



GOLDEN RIVIERA

ONLINE CASINO

ELEGANCE IN GAMING

BEGINNERS GUIDE TO CRAPS

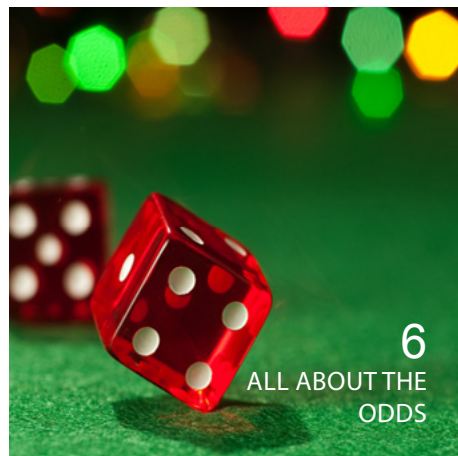


CONTENTS

I	TABLE OF CONTENTS
II	INTRODUCTION
II	ABOUT THE AUTHOR
1	A BRIEF, STARTLING AND UNCERTAIN HISTORY
1	OF KNIGHTS & STRONGHOLDS
1	CRAPS COMES TO AMERICA
2	WARTIME CRAPS
2	RULES OF PLAY
3	MULTIPLE CASINO STAFF AT ONE TABLE
3	THE SHOOTER
4	BY WAY OF EXAMPLE
5	THE DARK SIDE OF CRAPS:
	PLAYING THE DON'T PASS LINE
6	IT'S ALL ABOUT THE ODDS
7	HOW TO TAKE THE ODDS
8	COME/DON'T COME
8	FIELD BETS
9	PLACE BETS
10	PROPOSITION BETS
11	BUY & LAY BETS
12	SOME CRAPS LINGO
13	A FINAL WORD
13	TO GET YOU STARTED
13	RECOMMENDED CRAPS RESOURCES



2
RULES OF PLAY



6
ALL ABOUT THE
ODDS



12
SOME CRAPS LINGO

INTRODUCTION

For the first-time casino patron, a simple glance at the craps table is usually sufficient to scare him or her off to games that seem “friendlier” and less daunting like roulette or the reels of a slot machine. Certainly, the layout of a craps table seems akin to a game of intellectual hopscotch: chalked lines, semi-circular tracks, columns and rows of alphanumeric figures in ostensibly haphazard sequences, arbitrary font size and text color combinations, a Pass line and Don’t Pass bar, a field, a come, a don’t come bar.

Like all casino games, craps is at its core about odds: you put up a wager and you bet that wager on various combinations of strategy and chance with a pre-established house advantage. You can reduce that advantage through a variety of techniques but only marginally. We’re talking fractional percentage points here, unlike blackjack where you could eke out maybe an extra 2% off the house edge if you’re good enough.

ABOUT THE AUTHOR

Max Stern is the Casino Manager at Golden Riviera Casino, who ensures everything within the online casino runs like clockwork. Max has a broad knowledge of the casino industry, with over a decade of experience under his belt. Here he shares some of his knowledge to help you improve your game.



SHARE THIS EBOOK:

[f SHARE ON FACEBOOK](#)

[t SHARE ON TWITTER](#)

[g+ SHARE ON GOOGLE+](#)



A BRIEF, STARTLING AND UNCERTAIN HISTORY

OF KNIGHTS & STRONGHOLDS



Craps has its genesis in yea olde English game of Hazard – a complex and quite convoluted game that's mentioned in literature as old Chaucer's Canterbury Tales. In fact, Hazard is so old that it was said to have been played by the knights of the Crusades in the 11th century. As the religious elite spurred their armed forces to restore Christian supremacy to what was thought of as "Holy Land" on Pontific orders, the knights, in between laying waste to foreign strongholds, would play Hazard to pass the time. Quite a nifty little game when you're in the middle of slaughtering a couple of thousand heathens. Ironically, a number of encyclopedic sources trace the origin of game further to a combination of the Arabic words al zar and azzah, meaning "the dice".

Whatever its true origins, Hazard was a favorite amongst the English. Centuries later, high-class gambling houses in the 1800s would stage enormous Hazard tournaments, causing the rich and noble much mirth but losing them much money. My, how things haven't changed.

Tracing the etymology of the term "craps" seems to derive from the name for losing a throw of 2 in Hazard crabs. Other sources, however, trace a much more complex and uncertain lineage involving a few historical uncertainties, from the old English Hazard (as already mentioned) to the game's development in the Deep South of America (involving Cajuns, African-Americans and some derogatory French sobriquets that we'll not mention in this guide).



CRAPS COMES TO AMERICA

The modern American version of craps as we know it today arrived in New Orleans courtesy of a Bernard Xavier Philippe de marigny de Mandeville. De Maudeville's version of the game had, however, a fatal flaw for the house: cunning players could take advantage of the way other craps players bet and could thereby exploit the house. This fatal flaw was corrected by one John H Winn, who introduced the Don't Pass betting square. Winn's correction remains in force on all modern-day craps tables.



WARTIME CRAPS

In a startlingly similar manner to the knights of old, many soldiers of the World War II partook in street-style craps to pass the time. These soldiers industriously used an old army blanket as a shooting surface in the absence of a sidewalk or effective backboard. It eventually became known as the "army blanket roll" and true to the nature of the game made use of odds and betting/wagering systems.

RULES OF PLAY



Now that we've broadly touched on some of the milestones of craps' complex and, in all honesty, uncertain history, it's time to focus on playing the game.

There are a number of things happening at the craps table at any one point of play. We'll cover these one at a time and bring them all together at the end.

Here's your typical craps table. There are minor variations on different tables in either in color schemes or board layout but most will tend to look something like this.



MULTIPLE CASINO STAFF AT ONE TABLE

Because there's so much activity happening simultaneously and so many different bets at different times, casinos will often have up to four employees manning a single craps table. This typically includes:

- A boxman, whose job it is to guard the chips, supervise the deals and handle the chip exchanges.
- One or two base dealers, who must stand on either side of the boxman. These base dealers will collect and pay out the bets.
- A stickman, who stands directly opposite the boxman. The stickman typically takes bets at the centre of the table and announces the results of the rolls. You will recognize the stickman because he carries an eponymous wooden stick, which he must use to thrash misbehaving players with a healthy whack. Just joking. The stickman uses his wooden stick to collect the dice and hand it to the shooter (we will explain what a shooter is shortly). The stickman also directs any payments from the centre bets.

CASINO STAFF SITUATED
AROUND THE CRAPS TABLE



THE SHOOTER



Put simply, the shooter is the person throwing the dice. The shooter must always have a bet on either the Pass line or the Don't pass line. We'll start with the Pass line bet because it's the most common wager and is, in many cases, considered good craps etiquette (we'll get to why some consider it snarky and unfriendly to bet on the Don't pass line later). The shooter, who is shortly going to throw the dice, makes his bet. He puts, say, a \$10 chip on the Pass line. Any other players that also bet on the Pass line are betting with the shooter (or more accurately, they're betting with the dice).

If the shooter rolls a 7 or an 11 (called the come out roll), then the wagered chip is doubled immediately. This doesn't apply only to the shooter, but to any other players who also bet on the pass line. They all receive \$20 on a 7 or 11.

If the shooter rolls a 2, 3, or 12, however, then he has rolled craps and loses his bet (including the bets of all the others that bet with the shooter).

Finally, if the shooter rolls a 4, 5, 6, 8, 9 or 10 (which corresponds to that top row of numbers of numerals and written words) then he establishes a point. Once a point has been established, the dealer flips the circular off/on marker to on and places it on the square that corresponds to the roll. The goal now is for the shooter to roll that number again before he rolls a 7. If the shooter rolls fails to do this and rolls a 7 first then he is said to have seven-ed out, meaning again that it's a loss for him all others who have bet with him.

BY WAY OF EXAMPLE

With us so far? Let's use an example to illustrate the points we've just made. It's critically important to understand what's been stated because it forms the basis of craps.

You approach the craps table and decide you're going to bet on the shooter's roll. You place your \$10 chip on the Pass line together with the shooter's chips. The shooter rolls a 3. You just lost your \$10. You could sheepishly walk away and commiserate your loss, vowing never to trust the craps table ever again and devoting yourself to banning the game from the global casino register forever through lawsuits, petitions and placarded demonstrations.

Or you could acknowledge that sh happens and try again. We recommend option number two.**

You decide that every shooter has bad days, so you put another \$10 chip on the Pass line. He rolls a 7. The crowd goes wild. You just doubled your bet in a single dice throw.

You put another \$10 on the Pass line. This time, the shooter rolls a 5. The game has now moved from the come out stage to the point stage. The dealer places his two-sided off/on marker onto 5. The number 5 is now the point. The shooter must aim to roll another 5 before he rolls a 7. For argument's sake, let's say the shooter does this. The Pass line bet is now doubled. All current bets end when the shooter rolls a 7.

SHARE THIS EBOOK:

 [SHARE ON FACEBOOK](#)

 [SHARE ON TWITTER](#)

 [SHARE ON GOOGLE+](#)

IT'S ALL ABOUT THE ODDS

THE DARK SIDE OF CRAPS: PLAYING THE DON'T PASS LINE

A shooter has to either make a Pass line bet or a Don't Pass bet. A Pass line bet is a pro shooter bet. A Don't Pass bet is anti shooter bet – that is to say, all your winning bets will come from the shooter's failure. It's the almost-identical mirror of the Pass line. Almost. This means:

- A come-out of 7 or 11 will mean a loss and not a win
- A come-out of 2 or 3 will win and not lose
- A come-out of 12 will mean a draw.

You may be wondering about that last statement. On a Pass line bet, a 2, 3 and 12 are a loss so why aren't all three of them a win on a Don't Pass bet? Perhaps predictably, the draw rule is there to ensure that the house maintains its advantage on both Pass line and Don't Pass bets.

So, it follows that if a point is established (that's a 4, 5, 6, 8, 9 or 10), a Don't Pass wager means that that a player wants the shooter to roll a 7 before he matches his point again. If this happens, the player wins even money, while the shooter maintains somewhat consternated

Many fellow players will get uncomfortable at this kind of betting. They consider it "playing dark side"; some find it in poor taste and others say it's blatantly rude and anti-social.



On both a Pass line and a Don't pass bet, a player may not pick up his chips once a point has been established. He must wait until the shooter sevens out.

Like all casino games, there's a heavy element of chance in craps. It's important to understand these odds, because all craps wagers and their attendant odds and dice combinations exist based on various bets versus odds ratios.

TAKING THE ODDS

To take the odds is to make an additional wager that the point (which, you'll remember can only be established after the come-out roll) will be rolled again before a 7. With two dice, a 7 is statistically the single most likely total roll, so taking the odds will net you extra money if you things turn in your favour.

	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

This odds chart illustrates why a 7-value roll remains most likely with a two-dice combination. There are six different combinations that can result in a 7, five different combinations that result in a 6 or an 8, four different combinations that can mean a 9 or 5 and so on and so forth. You can only take the odds after a point has been established, so you'll need to sort out your Pass line bet first.

Once the point has been thrown, the casino will then allow you to bet up to a certain multiple of your Pass line wager (usually between three and five times). If the point is a 6 or an 8, the odds will pay at 6 to 5. If the point is a 5 or 9 the odds will pay at 3 to 2. If the point is a 4 or 10, the odds will pay at 2 to 1.

Let's look at the chart above once more. Let's take the number 5 as an example. As the chart illustrates, there are exactly four ways to roll the number 5. But there are six ways to roll a 7. Now, you know that if the shooter rolls a 7, and your bet is based on the Pass line, that you lose. And as the chart indicates, there's a higher chance that a 7 will be rolled (six ways) as opposed to 5 (four ways). So the casino has six ways of winning; you have four. Therefore the odds are 6:4 or, simplified down, 3:2. So the true odds are 3:2. The payout? Also 3:2. If you bet three chips, and win, you get 2 chips. That means that taking the odds gives you a statistically fair payout if you win. Of course, if you lose then the expected loss remain constant, but it can be satisfying knowing that if you win you're getting a true payout.

POINT	TRUE ODDS	PAYOUT \$/£/€
6 and 8	6:5	5 will pay 6
5 and 9	3:2	2 will pay 3
4 and 10	2:1	2 will pay 4



HOW TO TAKE THE ODDS

To signify that you’re taking the odds, you place your chips behind the pass line bet.

TRUE ODDS VERSUS CASINO ODDS

Casino odds are almost always different to true odds. This is because casinos need to make a profit from all their games. If you had a \$10 bet on a 50/50 coin toss and you won, you’d get paid even money (which would be \$10 on true odds). If, however, the coin toss were a casino game you’d probably get paid at casino odds, which is always slightly less than the true odds. In this case, you might get a \$9 payout

POINT	TRUE ODDS	PAYOUT \$/£/€
6 and 8	5:6	5 will pay 6
5 and 9	2:3	2 will pay 3
4 and 10	1:2	2 will pay 4

As you can see, laying the odds simply mirrors in an opposite way the payout/odds ratio of taking the odds.

HOW TO LAY THE ODDS

To signify that you’re laying the odds, place your chips just behind the Don’t Pass bet.



SHARE THIS EBOOK:

SHARE ON FACEBOOK

SHARE ON TWITTER

SHARE ON GOOGLE+

COME/DONT COME

The Come section of the craps table works in the same way as the Pass line bet with one important difference: they’re placed after the come out roll. Think of the Come as being able to place a Pass line bet at any stage of the game. The casino wants you to be able to wager bets on every roll.

As you’ve probably expected, the Don’t Come square works in the same way as the Don’t Pass line and can be made even after the come-out roll.



FIELD BETS

The fields comprise the numbers 2, 3, 4, 9, 10, 11, and 12. These bets pay even money (i.e.: 1:1) except for 2 and 12, which pay more. Many casinos will pay 2:1 on the 2 and 3:1 on the 12. Other casinos are stingier and adamantly pay 2:1 on both the 2 and the 12. As with all table games, make sure you read and understand the rules of play before you start laying down your chips.



FIELD BETS

Important: Field bets are one-roll bets, so if you play the field and lose, then your chips are removed the table and you lose them to the house.

PLACE BETS

The 4, 5, 6, 8, 9 and 10 squares are called place numbers. Players are able to bet directly on these numbers. When you make a Place bet, you’re betting that your particular number will be rolled before a seven is rolled. Only the dealer may physically lay your wager on a Place bet. Place bets can be made any time after the come-out roll. Also, players are able to make and remove these types of bets at any time, unlike Come bets. On the 6 and 8 squares, Place bets have to be made in \$6 increments, whereas only \$5 increments are required on the 4, 5, 9, and 10.

BET	TRUE ODDS	HOUSE PAYS	HOUSE EDGE
4 and 10	10:5	9:5	6.66
5 and 9	7,5:5	7:5	4
6 and 8	6:5	7:6	1.51

As you can see, the house edge is at its lowest on the on the 6 and 8 place bets, so these are the ones we recommend you bet on if you’re going for this type of wager.

BUY & LAY BETS

A Buy bet operates in the same way as a Place bet, except that the payoffs are different. A player can buy any of the points 4, 5, 6, 8, 9, and 10, meaning he is wagering his money on the fact that these numbers will be rolled before a 7. A Buy bet carries a 5% house commission, and should be made in increments of \$20 so that the commission can split easily. The 5% commission exists because the payoff is different: Buy bets pay fair odds, whereas Place bets do not.

When you make a Lay bet, you’re staking your wager on the prediction that a 7 will be rolled before the point number (4, 5, 6, 8, 9, or 10). It’s essentially the opposite wager of a Buy bet, and because it pays fair odds there’s a 5% commission attached.

FIELD BETS



PROPOSITION BETS

A proposition bet is a centre-section wager that bets on number-specific dice on the next throw. You can also specify that you want a “hardways” bet, which requires that the number selections be rolled the “hard way”, meaning two identical numbers comprising the total. So a “hardways” 10-bet would require a double 5 and a “hardways” 12-bet would need a double 6. “Hardways” bets, however, aren’t one-roll bets. They the bets will continue to remain active until a number 7 is rolled.



SOME OTHER TYPES OF PROPOSITION BETS WORTH MENTIONING

ANY 7

An Any 7 says that a 7 will be rolled before any combination.

ANY CRAPS

This one-roll bet pays at 7:1 and is a wager that craps will be rolled (2, 3, or 12) before another 7. The house edge here is 11.1%.

HORN BETS

This is a bet on 2, 3, 11, and 12 at once. It requires a chip on each of the numbers (that’s four in total). Payoffs are the same as for the individual numbers.



BUY & LAY BETS

Betting on this square pays even money and can be placed at any point during the game. Your wagers hinges on the shooter rolling a 6 or an 8 before another 7 is rolled. The house edge on Big 6 and Big 8 remains at 9.09%, so while it's better than betting many proposition bets it's still not the best statistical play by a long shot.



BET NAME	EXPECTED ROLLS PER BET	HOUSE EDGE PER BET MADE (%)
Pass/Come	3.38	1.41
Don't Pass/Don't Come	3.38	1.36
PLACE BETS		
Place 6 and 8	3.27	1.52
Place 5 and 9	3.6	4.00
Place 4 and 10	4	6.67
BUY BETS		
Buy 6 and 8	3.27	4.76
Buy 5 and 9	3.6	4.76
Buy 4 and 10	4	4.76
LAY BETS		
Lay 6 and 8	3.27	4.00
Lay 5 and 9	3.6	3.23
Lay 4 and 10	4	2.44
HARD BETS		
Hard 6 and 8	3.27	9.09
Hard 4 and 10	4	11.11
CRAPS BETS		
Craps 2 and 12	1	13.89
Craps 3, yo 11	1	11.11
Any Craps	1	11.11
OTHER BETS		
Big 6 and 8	3.27	9.09
"Any Seven" proposition	1	16.67
Field	1	5.56

As the statistical table above shows, different bets have very different advantages. From the truly outrageous “any seven” proposition bet at 16.67% to the more reasoned Pass line and Don't Pass line bets. The true key to craps, then, is wagering your money on those bets that have the lowest house edge, because statistically this increases your own chances of losing the least money. The less you lose, the more chance you have to win.

SOME CRAPS LINGO



Craps has its own language of play, and it come across so dizzyingly fast that you might not quite understand what is being said. Here are some of the most popular terms for different dice combinations:

DICE	NAME	REASONING:
Two	Snake Eyes	Two 1s look like a pair of snake eyes
Three	Three Craps Three	Can also be called “three ace deuce come away single” to show the come-bet has been lost
Four	Little Joe from Kokomo	Perhaps from craps American south develop-ments. Four is pronounced “fo”, rhyming with “kokomo
Five	No Field Five/Fever/Little Phoebe	Five does not appear on the field bet
Six	Jimmie Hicks/Hix/Jimmie Hicks from the sticks	Simple rhyming slang with six
Seven	Sixace/up pops the Devil	The devil reference is because a 7 means loss on a pass-line point round
Eight	Skate and donate/mom and dad/eight the hard	Unknown
Nine	Centerfield nine	Nine is the centre of the betting area in the field
Ten	A womans best friend	A sexual entendre with a feminine rhyme scheme
Eleven	Yo/Yo’leven	It can often be mistaken for a 7.
Twelve	Boxcars/midnight	Railroad boxcars describes the 6-6 formation on two dice

SHARE THIS EBOOK:



A FINAL WORD

We hope you've found this introductory guide helpful. Craps can be a lot to take in, especially if you're only just beginning your journey. In many ways, what this guide should have revealed to you is that craps is really just a concentrated table of different bets playing different odds at different times. It's because of this often-frenzied hub of activity that each craps table needs so many attentive casino staff. If you're just starting out, we'd say stick to the Pass line area for now. Once you're comfortable with how that works and what kinds of payouts it gives when a point is established you can be more daring in your craps adventure.

TO GET YOU STARTED

Ok... so you've made it this far and you're still here. Well done! You're obviously someone who's committed to learning the ins and outs of craps. Remember, there are loads of advanced strategies that you can employ that a beginner's guide like this won't cover, but these tend to take time to digest and get your head around. By far the most important thing to do now is to take what you've gleaned from this guide and apply it to a real game. Try Golden Riviera Online Casino's virtual Craps tables to get winning right away!

RECOMMENDED CRAPS RESOURCES

1. Craps guide at The Wizard of Odds (<http://wizardofodds.com/craps>)
2. Sam Grafstein, Craps: To Play Like a Pro, Learn from a Pro (ISBN: 978-0896506749)
3. Richard Orlyn, No-Nonsense Craps: The Consummate Guide to Winning at the Crap Table (ISBN: 978-0979106613)
4. Frank Scoblete, Cutting Edge Craps: Advanced Strategies for Serious Players (ISBN: 978-1600783340)

SHARE THIS EBOOK:

 **SHARE ON FACEBOOK**

 **SHARE ON TWITTER**

 **SHARE ON GOOGLE+**



PLAY 500 FREE OR 2500 FREE BETS
IN DEPOSIT BONUSES
PLAY FOR FREE - WIN FOR REAL!

PLAY NOW AT
WWW.GOLDENRIVIERACASINO.COM

The banner features a woman in a black dress holding a small stack of blue and yellow chips. The background is dark blue with a subtle pattern.