

WIN AT CRAPS



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WIN AT CRAPS:

This book is your golden ticket to becoming the best Craps player you can be. It will strive to give you a complete account of what it takes to be a successful Craps player, how the game works and some strategic ways of beating the dealer. At its core, that's what good Craps play is all about – beating the value of the dealer's hand or letting him bust all on his own.

WHAT TO EXPECT:

The ebook can be used by both the novice and experienced Craps player; it aims to be concise, easy to follow and includes models and ideas that have been proven to work throughout the better part of the last 40 years. This book will seek to give you answers from both sides of the spectrum. On the one hand, it will concentrate on explaining the mathematics involved in the game; on the other, it will look at the psychological mindset required to minimize mistakes and maximize profits.

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01 LEARN TO PLAY CRAPS THE EASY WAY

The game of Craps has attained a reputation of being one of the most exciting casino games, not only because of its inclusion in a host of Hollywood films, but because it is in fact a game of pure adrenalin – anyone who has played the game will contentedly vouch for this statement. And it's true: few other casino games are capable of flooding you with exhilaration quite like Craps.

This Craps guide will cater for all your Craps needs. We've included just about every detail one would need to become a complete Craps player. From the history of the game, the diverse bets, the odds, and some of the psychology that makes up a big part of the game, we have it all for you right here in this concise and easy to follow Craps ebook. Make sure you download this guide for easy access next time you decide to play Craps on your computer or at a live casino.

This is your official Craps bible.

Why Craps Seems so Difficult to Understand

Craps is a game played with two standard dice. This means that the game gives you 21 unique combinations to roll. In Craps, we view the combination of 1-6 and 6-1 as the same thing, although when payouts are made, they are based on odds rather than the numbers themselves.

Here are the 21 unique possible combinations we get in Craps:

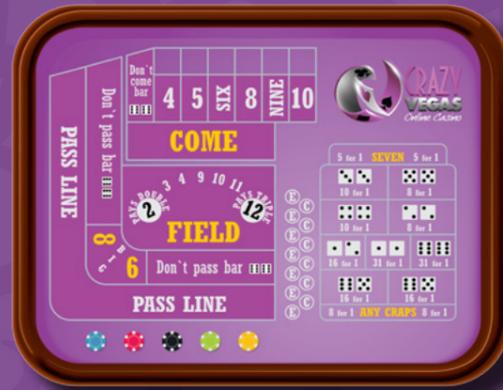
- 1-1, 2-2, 3-3, 4-4, 5-5, 6-6, 1-2, 1-3, 1-4, 1-5, 1-6, 2-3, 2-4, 2-5, 2-6, 3-4, 3-5, 3-6, 4-5, 4-6, 5-6.

Craps is based on all of the above mentioned combinations, allowing you to make a bet on each, which means that the table's layout will have a great number of wagering boxes for you to consider. It is therefore no wonder why so many players get discouraged by the complex layout of craps and often move on to other 'simpler' games at the casino.



To add to the confusion, each compartment will also have its own attached jargon. Put simply, the game looks like an adult version of hopscotch. But the idea of this book is to illustrate to you that Craps is in fact a very easy game to master. All it takes is a little bit of time to learn the different options you're faced with before and after the dice are rolled.

So, don't worry, we will be looking thoroughly at every bet, as well as the order of events after each dice roll. We'll also give you a number of glossaries so you can learn the lingo behind the game. Prepare to be launched into a brand new world of gambling. We're glad you're with us!



02 THE HISTORY OF CRAPS

Because Craps is essentially a dice game, it can be said that the game, or at least its incipient version, can be found throughout the entire ancient world. The modern cubical die can be dated back to Egypt, around the 6th century BC. Dice were also found in ancient India and Korea, whilst Native Americans were known to throw four-sided knuckle bones in their own version of a dice game.

In Rome, emperors Caligula, Augustine and Nero were famous for playing bygone forms of dice games. In fact, it was the Roman military legion that invented a game played with dice. Just like the Native Americans, the Romans made their dice out of bones, and this is perhaps why most dice made today are white in colour, the colour of bone. The Romans' bone dice had six sides, and thus were very similar to the dice we recognize today. Modern Craps dice are transparent so they can't be loaded with magnets and mercury.

Even though the history of the dice may go back a few thousand years, the history of modern Craps is much shorter, going back about 100 years. Perhaps the most direct game that can be attributed as the forefather of Craps is the game *Hazard*, which was played by soldiers in the 12th century, around the time of the Third Crusade and during the reign of England's Richard the Lion-Heart.

Once the colonists crossed the Atlantic, they brought the game to America and spread it around the communities. The game was then brought to New Orleans by Bernard Xavier Philippe de Marigny de Menville, a French-Creole American nobleman, politician, and president of the Louisiana Senate between 1822-1823. The game was first called 'Crapaud', meaning 'Frogs', probably derived from the hunched over position of the players who resembled squatting toads as they threw the dice on the ground. In later years, the game became known as Craps amongst the English-speakers when it was introduced to gambling steamboats traveling on the Mississippi river.

During World War II, street-style Craps, much like the Craps of New Orleans, became very popular amongst soldiers who used an Army blanket as a shooting surface. As you can see, there is a definite connection between Craps, soldiers and warfare.

In 1931 gambling was legalized in Nevada and the modern version of casino Craps gradually became one of the most well-known table games around the world. It was John H. Winn who revolutionized the game, making it possible for players to choose whether to bet with or against the house. He did so by adding the Don't Pass bet, which will be looked at a little later in this guide, and that's how modern Craps was born.



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03 CRAPS: THE NUTS AND BOLTS

Now that you have had a chance to get a feel of the game's history, it's time to learn about the important elements needed to play the game.

THE CRAPS TABLE

To participate in a successful game of craps, we of course need a table to play on, else we might as well play next to the curb. The craps table is sometimes referred to as a Twin Table because its layout is duplicated identically on either side of the playing area. This is done so that more players can participate in the game. The only section of the layout that is not duplicated is the *center bets* section, which is used by players on both sides of the table.

The Craps table is usually covered in a green or red felt and exhibits a number of different markings designated for a number of varying betting options. Players will make their bets by placing chips on top of the markings of the table. We will cover all possible Craps bets in a little while.

CRAPS TABLE



THE OFFICIALS

A game of Craps cannot be complete without the presence of a number of casino officials. This team of 'dealers' control and direct all the happenings at the table; from handing out the dice and paying out the winners, to collecting the losers' chips, the dealer's team is a well-oiled machine. The *boxman* is the boss of sorts and is in charge of the chips. He also oversees what the rest of the team is doing. He is frequently seen recording every roll of the dice and the amount of chips coming in and out of the Craps box.

THE TABLE



The two *base dealers* stand on either side of the boxman. Their function is to pay out the winners. The fourth member of the dealers' team is known as the *stickman* and is in charge of calling the dice rolls and their results (most dice rolls have their own names). The stickman takes the bets at the center of the table and hands out the dice to the *shooter* (one of the participating players who rolls the dice) by rounding them up with the aid of a long L-shaped stick. The stickman stands opposite the boxman.

NAMES OF ROLLS

Let's take a look at our first piece of glossary – the names of some of the dice outcomes in Craps. You will hear the stickman often calling these names out. It is important that you learn this portion of Craps jargon as you will not always have a great visual vantage point to see the dice in action – so it's best you hear and understand the stickman's confirmation of the roll.

	1	2	3	4	5	6
1	Snake Eyes	Ace Deuce	Easy Four	Five (Fever Five)	Easy Six	Natural or Seven out
2	Ace Deuce	Hard Four	Five (Fever Five)	Easy Six	Natural or Seven Out	Easy Eight
3	Easy Four	Five (Fever Five)	Hard Six	Natural or Seven Out	Easy Eight	Nine (Nina)
4	Five (Fever Five)	Easy Six	Natural or Seven Out	Hard Eight	Nine (Nina)	Easy Ten
5	Easy Six	Natural or Seven Out	Easy Eight	Nine (Nina)	Hard Ten	Yo (Yo-Leven)
6	Natural or Seven Out	Easy Eight	Nine (Nina)	Easy Ten	Yo (Yo-leven)	Boxcars

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04 THE ESSENTIALS OF CRAPS

Understanding the fundamentals of Craps is really easy. Off the bat, it's important to understand that Craps is not always about isolated dice throws but rather a succession of throws that make up an entire Craps episode. There are however specific bets which you can make by way of looking at each dice roll as an event by itself.

Let us first examine a simple round of Craps.

THE COME OUT ROLL

The initiator of a Craps round is the *shooter*. We have already mentioned that the shooter is the participant who rolls the dice on the table. The dealers can nominate any of the players at the table to act as the shooter, and the shooter is always obligated to make either a Pass Line Bet or a Don't Pass Bet. If you are nominated to act as the shooter, you can always decline the offer, after which the shooter nomination will move to the next player. Casinos require shooters to throw the dice with one hand only and that the dice bounce off the far wall of the table. This way casinos make certain that the roll is not controlled and that players do not switch the dice with loaded dice.

ON MARKER



OFF MARKER



THE PASS LINE BET

You will notice a circular marker at the table, usually white in colour when displaying 'on', and black in colour when displaying 'off'. If the marker says *off*, this will indicate that the game is at its *come-out roll* stage. The come out roll will determine the objective of the game to follow. Players will therefore bet with or against the shooter depending on the come-out roll.

Let us now take a look at the basic bets you can make at the Craps table, bearing in mind the importance of the come out roll.

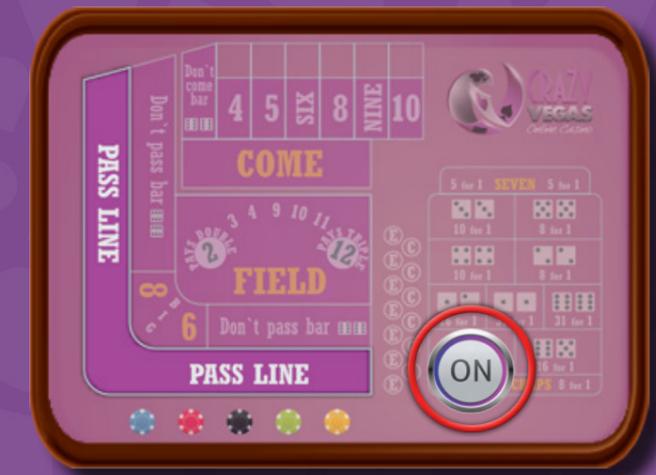
The *Pass Line bet* is a bet made *with* the shooter. Here you will wager your chips on the section marked *Pass Line*. This particular bet is also known as a *series bet* as the shooter may need to roll the dice a number of times before it can be considered as a winning or losing bet. Because Craps is known to be a highly superstitious game, players regard this type of bet as a 'right' bet as it is one backing the shooters roll.

The Pass Line bet is a winning bet (paying even money at 1 to 1) if the shooter rolls a 7 or 11. If you refer back to our glossary of rolls, you will see that a roll of 7 and 11 are known as *naturals*.

On the other hand, if the shooter rolls a 2, 3 or 12, all Pass Line bets will be losing bets. This is known as *Craps*.

If the shooter rolls a 4, 5, 6, 8, 9 or 10, then the shooter must roll again. This is what we meant when we said that the shooter must often roll a number of times in order to reach a winning or losing outcome.

PASS LINE BET



If the point is rolled again before a 7, the initial Pass Line bet wins even money. If a 7 is rolled, all Pass Line bets are lost.

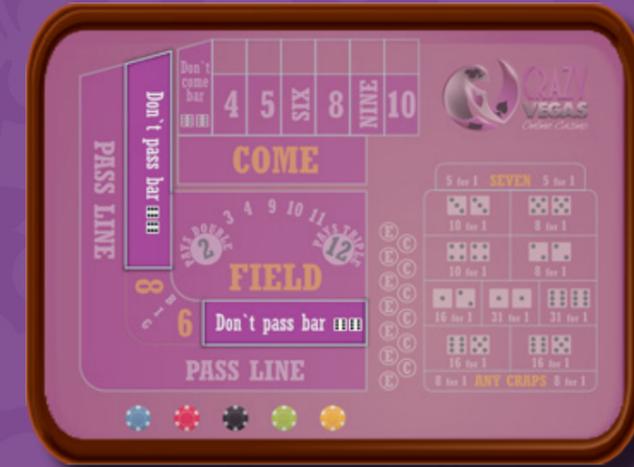
THE DON'T PASS LINE BET

All other numbers either than Craps (2, 3 or 12) and Naturals (7 and 11) will therefore be regarded as *points*. If a *point* (4, 5, 6, 8, 9 or 10) is rolled, the on/off marker is flipped to 'on'.

In contrast to the Pass Line bet, the Don't Pass Line bet is made *against* the shooter and is often considered as 'bad' Craps etiquette. A person wagering on the Don't Pass bar is often referred to as a *wrong bettor*.

The Don't Pass Line bet opposes its Pass Line equivalent in that it loses if the come out roll is 7 or 11, but wins if the come out is a 2 or 3. Players will place Don't Pass Line bets on the Don't Pass Bar located between the Pass Line and Field

DON'T PASS BAR



areas of the Craps layout. Remember, a 12 on the Don't Pass line is not a winning dice outcome and is considered a draw (or push) by the casino. The reason for this is that casinos always strive to maintain a house edge over players.

It follows that if a point is established and rolled again, the player will lose the Pass Line Bet. If a 7 is rolled after the point has been established, players win at even odds (1 to 1).

The math behind the Don't Pass Line Bet is quite interesting. If a point has been established, the odds will be in your favor as the number 7 has the biggest chance of being rolled – in fact a 6 in 1 chance! Why then do players prefer playing the Pass Line Bet instead of the Don't Pass Line Bet? Perhaps it has to do with the element of collective solidarity at the table. Many players think of Craps as a team effort where every participant is trying to break the bank by taking down the house. If you have no problem with being regarded as the *black sheep* of the table, then there is nothing stopping you from wagering on the Don't Pass Line bet.

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Okay, so far so good! What you can do now is go back and revise the dice outcomes that will be winners and losers for both Pass Line and Don't Pass Line bets. You can try these bets out on the freeplay section of an online casino.

The next two types of bets are probably the most important in the game of Craps. They are possible for both Pass Line and Don't Pass Line bets and can be quite lucrative as they have a zero house edge! That's right, learning about these bets is pivotal to becoming a successful Craps player.

BEHIND THE PASS LINE BET

As you can see, it is quite frequent that a point is established after the come out roll. After this has happened, players will be allowed to place 'side' bets behind their initial wager. This is known as *taking the odds* when betting with the shooter on the Pass Line bet. In fact, taking the odds should probably become a habit of yours (as should *laying the odds* when wagering on the Don't Pass Line Bet). Remember, making side bets (odds bets) means that there is no house edge as the point has already been established.

Once the point has been established, you can place your extra odds bet behind the Pass Line.

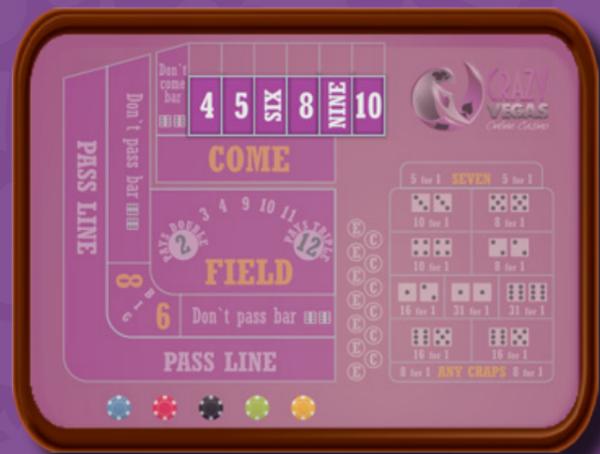
There are, however, specific rules to making such bets. Casinos will always have limits on the amount of odds you can take. This is again based on the fact that these bets contain no house edge. Most casinos will therefore advertise a 3-4-5X odds, which means the following:

- 3 times the initial bet if the point is a 4 or 10
- 4 times the initial bet if the point is a 5 or 9
- 5 times the initial bet if the point is 6 or 8

It follows that the payouts of these bets will also vary when winners:

- 2 to 1 if the point is a 4 or 10
- 3 to 2 if the point is a 5 or 9
- 6 to 5 if the point is a 6 or 8

POINT BETS



You can see straight away that taking the odds pays better than Pass Line bets, which is exactly why you should always wager behind the Pass Line once the point has been established.

LAYING THE ODDS

Just like taking the odds, *laying the odds* on a Don't Pass Line Bet is about placing a side bet that a 7 will be rolled before the point is rolled again. Again, there is no house edge just as with taking the odds.

To lay the odds, you will need to place your chips behind the Don't Pass Bar. These bets are once again placed in multiples of your Don't Pass Line bet – usually 3, 4 or 5 times the initial bet, which means that the payouts are identical to that of the taking the odds bet:

- 2 to 1 if the point is a 4 or 10
- 3 to 2 if the point is a 5 or 9
- 6 to 5 if the point is a 6 or 8

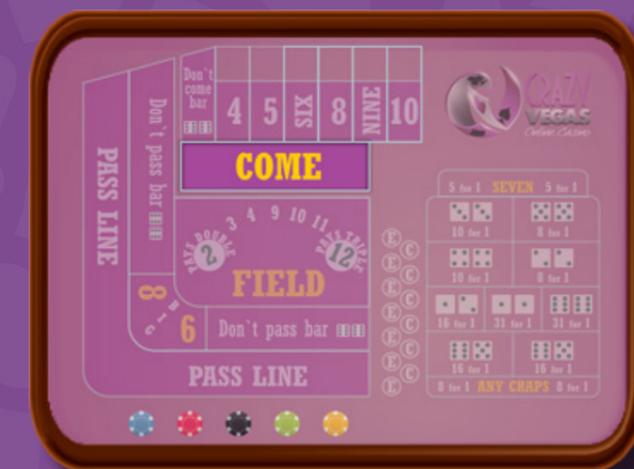
THE COME BET

The Come bet is essentially the same as a Pass Line bet except that it is wagered any other time than the come out roll. The next roll after the Come bet will therefore act as the new come out roll so that the Come bet can be completed. Players will still be able to take odds after a Come bet has been wagered and after the new point has been established. Thus, the Come bet can be seen as starting a new Pass Line bet by itself.

You can place your chips on the Come area after the come out roll and point have been established. The Come Bet wins when the shooter rolls a 7 or 11. If the shooter rolls a 2, 3 or 12, the Come bet is a loser. If the shooter rolls a 4, 5, 6, 8, 9 or 10, then a new point is established for purposes of the Come bet. If the point is rolled again, the Come Bet wins.

However, if the shooter rolls a 7 after the Come point (the new point independent from the initial point), the Come bet loses along with the Pass Line bet.

THE COME BET



To understand the Come bet better, think of it as a unique bet within the Pass Line bet after the initial point has been established. If the Pass Line Bet loses before the first point has been established, there is no possible way to wager a Come Bet. This bet pays even money.

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THE DON'T COME BET

The Don't Come bet works in opposition to the Come bet and is akin to the Don't Pass bet. In this bet, you will be wagering that a 7 will come before the point. You can again take odds if a point is rolled after a Don't Pass bet.

You can place odds bets on top of the bet in the box. This bet also pays even money.

What we have covered so far is essentially the basics of Craps. In the following section we will be looking at the myriad of other bets that you can make on the shooter's rolls, whether they be in the middle of or at the beginning of a Craps round. These bets are very easy to make and can prove to be quite lucrative for the player.

SINGLE ROLL BETS

Single-roll bets have nothing to do with come out rolls or the establishing of points. They are called single-roll bets because the player can place a bet at any given time, regardless of the progress of the game. A big chunk of these bets are called Service bets, which are located in the center of a twin table. The stickman or base dealers are the only people permitted to place these best for you.

SERVICE BETS

Here is a list of all Service bets you can find at the Craps table:

NAME OF BET	WHAT IT MEANS
1-1, or Snake Eyes, or Aces	Winner any time the shooter rolls a 1-1
3 (Ace-Deuce)	Winner is the shooter rolls a 3
Yo (Yo-leven)	Winner if the shooter rolls an 11
12, or Boxcars, or Cornrows or Midnight	Winner when the shooter rolls a double 6 (12)
2 or 12 (hi-lo)	Winner when the shooter rolls a 2 or 12. This bet is placed by the stickman with the chip(s) straddling the line dividing the 2 and 12 bets.
Any Craps, or Three-Way	Winner if the shooter rolls 2, 3 or 12
Any Seven, or Big Red	Winner if the shooter rolls a 7.
C & E	This is a combined bet where the player plays half the bet on Craps and half on yo-leven (11).
The Horn	This bet requires that the player wagers one unit on 2, 3, 11 and 12 at the same time for one roll. The bet is actually a four chip bet on four separate numbers. It can even go up to 5 numbers by adding the 'yo-leven' (11) on a 5 unit bet. In the latter instance, the player will have to call "horn high yo", for the dealer to know the exact type of Horn wagered.
On the Hop	With this bet players will have to view the two dice as two separate entities, just like in the game of backgammon. Player will thus be able to pick the numbers on each die, for example '3 and 6'. The bet pays 15 to 1 and 30 to 1 if a player calls that a double will be rolled next. On the Hop bets may sometimes not be represented on the Craps layout, but should be possible by booking them with the boxman.

THE FIELD BET

Like Service bets, the Field bet is a wager that the next roll will be a 2, 3, 4, 9, 10, 11 or 12. It is above the Don't Pass bar. It pays even money, except for the 2 and 12 which usually pay 2 to 1. Some casinos are known for paying 3 to 1 on either and this makes the Field bet one with the smallest house edge. It is totally worth betting on the Field, but only if the 2 or 12 pays 3 to 1 if hit. You will see later how this element can diminish the house edge quite dramatically. Multiple-roll bets are bets that do not necessarily have to be win-

THE FIELD BET



MULTIPLE ROLL BETS

ners or losers after the first roll has been completed. Therefore, they are bets where a number of rolls may need to be completed until the conclusion is determined. Most such bets are a part of a sequence where the point must first be established, but not always.

Multiple-roll bets are in actual fact very similar to Come and Don't Come bets. Here are some Multiple-roll bets to consider:

PLACE BETS AND BUY BETS

Place numbers in Craps are the numbers 4, 5, 6, 8, 9 and 10. This type of betting is actually very simple: all you need to do is wager on a Place bet, and if any of the place numbers are rolled before a 7, you win at varying odds. If you remember, the odds in Craps are all based on the probabilities of two dice being rolled. You can refer back to the pyramid of probabilities added in this guide.

PLACE BETS



Ultimately, Place bets are quite similar to Odds bets, except that Place bets will not have to be wagered and a point will not have to be determined. However, they do not pay quite as well as Odds bets.

Here are payouts you can expect to gain when making Place bets:

- 9 to 5 if a bet is placed on 4 or 10
- 7 to 5 if a bet is placed on 5 or 9
- 7 to 6 if a bet is placed on 6 or 8

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To wager Place bets, simply pit your chips on the number grid above the Come bet area and be hopeful that a 7 doesn't roll before any place number.

BUY BETS are the same as Place bets, except they pay true odds:

- 2 to 1 if a bet is placed on 4 or 10
- 3 to 2 if a bet is placed on 5 or 9
- 6 to 5 if a bet is placed on 6 or 8

However, the house will take a commission of 5 %, known as a 'vigorish' (vig) amongst gamblers. Some casinos will take the vig only when the bet is a winning one.

LAY BETS

Lay bets are the opposite of Place bets. They are winning bets if a 7 is rolled before the selected number. If any other number is rolled, the bet will stay on the table. You can place these bets above the exact number you are betting against, and the odds are the following:

- 1 to 2 if a bet is placed on 4 or 10
- 2 to 3 if a bet is placed on 5 or 9
- 5 to 6 if a bet is placed on 6 or 8

The house will again take a vig of 5%, usually from all winning bets.

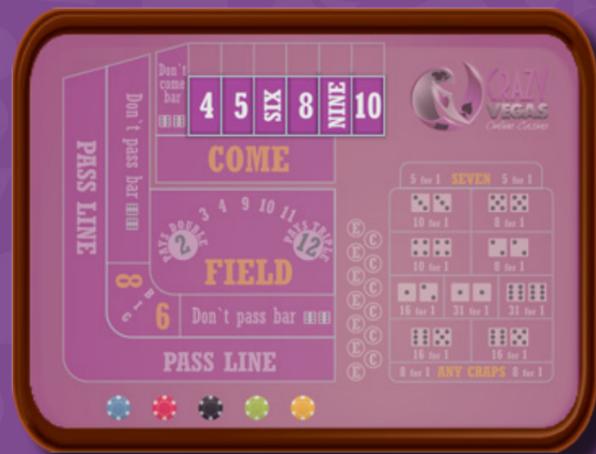
THE HARD WAYS BET

A Hard Ways bet is one made on a double roll. The possible doubles with two dice are 2, 4, 6, 8 or 10. The Hard Ways bets are found in the center of the Craps layout. The bet loses if any 7 is rolled and any other combination of the selected number that is not a double. For example, if a player bets on a hard 4 (2-2), and a 3 and 1 is rolled, the bet loses. The same goes for a 6 if a 5 and 1 or 4 and 2 is rolled, and so on.

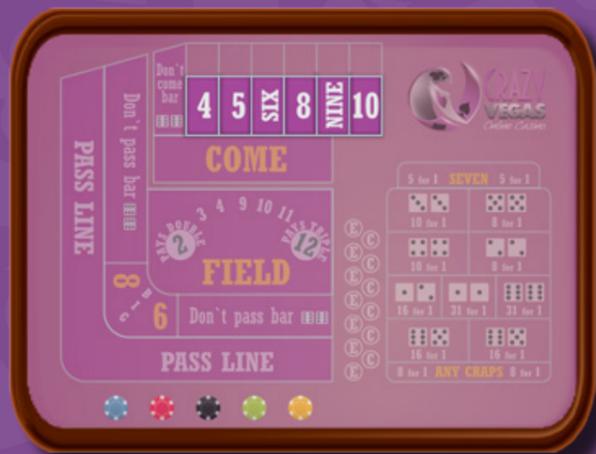
BIG 6 AND BIG 8 BET

Both of these bets work identically. The bet wins if the shooter rolls a 6 or 8 before he rolls a 7. The Big 6 and Big 8 bets are regarded as the worst bets on the table because they pay only even odds. It is wiser to bet on a Place bet of 6 or 8 as the payout is 7 to 6.

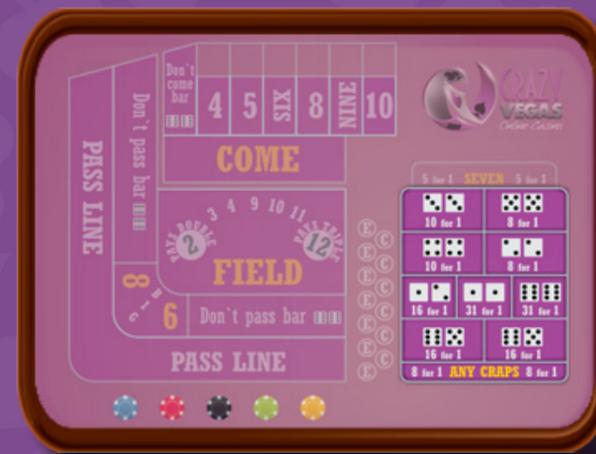
BUY BETS



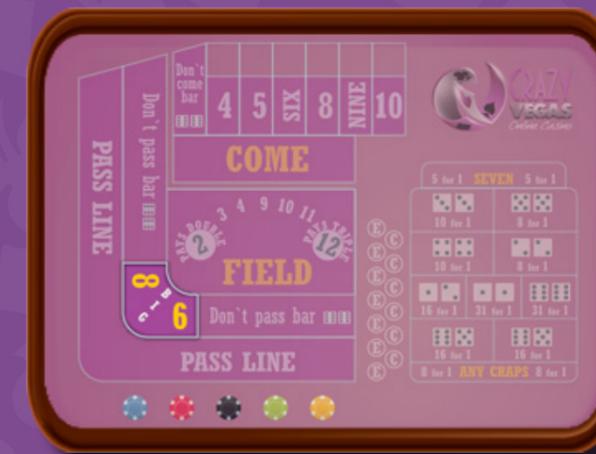
LAY BETS



THE RIB



BIG 6 / 8



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05 CRAPS STRATEGY

There are two sides to Craps strategy. First you need to understand which bets contain the lowest house edge and highest payout. The second aspect to strategizing for Craps is to control you money in an intelligent fashion. Let us recap all the main bets you can make in Craps, after which we will look at some betting systems that can work in your favor.

Craps Bets Recapped

In this chart we look at each bet individually. You can see that we have included the True Odds (the probability of an event happening), house edge of the bet, and the payout when the bet is a winning one.

TYPE OF BET	TRUE ODDS	HOUSE EDGE	ROLL TYPE	PAYOUT
Pass Line/Come	251 to 244	1.41%	Multi	1 to 1
Don't Pass / Don't Come	976 to 949	1.36%	Multi	1 to 1
Pass Odds/Come Odds	Same as paid	0%	Multi	2 to 1 on 4 and 10, 3 to 2 on 5 or 9, 6 to 5 on 6 or 8
Don't Pass Odds/ Don't Come Odds	Same as paid	0%	Multi	1 to 2 against 4 or 10, 2 to 3 against 5 or 9, 5 to 6 against 6 or 8
Yo-leven (Yo)	17 to 1	11.11%	Single	15 to 1
3	17 to 1	11.11%	Single	15 to 1
2	35 to 1	13.89%	Single	30 to 1
12	35 to 1	13.89%	Single	30 to 1
Hi-lo (2 or 12)	17 to 1	11.11%	Single	15 to 1
Craps (2, 3 or 12)	8 to 1	11.11%	Single	7 to 1
C & E (half on Craps, half on Yo)	5 to 1	11.11%	Single	3 to 1 on Craps, 7 to 1 on 11.
Any 7	5 to 1	16.67%	Single	4 to 1

Field bet variation 1.	5 to 4	5.56%	Single	1 to 1 on 3, 4, 9, 10 or 11. 2 to 1 on 2 and 12
Field bet variation 2.	5 to 4	2.78%	Single	1 to 1 on 3, 4, 9, 10 or 11. 2 to 1 on 2 and 3 to 1 on 12
Field bet variation 3 (rare).	5 to 4	-5%	Single	1 to 1 on 3, 4 9 or 10. 2 to 1 on 2 and 11, 3 to 1 on 12
The Horn	5 to 1	12.5%	Single	24 to 7 on 2 and 12. 3 to 1 on 3 or 11.
Whirl or World	2 to 1	13.33%	Single	26 to 5 on 2 or 12. 11 to 5 on 3 or 11. Push on a 7.
Hard Way 4/ Hard Way 10	8 to 1	11.11%	Multi	7 to 1
Hard Way 6/ Hard Way 8	10 to 1	9.09%	Multi	9 to 1
Big 6, Big 8	6 to 5	9.09%	Multi	1 to 1
Place 4/ Place 10	2 to 1	6.67%	Multi	2 to 1
Place 5/ Place 9	3 to 2	4%	Multi	7 to 5
Place 6/ Place 8	6 to 5	1.52%	Multi	7 to 6
Buy 4/ Buy 10	2 to 1	4.76%	Multi	2 to 1 (5% on bet)
Buy 4/ Buy 10	2 to 1	1.67%	Multi	2 to 1 (5% on bet if a winning bet)
Buy 5/ Buy 9	3 to 2	4.76%	Multi	3 to 2 (5% of intended bet)
Buy 6/ Buy 8	6 to 5	4.76%	Multi	6 to 5 (5% of intended bet)
Lay 4/ Lay 10	1 to 2	2.44%	Multi	1 to 2 (5% of intended bet)
Lay 5/ Lay 9	2 to 3	3.23%	Multi	2 to 3 (5% of intended bet)
Lay 6/ Lay 8	5 to 6	4.00%	Multi	5 to 6(5% of intended bet)

When looking at the chart above, it is easy to see which bets should be made and which should be avoided. You can clearly see that Pass bets offer quite low house edges (under 1.5%) and pay out at even odds. Another lucrative bet is the Field bet, especially the Field bet seen in variation 3. As mentioned before, players should always take the odds bets – they contain no house edge!

The next step is to look at some betting systems that can be useful in terms of strategically controlling your money. These systems are best used when the payouts are set at even.

06 PLAYING ONLINE CRAPS

Playing Craps on the internet is pretty much the same as playing at the casino. The only difference is that you will be playing alone, which to some is a quite a positive characteristic. Online Craps software may also not offer all the bets we have discussed in this guide, but the game itself will move much quicker than physical games because the collection and pay outs of wagers is done automatically; and since you are the only player at the table, there is only one person to be dealt with.

Another positive aspect is that you will freely be able to play against the shooter and not be scolded by other players. If you remember, the Don't Pass and Don't Come bets contain some of the smallest house edges, a little less than Pas Line and Come Bets, which renders it logical to always wager on them.



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AUTHOR	TITLE	ISBN
Brisman, Andrew	Mensa Guide to Casino Gambling: Winning Ways	978-1402713002
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