, 6, 8, 9 or 10 as before, this becomes the point. After this, if 7 comes up first, you win. To lose, the point must come up.

Don't Pass Rules:

Come-out roll:	Natural 7 or 11	you lose
	Crap 2 or 3	you win
	Crap 12	push

Points: 4 5 6 8 9 10

Point rolls:	Point	you lose
	7	you win

COME BET

After a point has been made, you may place a bet in the space marked Come. This has almost the same rules as pass. 7 or 11 win, crap 2, 3 + 12 lose. When a new point is established, the bet is moved to the appropriate box above the come space. Then the bet wins if the point appears, loses if 7 appears first. Payment again is 1 to 1.

DON'T COME BET

After a point has been made, you may place a bet in the space marked Don't. This has almost the same rules as don't pass. 7 or 11 lose, crap 2 + 3 win, 12 is a push. When one of the point numbers comes up, the bet is moved to the appropriate box. Now you want 7 to come up before your don't come point number. After what you have read so far is understood, you can "lay the odds". A bet not even on the Craps table.

Let's say you have made a pass line bet and point 5 has been established. You may now bet a like amount by placing it behind your pass line bet. This means an "odds bet" on 5. If 7 turns up before 5, you lose both bets. If 5 turns up before 7, you win both bets.

On a come point the bet is the same. You identify the point to the dealer saying for example "odds on 5". He will place your

bet on top of your come bet.

If the come-out roll intervenes this, the odds bet is off unless you specify to the dealer that you wages "work" on the come-out roll.

ODDS Payoff (by exact odds)

Point

4 or 10	6 to 3
5 or 9	6 to 4
6 or 8	6 to 5

To maximize the odds, you should bet 3 units of the table minimum so you may always get full odds.

Pass + Come		Don't Pass + Don't Come	
Point	payoff	Bet	payoff
4 or 10	2 to 1	6 units	3 to 6
5 or 9	3 to 2	6 units	4 to 6
6 or 8	6 to 5	6 units	5 to 6

In this way, if the point is 5 or 9, you may be a full 6 units (more than the original bet) instead of the actual odds of 4 1/2 to 3.

Work on your game and begin this way: 1st bet only on the pass line. When you have learned the game well enough, bet full odds on the point rolls. Then make come bets and bet full odds on point rolls. (You can at this point bet don't pass or don't come with full odds.)