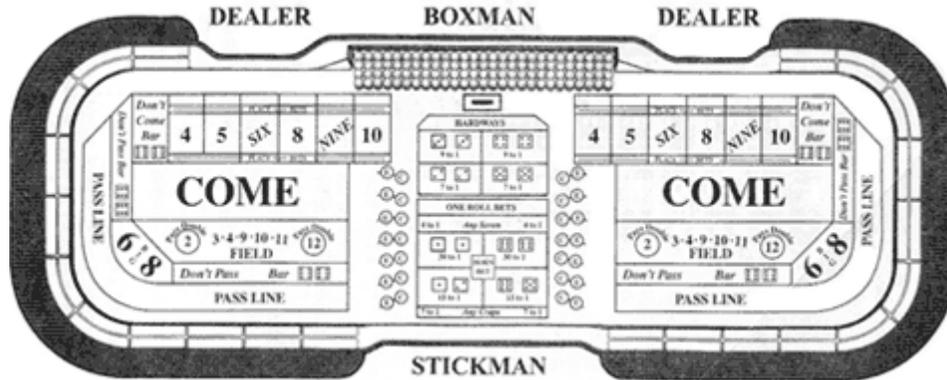


It's my opinion that Craps is the best casino game out there. It's fun, fast paced and very exciting. When you're in a casino and hear people cheering, it's most likely coming from a craps table. At first glance a craps table can be very confusing. There's lots of betting areas, people are shouting out bets and throwing down chips. It also takes 4 people to work the table.



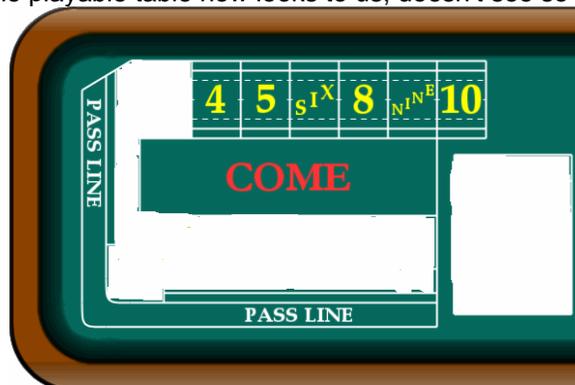
This isn't meant to be an introduction to craps or even to cover the basics and all the bets. There is already much written on those subjects. I will break down the playing areas that are needed to use my 20 unit system and then the system itself.

A craps table has 3 main areas, the left and right side are mirror versions of the same betting areas meant to service both ends of the table (5 to 7 players each side). The middle section contains the hard way bets, one roll bets and craps bets.



My system doesn't include a lot of the table real estate. A lot of those bets have high house advantages which means while you may hit them they're not going to pay what they should based on the odds against hitting them. In the long run you won't profit.

The areas used in my system are the pass line, pass line odds (behind the pass line), come and come odds. That's all there is. Here's how the playable table now looks to us, doesn't see so intimidating now does it?



My system is based on 20 units and patience. For this discussion, let's assume the table minimum is \$10. This means your buy in should be \$200. While the puck is black (off) let's make our first wager.



Bet 1 unit (\$10) on the pass line. If the come out roll is 2-3-12 you lose. If it's 7-11 you win. Pass line bets pay even money. Any other number is called the point. OK...I said I wasn't going to cover the basics but that had to be said. The shooter throws an 8 and the puck goes on the 8 and is now white (on). The point is 8 and as a pass line bettor you're saying 'I bet the shooter will make his point (the 8) before he throws a 7'. Before the next roll there's a lot of action happening. Your next bet is 2 units (\$20) behind the pass line taking odds. It's funny, this is the very best bet on a craps table and it's not even printed on the felt! This bet has the lowest house advantage. Some casinos will let you make bigger odds bets. Look for the placard on the inside table wall.

At this point there you've got 3 units (\$30) on the table. Now, watch and wait. The only number that can hurt you is the 7. The shooter keeps throwing the dice till he or she makes the point, the 8 in this case, or craps, 7. Several rolls later here's the 8! You win! The pass line bet always pays even money and the odds pays different depending on the number. In this case the 8 pays 6 to 5. There should now be \$64 on the felt in front of you (\$34 net). Put this in your chip rack and get 1 unit (\$10) back on the pass line ready for the next come out roll.

At this point, lather, rinse and repeat till your bank has doubled to 40 units. When it does, time to kick it up a notch. After the point is established, let's say the 6 and you've got 1 unit in front and 2 behind it, I now want you to throw a unit (\$10) on the 'Come' section and say '\$10 come'. The dealer will take your bet and may place it in the Come section closer or pointing in your direction. This is how they keep track when the table is packed.

What's a come bet? It's exactly like the come out roll when the puck is black expect it's your personal point. So, if the very next roll is 2-3-12 you lose. If it's 7-11 you win. Any other number is your point. Let's say the next roll is an 11. You win your come bet (even money). Same bet, next roll is a 10. Your come bet gets moved up to the 10. Before the next roll throw 2 units (\$20) and say 'odds on my come' and these will get moved to your come bet.

Now, you've got the 6 and the 10. If the come bet (10) hits before the table point (6) you will get paid for that 10. I want you to rack those chips and place another 1 unit (\$10) come bet. Next roll is the 4 and you take odds on your come bet. Now you're rooting for the 6 and the 4. Watch and wait. Only the 7 can hurt you.

Continue this type of play (pass line w/odds & 1 come bet w/odds) till you quadruple your buy in to 80 units. If you start to slip to under 40 units, drop the come bet and play pass line with odds only till you back to 40 units.

When you get to 80 units start using 2 come bets. You can do this on the next roll following your first come bet as you put odds on it. Now, you've got 3 numbers working. Run like this for a while. When you're comfortable and around 160 units, start doubling your pass/come bets to 2 units and bring odds bets to 3 units. Increase/decrease your bets as your stack changes.

Let's talk about payouts. The odds that you take on your pass line and come bets are based on the pairs of numbers that are used as the point. It is because of the number of combinations possible on the dice that determine how much should be paid. There are more combinations of 7 on the dice than any other number. In the come out roll this is good, pass line bettors get paid. Let the shooter get them out of their system before the point is established!

If the point (pass or come) is 4 or 10 the odds (true and payout) are 2 to 1.

If the point (pass or come) is 5 or 9 the odds (true and payout) are 3 to 2.

If the point (pass or come) is 6 or 8 the odds (true and payout) are 6 to 5.

Bets are usually in increments of \$5. When the point is 5 or 9 your odds bet should in increments of \$6 to get true odds. If the pass line bet is \$20 your odds bet should be (depending on if you take 2x or 3x odds) \$48 or \$72.

The 4 and 10 pay the most because there are fewer combinations and the opposite holds true for the 6 and 8.

Let's review the betting levels:

<b>Bank in Units</b>	<b>Pass Line</b>	<b>PL Odds</b>	<b># Come Bets</b>	<b>Come Bet</b>	<b>C Odds</b>
20 to 40	1 unit	2 units	----	---	---
40 to 80	1 unit	2 units	1	1 unit	2 units
80 to 160	1 unit	2 units	2	1 unit	2 units
160 to 480	2 units	3 units	3	2 units	3 units
480 +	3 units	6 units	3	3 units	6 units

If the table allows for higher odds bets then I suggest using those in lieu of a higher pass line bet once you get past 160 units. It's important to bet with your head but still respond to the table rhythm. If it's hot you have to ride it out and start to increase your bet size a little sooner than scheduled. If the table starts to turn down and you see people you feel are good bettors starting to leave then maybe you should to.

This is my system; something that works well for me but no system is 100% bullet proof. By gradually increasing your bets and lowering them as the table climate changes helps ensure longer play and being in the action when the table gets hot again. If I buy in for 20 units and get down to 4, I usually walk. If I stay and lose all 20 I don't buy back in. I may walk around, eat, do something else and then if I feel like playing and see a good table then I'll jump back in for another 20 units.

I hope this was helpful!

PAZ