

Russell Hunter

# Craps

## *Attack Strategy*



SILVERTHORNE  
PUBLICATIONS

# **Craps Attack Strategy**

## **Russell Hunter**

**COPYRIGHT © 2007 by Silverthorne Publications Inc.**

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

Address all inquiries to the publisher:

**Silverthorne Publications, Inc.**

848 N. Rainbow Blvd, Suite 601

Las Vegas, Nevada 89107

United States of America

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

[orders@silverthornepublications.com](mailto:orders@silverthornepublications.com)

**Published in the United States of America**

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

## Introduction

*The Craps Attack Strategy* is an extremely powerful way of playing casino craps. The system evolved from an earlier system based on taking double odds at craps.

If you have limited experience (or even no experience) with casino craps, you should read the Craps Basics chapter as well as the Come Bets and Odds and Lay Bets chapters in this manual before attempting to understand either the basic *DO Attack Strategy* or the *LB Attack Strategy*. The Craps Attack Strategy consists of combining the DO and LB Attack Strategies in a unique way that increases your win rate, reduces your risk and accomplishes both using a lower bankroll.

Craps is a very intimidating game for novices, and I have tried to make the game as understandable as possible.

The system itself is very easy to use after some practice. It has been tested in casino play for thousands of decisions as well as against computer software. There is no question that it works. However, it is important that it be used exactly as described in this manual. Just about any variation you can think of has been rigorously tested, and the system as presented here is final, complete and effective. It does not need improvement. If you change the way the system is designed to be played, your results will vary considerably from our results with the system. My best recommendation to you is to play the system the way it is described in this manual. You will find the results more than satisfactory.

If you are brand new to the game of craps, I congratulate you for reading this material. There is no casino game more exciting than craps, and, as you shall see, more

profitable. If some of the craps concepts seem a little confusing, my advice is to read slowly and try to absorb the information we have presented before charging ahead.

If you are an experienced craps player, you may want to skip the chapter on Craps Basics. However, you should at least review the chapters on Come Bets and Odds and Lay Bets. Even experienced craps players do not totally understand taking odds, and almost no craps players understand or ever make lay bets.

My hope is that this information is worth its weight in gold to you. My experience with the system has been nothing short of outstanding, and I am convinced that anyone who takes the time to learn the system, practices it at home until its use becomes second nature, and then takes the system to the casinos, will have extraordinary good results with it.

All of the examples on win rates in this book are based on craps games played in land-based casinos, which usually average from 40 to 75 decisions per hour. The *Craps Attack Strategy* works well with online “virtual craps games as well. ***However, since the online version of the game is much faster, it is possible to win five to eight times the hourly rates shown for land-based craps games.***

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



## Craps Basics

Any casino worth its salt (at least in my opinion) will have at least one craps table. The larger casinos will have three or more tables and some as many as eight.

The craps capital of the world is in downtown Las Vegas at the Horseshoe Club (formerly Binion's). There, ten or more craps tables are usually in full swing with wall to wall players. The atmosphere is somewhat grungy, but the players are not there to take in the sights. They are there to experience the best craps action anywhere. For The Horseshoe offers ten times odds and virtually no table limits for players who want to bet the moon. You may have heard the story a few years back of the stranger, who walked into the club with \$700,000+ in one suitcase, made one bet, won and walked out with \$1,400,000+ in two suitcases. Such is the action at The Horseshoe.

For those of you who don't have \$700,000 to bet on one wager, there are plenty of other joints offering the craps game.

A craps table is from one and one-half to two times the size of a billiard table, ranging in length from 14 to over 20 feet. Anywhere from 14 to 24 players can gather around the table with the only limit being the number of people who can squeeze in. At a crowded table, you should always ask the other players if they would make room for you, rather than shoving your way in.



The table is covered in felt which may be colored green, blue or even red (the Four Queens in downtown Vegas uses an eye glaring red color). Most of the craps bets available are marked on the felt, known as the **craps layout**.

The layout is divided into three sections, a middle section called **the center** and two ends which are identical. Bets in the center section are handled by **the stickman** who calls the game. The bets on each **end section** are handled by **standing dealers**.

The center section of the table offers **Hardway** and other **Proposition Bets**. All of these bets are heavily in favor of the casino and should be avoided by players.

The bets available on the end sections of the table are the more important bets. Some of the wagers which can be made on the end section are: **pass line, come bets, don't pass wagers, don't come bets, place bets, field bets, odds bets, buy bets and lay bets**.

There are usually four casino employees at a craps table, These are the stickman, two standing dealers and one seated employee in front of the casino's chips called a **boxman** (I suppose "box person" is the current politically correct term as many boxmen are women).

In the past year or so, I have noticed several games, notably in Mississippi, run without boxmen. This may be a new trend, but at this point, it is the exception rather than the norm.

In addition to the dealers and boxman, a floor supervisor or pit boss may be standing behind the boxman. As more and more casinos offer to rate players for comps, it is more and more common to find a floor person in the vicinity of the table. Floor personnel act as final arbitrators of complaints, rate players, handle the paperwork for players playing with markers and in general act in a supervisory capacity.

The person in charge of the table is the boxman. In my experience, most persons in this position are extremely knowledgeable and, in most cases, helpful. They will help inexperienced dealers with payoffs, settle payoff complaints and protect the dealers and other players from obnoxious players. Most players don't even acknowledge boxmen, but I usually end up talking to them and find most of them to be fairly nice people stuck in one of the most grueling jobs on earth.

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. At any time, you will see only three of the crew as one member is always on break. Dealers also change positions every twenty minutes, so each dealer will in turn act as the stickman and as the dealer at each end of the table.

The first thing I do in walking up to a table is to check the table limits, shown on a small plaque on the table next to each end section dealer. Table limits are shown, such as \$1 minimum, \$500 maximum, or \$5 minimum, \$2,000 maximum. The minimum bets can be different from table to table in the same casino, and the limits at the same table may change in the evenings and on weekends.

After politely asking other players for a spot, if the table is crowded, your first step is to change your cash for **casino checks** or **chips**. This is accomplished by laying your cash on the table and telling the nearest dealer, "I would like to change the cash for chips," or "Change only."

In many casinos, cash still plays, so don't make the mistake of some novice players of throwing your cash on the table without telling the dealer (and making sure he or she hears you) that you only want change. One hundred dollars thrown in the come box could be considered a bet, and your cash will disappear faster than a hound chasing a bird if the dealer considers your cash a come bet, and the next roll is a craps.

After laying your cash on the table and telling the dealer that you want change, the dealer will place the chips in front of you on the table. You should promptly pick up the chips and place them in one of the two **rails** built into the table and directly in front of you. Do not leave your chips on the table, or place any other objects on the table as the table layout is strictly for bets.

You will notice than when you **cash in**, the dealer will hand your cash to the boxman, who will count it and insert it in a slot directly in front of his position. Your cash falls into a **drop box**, also called a **coffin**. Once your cash has gone down the slot, it is gone, buried (hence, coffin) and you will have to convert the chips to cash at the casino's **cashier's cage**.

Having placed your chips in the rail(s) in front of you, you may begin making bets at any time.

The craps table is always in one of two phases; either a **point** has been established and the **shooter** is rolling the dice trying to make the point, or no point has yet been established, and the shooter is trying to roll a **point number** and establish a point.

When no point has yet been established, the shooter is on the **come out roll**. After a point has been established, the shooter is trying to **make a point**, that is, repeat the point number.

It is easy to tell at any craps table which phase the table is in. There is a disk about three inches in diameter at each end section of the table. If the disk or **buck** is turned so the black side marked "Off" is face up and it is placed in the Don't Come betting box, there is no point established and the next roll will be a come out roll.

If the buck is placed with the white side up, which is marked "On", it will be placed on the back of the box showing the point number.

So it is easy to determine which phase any craps table is in. Just look for the buck. Black side up, in the don't come betting area is a come out roll. White side up, on a box with a point number, shooter is trying to roll a point previously established.

Craps is played with a pair of six sided dice with each die containing spots on each surface of 1, 2, 3, 4, 5 or 6. If you pick up a die, you will notice that the spots on the opposite sides of the cube always total 7. If you are looking at one side with two spots, the opposite side will contain five spots.

The numbers which are relevant to the game of craps are the totals of the spots on the dice when both dice are rolled. The game of craps is to a large extent a game of dice math, so it is important that you understand the combinations possible with a pair of dice. We will talk more about this later.

You are still at the table, waiting for me to finish telling you about the dice, so that you can get started. You notice the buck is parked, dark side up in the don't come box. You decide to make your first bet in the large area directly in front of you on the layout, marked "**Pass Line.**" You place a \$5 chip in the box and wait to see what happens.

You will only make this bet when a shooter is trying to establish a point. After the point is established, if you want to accomplish the same objective as making a pass line bet, you will make a come bet.

Now your chip is laying in the pass line betting area, and the shooter picks up the dice and throws them to the opposite end of the table. How the dice are thrown or rolled is of little concern to the casino personnel so long as they hit the wall opposite from the shooter and bounce a little bit. When the dice are rolling, it is considered extremely bad form to have your hands or arms over the table area where they may be hit by the dice. So after you have made your pass line wager, pull your arms and hands back and wait for the shooter to roll the dice.

The dice are thrown and a 7 is rolled. The stickman announces, "Seven, a natural for the pass, pay the pass, take the don't." The dealer places another \$5 chip next to the one you bet. You just won five bucks. Unless you want to wager ten bucks on the next roll, pick up your win. It is your job to keep track of your bets and to pick up any winnings. Any chips left on the table are considered bets. You pick up the chip.

Next the shooter rolls an 11 and the stickman draws, "Yo-leven, pay the front line." Another payoff appears next to your first chip. You have won again. "I could get to like this game," you think.

One more time the dice go flying. "Three, a craps, pay the don'ts." The dealer takes your chip. If you still want to bet the pass line, you must now place another chip in the pass line betting area. You wager another \$5 chip.

Now the shooter rolls a six. The stickman announces, "Six, the point is six." What no payoff or loss you question? No. Not on this roll. Phase two of the game has started.

The shooter rolled a six, which is a point number. The dealer turns the buck white side up and places it on the box with a six in it.

The shooter rolls another time and a three shows. Nothing happens to your bet. Another roll. This time an eleven. No change to your bet. Finally, the shooter rolls a six. "Six, an easy-way six. Point made, pay the front line." Another five-dollar chip appears next to your bet. The shooter has made his point.

The dealer turns the buck over, black side up and places it in the don't come betting area. The same shooter picks up the dice. You make a new bet on the pass line for the new come out roll. The shooter rolls a four. Now the buck moves to the four for phase two of the shooting. Two more numbers are rolled and then a 7 appears. "Seven out, line away, pay the don't," the stickman announces. Your bet is picked up by the dealer. The stickman uses his stick to move the dice to the center of the table until all new bets are made. He then pushes them to the person directly to the left of the previous shooter. This person picks up the dice and the game continues.

Let's review how the pass line bet wins and loses. During the come out period, before a point number has been rolled, the pass line bet wins if a seven or eleven is rolled. If a two, three or twelve (called craps numbers) are rolled, the pass line bet loses. Any other number, consisting of a four, five, six, eight, nine or ten is a point number and becomes the shooter's point.

Once a point number is rolled, the come out is over. Now the shooter is trying to roll the point number again **before rolling a 7**. If a 7 shows before the point number, the shooter has failed to make his point. This ends this shooter's turn at rolling the dice. It is also a loss for a pass line wager.

Anyone can shoot the dice if they so choose. The dice pass around the table in a clockwise direction, with each shooter losing the dice whenever he **sevens out**, that is, rolls a 7 during phase two of the game, before rolling the point number.

If you want to shoot the dice when your turn comes, go ahead. Casinos require that the person shooting the dice make either a pass line or a don't pass bet (**a line bet**) and that he hit the back wall of the table when shooting. Other than that there are no qualifications to shoot the dice.

To thoroughly understand craps, it is necessary to understand the possible combinations of a pair of dice.

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 the combinations are equally likely to appear. The differences in the likelihood of different numbers being rolled is the basis of craps math. All of the casino payoffs are built upon the relationships of the probabilities of the numbers being rolled.

Of the eleven possible numbers, 7 is the king. There are more ways to roll a 7 than any other number. The numbers 2 and 12 are the least likely numbers to be rolled. Most of the casino payoffs are built around the probabilities of other numbers being rolled as compared to a 7.

The Combinations of Dice Table shows the combinations of dice which total each number and likelihood of each number being rolled. There are thirty-six possible combinations from a pair of dice, and we see from the table that the 7 can be rolled six ways. Thus a 7 will be rolled, on the average, once every six dice rolls.

The next most common numbers are six and eight. They can be rolled five different ways. The five and nine follow with four combinations possible, the four and ten with three combinations, the three and eleven with two, and finally the two and twelve with only one possible combination.

Using this table, it is very easy to compute the probability of any number being rolled. If we want to know how likely it is that an 11 will be rolled on the next roll, we can see that it can only be made two ways, 5-6 and 6-5. The probability of an 11 being rolled on the next roll is two out of thirty-six or  $2/36$  or  $1/18$ . The odds against an 11 being rolled on the next roll are 1 in 18, or 17 to 1.

The casino offers a one-roll bet that an 11 will appear on the next roll, and most casinos pay 14 to 1 if this wager wins. As we can see, the true odds of an 11 being rolled are 17 to 1, and paying less than correct odds on this wager gives the casino a 16.67% advantage over the player who makes this wager.

TABLE ONE — COMBINATIONS OF DICE

<b>2 can be made in 1 way:</b>	<b>1-1</b>
<b>3 can be made in 2 ways:</b>	<b>1-2 2-1</b>
<b>4 can be made in 3 ways:</b>	<b>1-3 3-1 2-2</b>
<b>5 can be made in 4 ways:</b>	<b>1-4 4-1 2-3 3-2</b>
<b>6 can be made in 5 ways:</b>	<b>1-5 5-1 2-4 4-2 3-3</b>
<b>7 can be made in 6 ways:</b>	<b>1-6 6-1 2-5 5-2 3-4 4-3</b>
<b>8 can be made in 5 ways:</b>	<b>2-6 6-2 3-5 5-3 4-4</b>
<b>9 can be made in 4 ways:</b>	<b>3-6 6-3 4-5 5-4</b>
<b>10 can be made in 3 ways:</b>	<b>4-6 6-4 5-5</b>
<b>11 can be made in 2 ways:</b>	<b>5-6 6-5</b>
<b>12 can be made 1 way:</b>	<b>6-6</b>

Of particular interest to craps players are the point numbers of 4, 5, 6, 8, 9 and 10. When a shooter is rolling the dice, he is attempting to make one of these numbers (the point) before a 7 is rolled. Table Two shows the odds against each point number being rolled before a 7.

As we can see from Table Two, the correct odds payoff for a 7 being rolled before a 10 to 2 to 1. If a player makes a **Place Bet** on the 10, the Place Bet being a type of bet where the player is wagering that the number picked will be rolled before a 7, the casino will pay only 9 to 5 if a 10 is rolled before a 7. This is less than the correct odds of 10 to 5, or 2:1, and gives the casino an advantage over the player of 6.67% on the wager.

In addition to point numbers, there are a number of one-roll bets, shown in the center of the craps layout. On these proposition bets, wagers can be made that a 2, 3, 7, 11, or 12 will appear on the next roll.

All of the casino payoffs are at less than correct odds on these wagers. These bets should be avoided, as the odds against the player are just too tough to buck.

**TABLE TWO — POINT NUMBERS VERSUS A SEVEN**

<b>Point Numbers</b>	<b>Ways Point Number Can be Made</b>	<b>Ways a Seven Can be Made</b>	<b>Correct Odds Against a Point Number</b>
<b>4</b>	3	6	6:3 or 2:1
<b>5</b>	4	6	6:4 or 3:2
<b>6</b>	5	6	6:5
<b>8</b>	5	6	6:5
<b>9</b>	4	6	6:4 or 3:2
<b>10</b>	3	6	6:3 or 2:1

Let's review what we have learned. A Pass Line wager can be made before a come out roll. If a point has already been established, a pass line wager should not be made.

The following rules apply to a Pass Line bet on a Come Out roll:

1. If the shooter rolls a 7 or 11, the pass line bet wins.
2. If the shooter rolls a craps number of 2, 3 or 12, the pass line bet loses.
3. If a 4, 5, 6, 8, 9 or 10 is rolled, that number becomes the point number and the buck is moved to the box for that number, marking it as the point.

After the come out roll, the pass line wins or loses as follows:

1. If the shooter rolls the point number before a 7 shows, the pass line bet wins. This shooter has **made his point** and may continue to shoot the dice if he desires.
2. If the shooter rolls a 7 before rolling the point number, he has **sevens out**. The pass line wager loses and the dice will be offered to the next person immediately to the left of the previous shooter.

There are many bets possible in a craps game. The payoffs to all of these bets are tied to the craps math shown in the two tables in this chapter.

While it is not part of our strategy, the **Don't Pass** wager is important enough that we want to touch on it briefly.

Don't Pass wagers are the mirror image of the Pass Line bets. Like Pass Line bets, Don't Pass wagers are made before a come out roll. However, they win or lose just the opposite of pass line wagers. On come out rolls, Don't Pass bets win if:

1. The shooter rolls a 2 or 3. If a 12 is rolled, while the Pass Line wager loses, the Don't Pass bet neither wins nor loses. Most craps layouts have "Bar 12" printed in the Don't Pass betting area. Northern Nevada casinos bar the 2, which has the same mathematical effect on the player. If the casino did not bar the 12 (or the 2), the wager would enjoy an advantage over the house. In street craps (as opposed to **Bank Craps**, the brand the casinos offer) the person fading (covering) the pass line bettors has an advantage over these players as the 12 is not barred on come outs.

After a point is established, the Don't Pass wager loses if:

2. The point number is rolled before a 7 is rolled. Referring to Table Two, you can see that the number 7 enjoys an overwhelming advantage over any of the point numbers. Once a Don't Pass wager has been established, the player is favored to win the bet.

## CRAPS LAYOUT



## The DO Attack Strategy

The Craps Attack Strategy combines making come bets and lay bets. We will cover the come bets first.

The original DO Attack Strategy advocated making a pass line wager and a come bet and taking Double Odds on each wager. With this updated version of the DO Attack Strategy, pass line bets are never made, only come bets.

Since come bets are made only after come out rolls, we will never make a come bet during the shooter's come out roll. After the shooter establishes a point, we will make a come bet prior to the next roll. If that come bet has an immediate win because of an eleven, we will pick up the winnings and "Come again" as the stickman often admonishes. If the come bet loses because a craps number is thrown, we will replace the lost bet with a bet of the same size. If a 7 is rolled, the come bet wins, and a new come out roll will follow.

For purposes of this system, wins and loses on the **Come Bet Come Out** rolls will have no effect on our betting. If we win a bet on the come bet come out, we pick up our winnings and leave the original come bet. If our come bet loses because of a craps number, we replace the wager with another wager of the same amount.

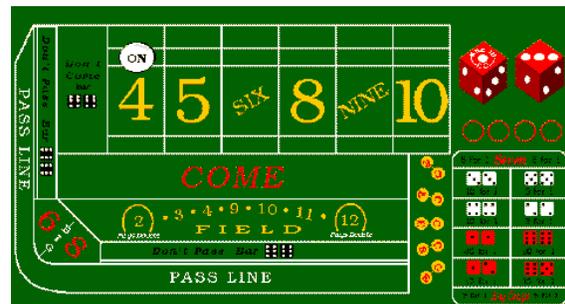
Whenever a come bet is moved to a **Come Point Number**, we will take double odds. Assume, for example, we have just wagered \$5 and the point number rolled is five. The dealer will move our come bet inside the box for the number five. We will place our odds wager, in this case \$10, in the come box and instruct the dealer "Odds on five." The

dealer will move the chips to the come bet and place the odds wager directly on top of the original wager, but slightly offset, so that the odds wager is kept separate from the original come bet.

If the come bet wins, the dealer will place the original come bet, the Odds Bet and the winnings in the come bet betting area. Our job is to watch our chips and to pick up our chips after a winning roll.

We will continue to make come bets and take odds until two come bets with odds are up, that is, in the point number boxes with odds taken. Remember that come bet come out wins and losses do not count. You may have three wins and two losses of come bets before getting two come bets with odds up, but these intermediate events will not concern you. Keep making come bets until two come bets plus odds are up.

Now, sit back and wait until one of your come bets hits. Only after one of the two come bets with odds wins, will we make another come bet. After the first hit, our objective is to get three come bets with odds up.



However, we will continue to count the number of come bets with odds which win. Our objective is to get three wins per shooter. Sometimes this can be done with less than three come bets up. For example, we have one come bet with odds on the point number 8, which hits. When this bet won we had a new come bet in the come bet Betting Area. In this situation, the come bet with odds wins when the number 8 is rolled. The dealer could return the original come bet with odds plus the winnings to the come bet Betting area and then place the new come bet on the box number 8 and ask if you would like odds on the new come bet. As a practical matter, most dealers will place the new come bet "off and on,

with odds" and set up the new come bet with the same odds as the previous one, leave one come bet in the come betting area and return the excess winning chips to the player.

Continuing our example, we have now had one come bet with odds win and have a new come bet waiting to go to a point number. Suppose the next two rolls are eights. We will have achieved our objective of winning three come bets with odds while only having one wager reach the point boxes.

Regardless of whether you have one, two or three come bets plus odds up, whenever the third wager wins, you will do a strange thing. You will pull all of the odds bets down. You will do this by telling the dealer, "Take all of my come odds bets down." Now you sit out the rest of this shooter's roll. You may win another come bet or two or lose all three. While it's nice to win another bet or two, your objective is to win the come bets with Double Odds and any additional wins are strictly bonus wins.

You will hardly ever see anyone play this way. Most come bettors will **press** or increase their bets after wins. About the only time you will see come odds ever taken down is on the roll after one of the dice has been tossed off the table, where craps folklore has it that a 7 will be rolled on the following roll. Persons who subscribe to this superstition invariably put the odds back up if no 7 shows on the next roll.

In my many years of playing craps, I can count on one hand the number of people who ever take odds bets down, even after several wins.

Many times a shooter will make his point while you still have come bets with odds up. You will need to instruct the dealer that "My odds bets are always working on the come out." Normally, odds bets on come bets are "off" on come out rolls. By telling the dealer to put your odds "on," you are informing him that with your come bets the odds will work on come out rolls.

You will continue your count of come bets plus odds which hit, even through a new come out roll. Whenever you have had three wins, you will pull the odds wagers down.

Let's illustrate this. The shooter rolls three point numbers, an eleven, a craps number and then makes his point. You had one come bet hit during this roll. Because the shooter made his point (repeated rolling his point number before rolling a seven), the same shooter will continue to shoot the dice. You instruct the dealer that your odds bets are always working. The shooter rolls one of your come numbers on the come out. You have now won two come bets from this shooter. The win leaves you with two come bets up, so you place another come bet in the come betting area. The shooter hits yet another of your wagers on the next roll. Now you tell the dealer to take the odds bets down. If you have a new come bet in the come betting area, you will remove that bet. When you have finished this maneuver, you should have two come bets in the point number boxes, no bet coming, and no odds on any come bet. Now sit back and wait for the shooter to seven out.

There is one more rule you will follow when making come bets. Whenever you have three come bets plus odds up, and there are three consecutive rolls with no come bet wins, you will have the dealer take the odds "Off" and leave the odds off until a come bet hits. When you have the dealer take the odds down, he will physically remove the chips used for odds bets and return them to you. When you call the odds bets off, the dealer will leave the odds bets up, but place a small button labeled "Off" on the wagers. Simply calling the odds bets off facilitates putting the odds back "On" should a come bet win. If a come bet wins, tell the dealer that your come odds bets are working again.

There are a number of possibilities which will occur when you are betting in this manner. The shooter can seven out when the first come bet is in the come betting area. This is a win for the come bettor, but under our system, isn't counted as a come win.

The shooter can hit one come bet and then seven out. He might hit two of our come bets before sevening out. Or, as illustrated above, he might hit three of our wagers, in which case we take our odds bets down.

An integral part of the DO Attack Strategy entails what we do after these different occurrences.

We will use a betting series for our base come bets. A series I like to use is 5 6 8 10 12, where each number represents a basic chip value. Using \$1 chips as our basic betting unit, these wagers are: \$5, \$6, \$8, \$10, \$12.

We will always begin a new session at a table betting at the lowest level of 5 units. We will use the following rules, relating to the number of our come bets hitting, to determine the betting level for the next shooter.

1. If we have one or more come bets with odds up and the shooter sevens out without hitting any of our come bets plus odds, we will raise our betting one level for the next shooter. For example, if we are making \$5 come bets and then taking odds and we have at least one come bet with odds on a point number and the shooter rolls a 7, we will begin making \$6 come bets with the next shooter.
2. If we have one come bet plus odds win before a 7 is rolled, we will continue to wager at the same level for the next shooter.
3. If two come bets with odds win before a 7 is rolled, we will drop our wagering by one level for the next shooter. Assume we are wagering with \$8 come bets and the shooter hits two of our bets and then rolls a 7. On the next round of betting, we will make \$6 come bets.

4. If three come bets with odds win before a 7 is rolled, we will drop our wagering by two levels for the next round of bets. If we are at the lowest or second lowest betting levels, we will reduce the next round of come bets as low as we can, i.e., \$5 stays the same, \$6 bets drop to \$5.

5. Whenever our come bets lose on a come out roll, we treat the loss per rules 1 — 4 above. However, we will not sit out the rolls of that shooter; instead, we will start making come bets as soon as a point is established.

Table Four shows typical wins and losses per shooter with no hits, one hit, two hits and three hits. The assumptions used for this table are that two come bets are up when a 7 is rolled and that these come bets plus odds are lost. In the case of three hits, the odds are assumed to have been taken down. The betting level for this table is \$5, with average double odds of \$10 per come bet. The average come win for a come bet with odds is assumed to be worth \$20. Come losses on come bet come out rolls are ignored.

**TABLE FOUR — Come Bet Wins and Losses**

<u>Wins</u>	<u>Bets Up</u>	<u>Come Bet \$ Amt</u>	<u>Odds Bet \$ Amt</u>	<u>Total Risked</u>	<u>\$ Wins</u>	<u>\$ Losses</u>	<u>Net Win (Loss)</u>
0	2	\$10	\$20	\$30	-0-	(30)	\$(30)
1	2	\$10	\$20	\$30	\$20	(30)	(10)
2	2	\$10	\$20	\$30	\$40	(30)	+10
3	2	\$10	-0-	\$10	\$60	(10)	+50

This table should help to illustrate the power of this system. Let's compare the zero win situation with the three win one. With zero wins we will have \$30 risked (consisting

of two come bets totaling \$10 and the double odds on those wagers totaling \$20) and with no wins we will lose \$30.

With three wins, we will pull the odds bets down so that we only leave two come bets totaling \$10 at risk. If a 7 is rolled on the next roll, we will lose these come bets for a loss of \$10. However, our win on the roll will average \$60, so that even with the loss, our net win will average \$50.

Looking at the extremes, we are risking \$30 in the situation where we have no come wins, versus winning \$50 with three come wins. With even one come bet with odds winning plus a couple of come out come bet wins, and we have a break even.

The actual results will be somewhat better than the table shows. Come bets are favored to win on come bet come out rolls by a factor of 8 to 3 (there are eight ways a 7 or 11 can show, causing a come bet win, compared to only three ways the losing craps numbers can show). A typical round of come bets will have more come out wins than loses, which will help improve our overall winning, but for the purposes of this table, which is purely illustrative, this positive effect has been ignored.

This system is very powerful because we limit the amount of money risked by taking down the double odds wagers. In addition, because trends in craps tend to be very short, we increase our chances of winning a particular game by slightly raising our wagers following a no win shooter. The theory behind this is that it is rare to have shooter after shooter have virtually no come bet hits, so that the times we are called upon to increase our wagers to the highest level allowed in the series will not be frequent.

You will notice that after a "wipe out" roll, with no wins, we raise our betting one level. After a "home run" roll with three wins, we lower our betting two levels. This bias in favor of lowering our betting also helps prevent us from raising our bet size too rapidly.

Putting all of these ingredients together, the DO Attack Strategy is a very powerful way of playing craps. A \$5 bettor, using the betting series of 5 6 8 10 12, will have winnings of about \$100 an hour using this system. His bankroll will be \$300 per session, and he will win about four out of five sessions. [Ed Note: All of the examples on win rates in this book are based on craps games played in land-based casinos, which usually average from 40 to 75 decisions per hour. This strategy works well with online “virtual craps games as well. However, since the online version of the game is much faster, it is possible to win five to eight times the hourly rates shown for land-based craps games.]

We will add one more ingredient to reduce the possibility of larger losses. We will limit our loss per session to 40% of our session bankroll. If we are using a \$300 session bankroll, we will quit playing if our losses amount to more than \$120. With a \$150 session stake, our cutoff is \$60.

One of the risks of increasing the size of wagers after losses is that the amount of money lost can start to grow at a phenomenal rate. This is the typical criticism of the Martingale type of doubling up systems. We will use strict money management with the DO Attack Strategy and limit our losses per session.

You can appreciate the reasoning behind this. At a hot table, where number after number is rolled, our winnings can accumulate at a very satisfactory rate. At a cold table, where nothing we bet wins, we are guaranteed a swift departure with minimum losses.

There may still be some confusion about making double odds wagers and Table Five shows the amounts of the double odds bets for the different come betting levels.

The rules to remember for making double odds wagers are:

- a. When the point number is a 6 or 8, the odds bet is double the size of the come bet, rounded up to the next number divisible by five. If our come bet is for \$6, we double \$6, which equals \$12, then round this up to \$15.
- b. When the point number is 5, 9, 4 or 10, the odds bet is simply double the size of the come bet. With a \$6 come bet and a point of 4, 5, 9 or 10, the odds will be \$12.

**TABLE FIVE — Double Odds Taken With Come Point Numbers**

<i>Come Point Number</i>			
<u>Come Bet</u>	<u>Odds for 6 or 8</u>	<u>Odds for 5 or 9</u>	<u>Odds for 4 or 10</u>
<b>\$5</b>	\$10	\$10	\$10
<b>\$6</b>	\$15	\$12	\$12
<b>\$8</b>	\$20	\$16	\$16
<b>\$10</b>	\$20	\$20	\$20
<b>\$12</b>	\$25	\$24	\$24

The DO Attack Strategy can be played at a variety of levels. Table Six shows the amount required to play a session with minimum bets ranging from \$1 to \$25 and the session bankroll required for each level.

The third entry in the table, showing \$1 minimum wagers, requires some additional explanation. This level of play is not for \$1 minimum tables, where the minimum chip

value is \$1. It is to be used only where twenty five-cent chips are used. Most of these "Quarter Craps" tables require minimum wagers of \$1, which should be thought of as four betting units, based on the value of the quarter chip. With \$0.25 as our base betting unit, a \$1 bet is four units, \$1.50 is six units, \$2.00 is eight units and so on.

The bankroll requirements shown in Table Six are for DO Attack Strategy. After you learn how to use DO Attack Strategy you will never want to play without it. Think of the bankroll amounts shown in the table as "guideline" amounts, used primarily to set the loss limits per game.

**TABLE SIX — DO Attack Strategy**  
**Session Bankrolls and Loss Limits**

<i>Where Used</i>	<i>Come Betting Series</i>	<i>Session Bankroll</i>	<i>Loss Limit</i>
<i>\$5 Min Bet, \$1 chips</i>	5 6 8 10 12	\$ 300	\$120
<i>\$2 Min Bet, \$1 chips</i>	2 4 6 8 10	200	80
<i>\$1 Min Bet, Quarter chips</i>	1.00 1.50 2.00 2.50 3.00	80	32
<i>\$5 or \$10 Min Bet, \$1 chips</i>	10 14 18 24 28	600	240
<i>Any table except \$100 Min</i>	25 30 35 40 45	1,500	600

In the next chapter, we will learn how to use the LB Attack Strategy.



## Using the LB Attack Strategy

The LB Attack Strategy (Lay Bet Attack Strategy) entails using lay bets. But, you will make these bets only at specific times and in specific ways.

The only numbers we will ever "lay against" are the 4 and the 10. But we will only make these bets at certain times.

As you will recall, laying against a 4 or 10 entails making a wager twice as large as the amount you can win, plus paying the casino five percent *vig* on the possible winning for the bet. Laying against the 4 or 10, we will make wagers of 40 units, 60 units and 80 units. At a table where \$1 chips are the minimum value chips, and playing with the series of DO Attack Strategy wagers with \$5 as the minimum bet, we would wager \$40, \$60 and \$80 lay bets.

Table Seven shows a series of lay bets against the 4 or 10, the amount of vig needed for each wager, the amount given to the dealer to make the wager and the possible winnings from each wager. The amount "given to the dealer" is a misnomer; the bet should be placed on the table rather than handed to the dealer.

Those of you with astute powers of recollection may recall that I earlier advised making lay bets in multiples of \$40, as in \$40, \$80, \$120 and so on. Why this wager of \$60? Am I not contradicting my own advice?

Well, I admit it. I am contradicting myself. With a \$60 lay bet, we should only pay \$1.50 vig, but since casinos don't deal in half chips, we end up paying a full two bucks. So we are overpaying. So why recommend this bet? I am recommending this bet because it makes sense from a money management perspective. I think you will agree with me once you see how we use the \$60 wager.

**TABLE SEVEN — Lay Bets Against 4 OR 10**

<u>Lay Bet</u>	<u>Vig on Wager</u>	<u>Amount Given Dealer</u>	<u>Possible Win</u>
<b>40</b>	1	41	20
<b>60</b>	2	62	30
<b>80</b>	2	82	40
<b>120</b>	3	123	60
<b>160</b>	4	164	80

If you decide to constantly lay against either the 4 or the 10 and to replace the bet each time it wins or loses with a wager of the same amount, your results over the long term will resemble the mathematical probability of this wager. You will win twice as many bets as you lose because a seven is twice as likely to be rolled as either a 4 or 10. So, you would break even on the wager except for the vig. Because of the house's commission, you would be a net loser by the amount of the vig paid to the casino.

An interesting phenomenon occurs when we modify our laying against the 4 or 10 in a certain way. **My studies have shown that when *either a 4 or 10 is rolled, the opposite number is approximately two and one half times less likely to be rolled before a seven.***

One way to play upon this information is to wait until either a 4 or 10 is rolled and then lay against the opposite number. For example, we can be playing the DO Attack Strategy making come bets and taking double odds and while we are playing, we can observe the numbers which appear. Let's say a 4 is rolled (on any roll, come out or otherwise). We immediately lay against the 10, making a \$40 lay bet. Now we wait until the bet either wins or loses.

Experience has shown that laying against the 4 or 10 in this manner gives the player a substantial edge. A good way to play this simple system is to increase your wagers after a win using the following progression: 40 40 80.

To do this, you will wait until either a 4 or 10 is rolled and then wager against the opposite number showing before a seven. If the bet wins, you take the bet down and wait for another 4 or 10 to show, and repeat the procedure, wagering \$40. If this bet also wins, you will now lay \$80 against the appropriate number. If this bet also wins, you have won three wagers in a row and have completed the series. It is now a good time to think about calling the session over.

If, at any time, you lose a wager, the betting cycle is over and you will start over wagering at the lowest level in the betting series at the next opportunity. In general, if I lose the top wager (which is rare, but happens), the session is over. I sometimes make one or two more \$40 wagers after losing the top wager, but this is not advised.

This is a very legitimate way of winning at craps. The only problem is, it is boring as hell. You will spend most of your time watching the numbers being rolled with no bet on the table. The solution? Use the DO Attack Strategy simultaneously with lay betting.

Before we start combining systems, let's see how the simple 40-40-80, lay betting system, (LB Attack Strategy Variation #1) performs. Table Eight recaps 610 rolls I recently played in a downtown Las Vegas casino using this method. This required one afternoon of "work" and averaged out over \$150 an hour.

**TABLE EIGHT — The LB Attack Strategy – Variation #1**

<i>Session Number</i>	<i>Dice Rolls to Complete Session</i>	<i>Net Win or Loss From Session</i>
<i>1</i>	22 rolls	+ 76
<i>2</i>	101 rolls	-110
<i>3</i>	54 rolls	+95
<i>4</i>	60 rolls	+111
<i>5</i>	28 rolls	+ 95
<i>6</i>	49 rolls	+ 32
<i>7</i>	44 rolls	- 6
<i>8</i>	43 rolls	+ 95
<i>9</i>	75 rolls	+ 48
<i>10</i>	55 rolls	+ 73
<i>11</i>	43 rolls	+ 76
<i>12</i>	36 rolls	+ 76
<i>Totals</i>	610 rolls	+661

As you can see, the losses are infrequent and very moderate. I never should have let the second session go as far as it did. In this session, where I lost \$110, I never did win three bets in a row and only got to the \$80 bet one time, which lost. This is a good example

of how probability works in the real world. Even though every time I make this wager, I am favored 2.5 to 1 to win it, in a given session, everything can go against you, as it did in this session. The smart thing to do when this happens is to pull off and either find another table or take a break. I did neither and ended up losing \$110.

Session 7 also illustrates another losing session, with a total loss of \$6. Here I was able to win the top bet of \$80 once, and instead of quitting I kept on playing. I managed to turn my win into a loss because of (take your choice) a) greed, b) indifference, or c) more greed.

A sensible way to play this system is to quit when either of two events occurs:

- You win the top bet of \$80, thereby completing a series of three consecutive wins, or
- You lose the top bet of \$80.

The statistics for this system are rather impressive. It averages winning over \$1.00 per roll at a craps table. This is computed based on every roll at the table, not just rolls when the bet is up. Since 150 rolls an hour are not uncommon at uncrowded tables, this is an excellent "early morning" system, when most craps tables are dead. At a crowded table, where the rolls slow down to a snail's pace, you feel like moss is growing on your chips between the times 4 or 10 is rolled.

But we can solve the problem of boredom by combining this system with the DO Attack Strategy which will keep you busier than a one legged man in a tap dance contest.

You might be thinking, "Tell me about how you gain an edge making lay bets in this manner." In case you missed it, let me explain. The expected winning rate of any old

lay no 4 or no 10 is 2:1. If your bets win and lose at this rate, you will end up a net loser because of the house vig. Only laying after a 4 or 10 has showed and only laying on the opposite number, produces wins of 2½ to 1 or greater. The house is not prepared for this and is overpaying this wager when it wins at the higher win rate. So, here we have a wager, which wins more often than it theoretically should, and pays off more than the house would like. It is truly a powerful bet that can enrich you considerably.

There's another way to make this bet, which lets you wager more frequently. We will call this variation the LB Attack Strategy Variation #2 .

With this version of the system, you get to bet more frequently and you use a betting series of \$40, \$60 and \$80.

Here's what you do. Pick either the 4 or 10 to wager against. Make your wager on the number before the shooter's come out roll. Leave the wager up for as many rolls as it takes to establish a point and then leave the wager up for three rolls after the point is established. Then pull the bet down.

Using this system, you will always lay against a 4 or 10 on come out rolls. If the bet wins on a come out roll, replace it immediately. If it loses on a come out roll or during one of the three rolls following the come out, do not replace the wager until the next come out.

After a losing wager, bet against the opposite number on the following come out roll. If you are betting no 4 and a 4 is rolled, do not replace the lost wager until the next come out roll and bet no 10.

Like Variation #1, this version increases wagers after wins. With this method of betting you start out wagering \$40, the lowest bet in the series. If you have two back to

back wins or two out of three wins wagering \$40, the following wager is for \$60. If you win the \$60 wager two times in a row, your next wager is for \$80. If you lose a \$60 wager, you drop back to \$40 and start the betting sequence over. If you have won both \$60 wagers, you will wager \$80 and try for one win at this level.

Anytime you have a loss, you will be wagering \$40 against the opposite number of the one which caused your loss on the next come out roll. In other words, any loss of a wager, say an \$80 wager, forces your next wager to drop all the way down to the lowest wager, and you switch horses by betting against the opposite number of the one which caused your loss.

The LB Attack Strategy #2 requires considerably more betting than Variation #1. You will have a lay bet up every come out roll and for up to three rolls following the come out. You will have to be more nimble to use this version because you must not only count the number of rolls after each come out roll to know when to take your bet down, you must track whether a 4 or 10 hit and be prepared to wager on its counterpart on the next come out roll.

The good news about this version is that it is anything but boring. You will have a lay bet up most of the time (the average shooter rolls a little over three rolls before sevening out).

The bad news about this version is that while it wins almost as regularly as version #1, it can be a bankroll eater when you hit a string of losses. You will need to watch your bankroll more closely when using this variation and be ready to quit if your bankroll becomes impaired.

One more piece of good news for Variation #2. It is a great system to play with the DO Attack Strategy. The lay bets tend to act as a hedge against losses on the come bets. Like an example?

Suppose you have two \$5 come bets with \$10 odds each on two box numbers and you are waiting for the first win. Because no come bets have won yet, you will not have a new come bet in the come betting area. You also have a \$60 no 4 lay bet. The shooter rolls a seven and both the come bets plus odds go down for a loss of \$30. However, the lay bet wins for a win of \$30. Your net loss on the roll is the \$2 vig paid on the lay bet.

Because of the hedge aspect, I like to use Variation #2 when using the DO Attack Strategy. However, this is a "watch your bankroll" type of system. You want to quit making wagers whenever:

- Your lay bet bankroll is down \$100.
- You lose at your second attempt to win a \$60 or \$80 wager.
- You are up at least \$75 for that game.
- You have just won your highest wager of \$80.

Let's look at ten games I played recently using LB Attack Strategy #2 . Table Nine recaps these games. Here I played ten sessions and had two losing ones. I lost \$15 in the first session, and dropped \$53 in the fourth one. I won a total of \$818 in a short evenings work, during which time a total of 456 rolls of the dice occurred.

My net win works out to about \$1.79 per roll, and that is for every roll of the dice during all the sessions, not just the rolls where I had lay bets up. At a slow dice table, this net winning rate should be over \$268 an hour. That ought to get your attention!

**TABLE NINE — LB Attack Strategy – Variation #2**

<i>Session Number</i>	<i>Dice Rolls to Complete Session</i>	<i>Net Win or Loss From Session</i>
<b>1</b>	83 rolls	- 15
<b>2</b>	40 rolls	+136
<b>3</b>	51 rolls	+ 66
<b>4</b>	58 rolls	- 53
<b>5</b>	62 rolls	+ 66
<b>6</b>	16 rolls	+ 94
<b>7</b>	40 rolls	+132
<b>8</b>	30 rolls	+131
<b>9</b>	35 rolls	+132
<b>10</b>	41 rolls	+129
<b>Totals</b>	456 rolls	+818

It's time for some questions and answers. How come Variation #2 wins so much more than #1? Is it a better system?

Let's take the first part. Variation #2 wins more money per roll, if we count all of the rolls made during a playing session, because there are more bets made with it than Variation #1. But Variation #1 still wins at a higher rate per roll if we only count the rolls during which we have a bet up. The net results are that when you have a winning session with Variation #2, you will win more money simply because you bet more often.

But LB Attack Strategy #2 does not strictly follow the “Secret Bet” philosophy used by LB Attack Strategy #1. When you are using Variation #2, many of your wagers are at the 2:1 average win level. This is because you don't just make one lay bet following either the 4 or 10 being rolled. You keep on making the bet.

Say a 4 has just been rolled. You lay against the 10 on the next come out. Now a 7 is rolled and the lay bet wins. With Variation #1, you pick up your chips and sit back and wait until either a 4 or 10 is rolled and then make a wager on the opposite number. With Variation #2, you tell the dealer to keep the winning no 10 bet up, hand him the vig needed and the bet stays up for the duration of the come out roll and the next three rolls. At this point in the cycle, you are facing the normal probability of a 10 being rolled before a 7 of 1 in 2. So with LB Attack Strategy #2, you are using a form of standard lay betting. As a result, you are going to have more losses of individual wagers using Variation #2.

Which one do I like? Give me Variation #2 any day of the week. I end up putting more money on the table, and I give up some of my advantage, but I tend to win more per session with only slightly more risk.

So the choice is yours. If you want less risk and a higher win rate per individual wager, use #1. If you can handle a little more risk with a lower win rate per individual wager, but more potential winnings per session, use #2.

So far, we have confined our examples of lay betting to wagers of \$40, \$40 and \$80 or \$40, \$60 and \$80. Can you lay lesser or greater amounts? Sure, just make sure the size of wagers match your bankroll.

Table Ten shows the size of wagers which can be made with session bankrolls from as low as \$75 to as high as \$1,500. Please note that if your session bankroll is \$75, you

will need to play on a twenty-five Cent craps table, where the minimum value chip is worth a quarter. At this level of play, the minimum lay bet made will be for \$10, where the vig is a quarter.

In addition to showing the lay bets which can be made for each level of bankroll, Table Ten also shows the suggested loss limits at each level. We strongly suggest that you adhere to these limits. When you first try out either Variation #1 or #2 of the LB Attack Strategy, you are going to be amazed at how often you win. That's the good news. The bad news is that with such a high rate of winning wagers, you may want to deny the possibility that this betting system can lose. Trust us. It can lose. That's why we set loss limits.

These loss limits should be used as absolute limits for your playing. The limits we have suggested are set at one third of the session bankroll. You can go higher (not suggested) or lower with your own limits. You might want to set your loss limit at 25% of your bankroll. Generally, your loss limits should be between 25% and 40% of your session bankroll. If you set your loss limit lower than 25%, you will stifle the system's ability to win. In other words, a couple of losses of individual wagers might cause your bankroll to hit your loss limit with a cutoff as low as 25% and cause you to pull off a game prematurely. On the other end of the spectrum, we see no reason to ever suffer losses greater than 40% of your session bankroll with either variation of the LB Attack Strategy. A 40% loss limit will give you a greater chance of turning a losing session into a winning one, but also exposes a greater portion of your bankroll to the possibility of a loss.

We prefer to split the difference between a lower loss limit of 25% and the upper limit of 40%, and stick with a 33% loss limit. Whatever you do, you must determine your personal loss limit before beginning to play and then stick to it when you are playing. You can't have a 25% loss limit beginning a session, then decide after having lost your limit,

that you really meant to set the limit at 40%. Decide on your game plan before starting to play and then stick to your plan. You'll be glad afterwards.

**TABLE TEN —LB Attack Strategy Session Bankrolls And Loss Limits**

<i>Bets with Variation #1</i>	<i>Bets with Variation #2</i>	<i>Session Bankroll</i>	<i>Loss Limit per Session</i>
<i>40 40 80</i>	40 60 80	\$ 300	\$ 100
<i>80 80 160</i>	80 120 160	600	200
<i>120 120 240</i>	120 180 240	900	300
<i>160 160 320</i>	160 240 320	1,200	400
<i>200 200 400</i>	200 300 400	1,500	500
<i>10 10 20*</i>	10 15 20	75	25

\* Use only on tables with twenty-five cent chips.

All of the examples on win rates in this book are based on craps games played in land-based casinos, which usually average from 40 to 75 decisions per hour. The *Craps Attack Strategy* works well with online “virtual craps games as well. *However, since the online version of the game is much faster, it is possible to win five to eight times the hourly rates shown for land-based craps games.*

We hope this chapter has been an eye opener. Winning \$268 an hour with only a \$300 session bankroll is not only possible with the LB Attack Strategy, but is very probable if you follow our guidelines. What about winning even more per hour? Can we do this if we combine the DO Attack Strategy with the LB Attack Strategy? In the next chapter, we will answer these questions and more.



## Going for Blood

You've just been presented with possibly the most powerful casino gambling winning system ever created. Our objective in this chapter is to show you how to combine the DO and LB Attack Strategies to form the complete Craps Attack Strategy. The results? **A \$300 an hour plus winning system using a \$500 session bankroll.** Sound impossible? It's not. But first let's review some basics. [Ed note: Win rates based on slower craps tables in land-based games. Internet craps win rates will be five to eight times higher.]

With the DO Attack Strategy we are only going to make come bets and then take double odds when the come bets have point numbers. Sometimes we will have no come bets up; other times as many as three. Usually our come bets will have the full double odds taken, but sometimes we will pull the odds down. Here's a review of the rules we use to play this system:

1. We always ignore come bet wins and losses on the come bet come out rolls. If a craps is rolled and we lose a come out come bet, we replace the bet with a wager of equal value. If a come bet wins on a come bet come out, we pick up our winnings and repeat the same original bet. Come bet come out wins and losses will have no effect on our betting strategy.
2. After the shooter's point is established, start making come bets. When each come bet point is established, take double odds.

3. Until we have had at least one come bet with odds win, we will limit ourselves to two come bets up with odds. If you have two come bets up with odds taken, do not make a new come bet until you have one win on one of the come bets with double odds.

4. After a come bet with odds wins, we will make come bets until we have three come bets with odds up. You should never have more than three come bets on the table. You might have two come bets with odds and a new come bet in the come betting area, but the total number of come wagers will never exceed three.

5. Whenever you have three come bets with odds in place, and three consecutive rolls occur with no come bets winning, tell the dealer to take your odds "Off." Use the word "Off" rather than "Down." With the bets Off, the dealer will place a small button labeled "Off" on them. To put the odds bets back "On," just tell the dealer that your come odds are working. When you pull the odds bets Off, do not put them back On until one of your come bets hits. With this maneuver, you will forego winning the odds portion of the wager if one of your come bets wins, but you will be more than rewarded by the amount of money saved on sevens rolled one or two rolls after you pull the odds off.

6. You will limit the number of wins you expect per round of come bets to three come bets with odds. Immediately after hitting your third come bet with odds win, remove any new come bet placed in the come betting area and tell the dealer to take your come odds Down. You have now finished come betting until after the next seven is rolled. This is the usual procedure; however, there is a way to employ this technique somewhat more aggressively. Normally once you have taken your odds down, you will wait until a seven is rolled and then start betting after a new point has been established. With a hot shooter, you may have to sit out quite a long roll. An alternative procedure is to pull the odds down and wait for a new come out roll (assuming the shooter makes his point). After the new come out, take odds on any come bets you have remaining and start a new round of betting. The highest number of come bets you will have up after a come out is two wagers, so take odds on

these wagers and wait until one of the wagers has hit before making another come bet. This somewhat aggressive move allows you to ride along with a hot shooter with very little additional loss exposure.

7. If the shooter makes his point and you still have come bets with odds up, tell the dealer that your come bets are always working on come outs. In making this move, you will treat the new come out as just another roll in your quest to hit three come bets with odds per shooter.

8. With a \$300 session bankroll, your come wagers will be: \$5, \$6, \$8, \$10 and \$12. Table Six shows the size of the come bets for different bankroll levels. Ignoring come bet come out wins and losses, your strategy is to start with the lowest bet in the betting series and to stay at this level after one-win "break even" rolls. After losing rolls, you will move up one level, i.e. from \$5 to \$6. After two-win rolls, you will move down one level on the next round. After three-win rolls, you will move down two levels on the next round of wagers. Of course, if you win at the base level of \$5, there is no way to reduce the size of the wager, so just continue making the same wager.

9. The rules for increasing or decreasing come bets are:

- a. If, when you have at least one come bet with odds up and the shooter sevens out with no come bet plus odds wins, move up one level, i.e. from \$5 to \$6 on the next round of bets.
- b. If the shooter sevens out after one come bet plus odds has won, stay at the same betting level.
- c. If the shooter sevens out after two come bets with odds have won, drop down one level, i.e. from \$6 to \$5.

d. If the shooter sevens out after three come bets plus odds have won (in which case you will have taken the odds bets down), drop down two levels for the next round of bets, i.e. from \$8 to \$5.

10. Set and stick with a strict loss limit of 40% of the session bankroll.

Let's review using the LB Attack Strategy. Here are the basic rules for using Variation #2 of the LB Attack Strategy:

1. Wager on come out rolls for as many rolls as it takes to establish a point. If a lay bet wins during a come out roll, keep the bet up. If a lay bet loses during a come out roll do not replace it until the next come out roll. After a point is established, leave the lay bet up until the earlier of a win or a loss or until three rolls. If a lay bet doesn't win or lose in three rolls, take it down.

2. Always lay against either a 4 or a 10. Lay against the opposite number of the number most recently rolled. Example: Shooter rolls a 4 when you have no lay bet up. On the next come out roll, lay against the 10.

3. In starting a game, you can start betting by laying against either a 4 or a 10 without waiting until one of these numbers is rolled. If you lose your wager, your next lay bet will be on the opposite number. Example: You lay \$40 against a 4 showing. The number 4 is rolled. Before the next come out roll, lay \$40 against a 10 showing.

4. On come out rolls leave lay bets up for as many rolls as it takes to establish a point. Example: Shooter rolls 7, 2, 3, 7, 11, 7 and a 5 on come out rolls. Your lay bet will win after the first 7 is rolled. Leave it up. On the fourth roll another 7 is rolled and you win again. And you will win yet again on the sixth attempt to establish a point. Finally the

shooter rolls a 5 which becomes his point. By leaving your lay bet up throughout all of the come out rolls, you have had three wins.

5. After any loss, your next wager will be on the next come out roll, and you will bet against the opposite number of the one which caused your loss and your wager will be for the minimum amount in your betting series. Following any loss, your next wager is always for the minimum amount in the betting series.

6. The betting series always consists of three levels. You will increase the size of your wagering following two consecutive wins or two out of three wins on the lowest wager. Following the wins at the lowest level bet, you will increase your wager to the mid-level wager and look for two consecutive wins. After winning on two consecutive wagers at this level, you will wager at the highest level and attempt to win one time. With one win at the highest level, the betting series is over. With any loss, the next wager will be at the lowest level and the betting series will start over. With a \$300 session bankroll, these betting levels are:

Lay No 4 or 10 \$40 — Raise bet after two consecutive wins or two out of three wins.

Lay No 4 or 10 \$60 — Raise bet after two consecutive wins.

Lay No 4 or 10 \$80 — Raise bet after two consecutive wins.

Table Ten shows the betting levels for different bankroll amounts.

7. It is time to call a game completed whenever:

— Your bankroll is down 33%, i.e., with a \$300 session bankroll, \$100.

— You have lost your second attempt to win a higher level bet, i.e., with a \$300 bankroll, a \$60 or an \$80 wager.

— You have won \$75 or more for that game.

— You have just won your highest wager in the betting series, i.e., for a \$300 bankroll, the \$80 wager.

8. Your loss limits are one third of the session bankroll. Regardless of any other rule, quit if you lose this much in a session.

Combining the DO Attack Strategy with the LB Attack Strategy produces a number of advantages and no disadvantages that we can see. The principal advantages of playing the two systems simultaneously are:

1. The total amount of bankroll required is reduced as compared to the combined total of the individual systems. Consider for example using the DO Attack Strategy with a come betting series of \$5, \$6, \$8, \$10 and \$12. With this series, the required bankroll is \$300 per session. The session bankroll required to play the lay bet series of \$40, \$60 and \$80 is also \$300. You would think that in playing the two systems simultaneously a combined session bankroll of \$600 would be needed. However, you only need a session bankroll of \$500 to combine betting for these two systems at this betting level.

2. Wins and losses are smoothed out when both systems are played together. Each system has its inherent advantages and weaknesses. For instance, if the shooter is making points and rolling lots of numbers, the DO Attack Strategy will win quickly. Surprisingly, using the LB Attack Strategy during this shooter's hot roll is also not likely to fare too badly, because most hot shooters will confine rolling sevens to come out rolls. Because our

system calls for us to leave our lay bets up on come outs, the LB Attack Strategy is just as likely to win at the same time that the come bets are winning.

Conversely, many tables are cold, with the shooter only rolling a couple of numbers before sevening out. This system can be frustrating for the come bettor. However, the lay bettor using our system will clean up when this occurs. So, while the DO Attack Strategy might be suffering a string of losses, due to each shooter quickly sevening out, the LB Attack Strategy will be raking it in. The end result is that wins are more consistent and losses less frequent when both systems are played at the same time.

3. The loss limits are reduced. Because of the reduction in the bankroll required and because of the complimentary aspects of playing both systems at the same time, the loss limits are reduced. You may recall that I recommended a loss limit of 40% of the session bankroll when using the DO Attack Strategy and 33% when using the LB Attack Strategy. If we assume that we are wagering at the level which calls for a session bankroll of \$300 per system (but combined only \$500 — see #1 above), then normally we would expect the loss limits to equal the combined loss limits of each individual method of play, computed as:

<i><u>Method:</u></i>	<i><u>Individual Bankrolls:</u></i>	<i><u>Individual Loss Limits:</u></i>
<i>DO Attack Strategy</i>	\$300	\$120
<i>LB Attack Strategy</i>	\$300	<u>\$100</u>
<i>Expected Loss Limit</i>		<u>\$220</u>

So, in combining these two systems, we should not be surprised to see a loss limit of \$220 per session. But we don't need a loss limit this high. We have reduced our combined session bankroll requirement to only \$500, rather than \$600, and our loss limit is reduced to \$167 per session, rather than \$220.

Table Eleven shows the Session Bankrolls, the Come Bet Series to be used, the LB Attack Strategy betting series to be applied and the Loss Limits for different levels of play.

**TABLE ELEVEN — Bankroll, Betting Series And Loss Limit For Combined Play**

<i>Combined Session Bankroll</i>	<i>Come Bet Series</i>	<i>Lay Bet Series</i>	<i>Loss Limits</i>
<i>\$ 125*</i>	\$1 1.50 2.00 2.50 3.00	\$10 15 20	\$ 42
<i>300*</i>	\$2 4 6 8 10	\$20 30 40	100
<i>500</i>	\$5 6 8 10 12	\$40 60 80	167
<i>1,000</i>	\$10 14 18 24 28	\$80 120 160	333
<i>1,500</i>	\$15 18 22 26 30	\$120 \$180 \$240	500
<i>2,000</i>	\$20 24 28 32 36	\$160 240 320	667
<i>2,500</i>	\$25 30 35 40 45	\$200 300 400	835

\* Use only at tables with \$0.25 chips used.

In playing with both systems simultaneously, you will need to track several events occurring at the craps table. In addition, you will need to be aware of your bankroll level at all times so that your losses do not exceed your loss limit. And, on a more pleasant note, you will have to decide when to call a winning game completed. Here are some guidelines for accomplishing all this.

1. Use casino chips to track where you are with your betting. You might want to use the closest rail for the amount of your session bankroll and the farther rail for your winnings. In this way, it is easy to track how much you are up in each session.
2. You may also want to designate rail areas to track come bets and lay bets. For example, you may want to use the farther rail to track come bets and the closer rail to track lay bets.

In the come bet rail spot, place chips equal to your current level of come betting. If you are wagering \$6 per come bet, place \$6 of chips in this spot. Each time a \$6 come bet with odds hits, place another chip next to your \$6 of chips representing your level of come betting. Continue to add another chip each time a come bet wins. By tracking wins and losses in this fashion, you will have no trouble knowing which betting level to go to after a round of come bets or knowing when to pull the come odds down because you have had three wins.

In the lay bet rail spot, place chips equal to your current level of lay bet, i.e. \$40. Next to the \$40 of chips, place a single chip each time a lay bet wins. If for instance you have wagered \$40 and have two chips, representing wins in the chip rail, you know that your next lay bet will be for \$60. In using this method of tracking lay wins at the lowest level, you must remember that you will raise your wager to the next level after winning two consecutive wagers or two out of three. You may want to use one denomination chip (say a \$1 chip) to represent a win, and a different value chip (\$5 for instance) to represent a loss, so that you can track a series of wins and losses.

3. You will need to count the number of rolls a shooter makes after establishing his point so that you can take your lay bet down after three rolls.
4. When you have three come bets with odds up, count the rolls, so that if three rolls occur with no come bet wins, you can tell the dealer to take your odds Off.
5. You will need to track whether a 4 or 10 is the last number rolled, so that your next lay bet will be on the opposite number. You can do this mentally, or by placing a chip in your lay bet tracking area to remind you which number was last rolled.
6. You need to watch your bankroll to make sure that you don't exceed your loss limits.
7. You need to watch each side of the betting system and track its progress.



For example, I generally use the lay betting rules in deciding to cease making lay bets. Let's say you just won your highest lay bet. When this system is played solo, this is considered a good time to quit. When this occurs with the combined system, I count my bankroll. If I am up 20% or more of my session bankroll, I will call the game over. If I am up less than this, I will probably consider playing a little longer.

If I have had a good string of come bet wins, I will do the same thing. However, after winning several come bets and enjoying a good overall win, I may quit making come bets and continue a lay betting series, especially if I am ready to raise my lay bet because of previous wins.

In other words, I am less cautious about continuing to make lay bets, even after a decent profit buildup than I am to continue making come bets. Why? Because come bets are much streakier than lay bets using LB Attack Strategy #1. If I have had a good run of winning come bets, a streak of losses will quite likely follow, so I am very reluctant to continue come betting after I have built up my winnings. Laying against the 4 or 10 is much less streaky, so that I am more than willing after a come bet winning streak to quit making come bets and continue with the lay betting system until I complete the lay betting series.

In case I haven't made this point clearly, let me restate it. Use the lay bet guidelines more rigorously to consider calling a game over for both lay bets and come bets. After a string of come bet wins, a good strategy is to stop making come bets and complete just the lay bet portion of the system.

8. A game may be continued longer than the above guidelines would indicate. Many times, a good win (20% or more of your session bankroll) can be reached in ten or fifteen minutes. You may not be ready to walk away at this point. Fine. Just quit betting for a few rolls. This pause from betting will give you a chance to set aside all of your winnings and to prepare for the next game. By playing in this way, you can complete several games in an hour. Whenever you decide to pick up your chips and walk away from the table, you have completed that session.

In playing this way, the winnings from each game are set aside and will not be used for play during this session. Playing in this manner, it is fairly easy for a player with a

\$300 session bankroll to "lock up" wins of \$300 per hour. A win of this size might consist of three short "games" with the winnings from each game locked up.

---

This is the "wrap up" portion of this manual, where I try to pull together any loose ends.

The original recommended trip bankroll, using only the DO Attack Strategy, was five times the session bankroll. After considerable experience in using the combined method, I have determined that five times coverage is overkill for the Craps Attack Strategy, combining the DO and LB Attack Strategies. With its low loss limits per session, you only need a trip bankroll three times the size of your session stake. **With this lower requirement, a person with a \$1,500 bankroll can easily play with a session bankroll of \$500, and have winnings of \$300 an hour.**

An easy part of the system to overlook or underestimate is the loss limits aspects of the system. For you to do this would be a major mistake. The loss limits are an integral part of the system. Yeah, yeah, you say. Every system has loss limits; I know all about this stuff.

Loss limits are especially important with this system because the wins seem to come so easily. Let me elaborate. Most gambling systems perform so poorly that the only thing between the player and the complete loss of his money is some kind of loss limit. The Craps Attack Strategy performs so smoothly that it is easy to forget that there even is a loss limit. Many times, win after win will occur in an almost effortless fashion. Whenever a losing game starts to develop, the player will have the tendency to dismiss the possibility of a loss and let a small loss turn into a major one. Don't do this. Strict adherence to the

loss limits is an integral part of the system. A small loss, which is what the loss limit is all about, is easy to overcome. A larger loss is a different matter, and the psychological aspects of having a larger loss may be harder to overcome than the monetary ones.

Let's do some simple arithmetic. Suppose that you decide to use a trip bankroll of \$1,500 and play with \$500 session bankrolls. Further suppose that you exactly apply the techniques discussed in this manual and average winning \$300 an hour. You may decide to pyramid your profits by doubling the size of your wagers every time your bankroll doubles. Let's see how this might translate into profits.

Table Twelve shows on a hypothetical basis just how fast you could push the pyramiding concept should you be so inclined. The basis of this table is that you begin casino play with a trip bankroll of \$1,500, using a session bankroll of \$500. Your goal is to "jump" to the next highest playing level after you have increased your bankroll enough to meet the requirement of having a bankroll three times the size of your session bankroll.

**TABLE TWELVE — Hypothetical Results Of  
Pyramiding Wins To Next Highest Betting Level**

<i>Trip Bankroll &gt;</i>	<i>\$1,500</i>	<i>\$3,000</i>	<i>\$4,500</i>	<i>\$6,000</i>	<i>\$7,500</i>
<i>Session Bankroll &gt;</i>	\$ 500	\$1,000	\$1,500	\$2,000	\$2,500
<i>Avg Hourly Win &gt;</i>	\$ 300	\$ 600	\$ 900	\$1,200	\$1,500
<i>Hours to reach next level &gt;</i>	5 hrs	2.5 hrs	40 min	45 min	NA
<i>Bankroll + Winnings &gt;</i>	\$3,000	\$4,500	\$6,000	\$7,500	

Beginning with \$1,500 divided into three session bankrolls of \$500 each, you manage to average winning \$300 an hour. After five hours you will have won \$1,500, and your bankroll plus your winning will now equal \$3,000. These events are summarized in the second column of the table.

With a bankroll of \$3,000, you began using a session bankroll of \$1,000 and adjust the size of your wagers for this increased stake. In only 2.5 additional hours of play, you have won another \$1,500 and your total bankroll is now \$4,500. Column three recaps these numbers.

Playing now with a \$1,500 session bankroll and the larger wagers associated with this level of bankroll, in one hour and forty minutes you win yet another \$1,500 bringing your total bankroll plus winnings up to \$6,000. You now start playing with a \$2,000 session bankroll, and in only 45 minutes your combined original bankroll plus your winnings equals \$7,500.

It has taken you about ten hours of play to increase your bankroll from the starting amount of \$1,500 to \$7,500. At this level, your smallest come bet will be for \$25. Your basic lay bet will be for \$200. You will undoubtedly be rated with play at this level and most likely "comped" by the casino.

Would I attempt this? Quite frankly, no. The rate of progression is too fast for my comfort zone. Here's the way I would go about it.

On my first trip using the Craps Attack Strategy, I would stick to one level of betting, say playing with a \$500 session bankroll.

After winning close to the target \$300 an hour rate on my first trip, I would plan to pyramid one level on the second trip. However, I would bring a \$3,000 bankroll so that I

would be prepared to play with a \$1,000 session bankroll. I would start playing with a \$500 session bankroll again and after winning a couple of sessions, I would increase my session bankroll to \$1,000 and stay at this level for the rest of the trip.

On trip three, I would bring a \$4,500 bankroll and repeat the process of the second trip, moving up from \$1,000 a session to \$1,500.

After several successful trips, I would be playing with a \$2,500 session bankroll and winning about \$1,500 an hour.

If you want to make some real money using this system, adjusting your level of play gradually is the best way to do it. In taking this approach, money is not as big a consideration as your psychological comfort level. Playing with a \$2,500 session bankroll, you will, on occasion, have several hundred dollars wagered. Trying to jump from a level of \$5 and \$40 wagers to this level of play is just too much for most of us in a very short time period. You have got to become comfortable playing at each level before moving up a level. Trying to do this in two or three days can be deadly. You will become so nervous playing at the higher level that you will likely start to make mistakes. Costly mistakes.

So start playing at your own comfort level. I highly recommend the quarter craps tables found all over Las Vegas. With a session bankroll of \$125, you can win about \$70 an hour on these tables with a downside risk of a little over forty bucks per session. Is this closer to your personal comfort zone? Fine. Try it. After gaining confidence, start moving up. But only at your own rate.

I hope you recognize the power of this system. It has never let me down in the casinos. I have had session losses, and because of my faith in the system, I have come right back to clobber the casinos.

But, to win consistently, you have got to have confidence in your play. And the best way to build up your confidence is to practice this system until you have it down cold. Not almost cold. Not just about right. Cold. Perfect.

If you will do this, I know that you will find the Craps Attack Strategy extremely rewarding. The casinos may hate you, but, after all, our object was never to make those guys happy, was it?

GOOD LUCK. I will look for you at the craps table.

